

middle aged adult other (you will be asked to specify) chaotic neutral Level 5 rogue

Pronouns: he/him

Occupations: River Guide

Armor Class 14

Hit Points 57 (TODO Hitdice) **Speed** 30 walking, 30 swimming.

 STR
 DEX
 CON
 INT
 WIS
 CHA

 14 ()
 17
 13
 13
 14
 18

Saving Throws TODO Saving Throws

Skills Proficient in NatureSurvivalStealth and Sleight of Hand

Proficiencies TODO

Damage Immunities TODO Damage Immunities Condition Immunities TODO Condition Immunities Senses TODO Senses Languages Common Merfolk Aquan Thieve's Cant,

Adjectives

CELL ONE

Special Abilities

 Merfolk Traits: Amphibious Trickster Talents Cantrips: Vicious Mockery | Rogue Traits: Sneak Attack Cunning Action Uncanny Dodge | Arcane Trickster Traits: Mage Hand Legerdemain Cantrips: Mage Hand, Shocking Grasp, Shape Water Spells: Disguise Self, Tasha's Hideous Laughter, Witch Bolt

Special Equipment

Combat Tactics

He'll do his best to sneak attack with his net to restrain opponents if possible then will attack with either his sword or his spellcasting

Actions

Net | Long Sword

Factions

Image Dummy

ROLEPLAYING

Introduction

Pulling himself up on the riverside dock "I understand you need a guide down the Umara safely, I'm the best there is!"

Appearance
7'5" tall with deep purple scaled skin, handsome features, lightly armored with and abundance of pouches, webbed digits

Expressions
"I'll get ya there", "Best guide on the river!"

Mannerisms

Quick movements and assured stance

Motivations

Money and Adventure

Passions

Baubles

Secrets

He was of the Cosi Creed and still follows the ways of the Trickster God out

KAILANNO

of habit

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CELL 2 Special Equipment

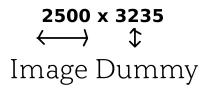
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Bottom