

REINA

*adolescent human
chaotic good
Level 2 barbarian*

Pronouns: she/her
Occupations: Street urchin
Armor Class 18
Hit Points 21 (TODO Hitdice)
Speed 30.

STR	DEX	CON	INT	WIS
10	19	15	18	11
(+0)	(+5)	(+3)	(+4)	(+1)

CHA

10
(+0)

Saving Throws
TODO Saving Throws
Skills

Proficiencies TODO

Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages Common ,
Adjectives Primitive ,

Special Abilities

- Rage | Danger sense | N/A |
| Curse of the forgotten

Special Equipment

- 2 Assassin's Daggers

Combat Tactics

Actions

Daggers | N/A

Factions

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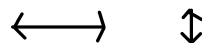


Image Dummy

ROLEPLAYING

Introduction

You turn to find a small hum
girl in furs relieving you of
your coin purse. "Wait.... yo
can see me?"

Appearance

Small for her age, mousy an
dishevelled, dressed in furs
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you can see her at all.

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ROLEPLAYING

Introduction

You turn to find a small human girl in furs relieving you of your coin purse. "Wait.... you can see me?"

Appearance

Small for her age, mousy and dishevelled, dressed in furs and linens that's she has clearly scavenged. That is... if you can see her at all.

Expressions

You can see me? I'm very forgettable. Even my family forgot me.

Mannerisms

Hangs her head, almost glum. Glances about suspiciously. Always trying to brush her filthy clothes off to appear 'acceptable'.

Motivations

Motivated by fear and loneliness. She's looking to find out why she is the way she is, for friendship and to be remembered.

Passions

People

Secrets

She doesn't, she just has one she doesn't know

Cell3

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BACKGROUND STORY

Reina was cursed as a young child possibly for something her outlander parents did. She was given the Curse of the Forgotten which allows only characters with high perception (16) to even see her and only characters with exceptional perception (19+) to remember she exists if they are directly looking at her. This has left Reina to raise and fend for herself from a young age. She longs for friends and connections while doing what she needs to survive. She longs to return to her barbarian clan that forgot her child but lives on city streets as a pick pocket and thief. What Reina doesn't know about herself is a very dangerous secret for everyone.... Reina is The Wraith. Her curse is actually a spell put on her by a spymaster of the assassin's guild at the same time that he murdered her tribe and created her split personality. When her skills are needed a simple subliminal phrase brings out the Wraith, the realms deadliest assassin, and Reina never remembers a thing.

PERSONALITY

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