

Gothenni Vosk

GOTHENNI VOSK

Middle Aged Adult Aetherborn  
Neutral Evil  
Level 20 Rogue Mastermind

Pronouns - they/them  
Occupations - Crime Lord  
Armor Class - 22  
Hit Points - 153 (TODO Hitdice)  
Speed - 40.

STR	DEX	CON	INT	WIS	CHA
13	22	13	19	18	23
(+2)	(+6)	(+2)	(+5)	(+4)	(+7)

Saving Throws -  
Skills -

{ "Aetherborn Abilities"=> [{"Darkvision"=>"can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray", "Born of Aether"=>"You have resistance to necrotic damage", "Menacing"=>"You gain proficiency in the Intimidation skill", "Vampiric Gift"=>"An aetherborn with this gift gains the Drain Life ability, which is a natural attack that uses Strength for its attack and damage rolls, dealing 1d6 necrotic damage and restores the same number of hit points to the aetherborn. However, if the aetherborn goes for 7 days without dealing this damage, their hit point maximum is reduced by 1d6 per week. This reduction can't be removed until the aetherborn has used their Drain Life ability and completed a long rest"}], "Rogue Abilities"=> [{"Expertise"=>"Double proficiency bonus with Thieve's Tools and Sleight of Hand", "Sneak Attack"=>"Once per turn can add 3d6 to one creature she hits with a ranged or finesse attack if she has advantage on the attack or if the target is

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**Proficiencies** -  
**Proficiency Mod** -

**Languages** -  
Common Aetherborn Infernal Thieve's Cant  
**Adjectives** - Cold, Calculating, Deadly,

<b>Special Abilities</b>	-
<b>Special Equipment</b>	- -
<b>Combat Tactics</b>	-
Avoids combat and will have his minions fight for him, but can definitely handle himself	
<b>Actions</b>	-
<b>Factions</b>	-
<b>Thieve's Guild</b> Role:	



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## ROLEPLAYING

<b>Introduction</b>
I have need of your services. /"You have something that belongs to me/". The party will be brought to meet Gothenni
<b>Appearance</b>
They are tall and broad with a featureless black skinned hairless face with glowing blue eyes and a glow of blue cracks on various parts of their skin. They are adorned with fine robes over thick leather armor laces with gold filigree
<b>Expressions</b>
What can you do for me?  I will not be crossed!
<b>Mannerisms</b>
N/A
<b>Motivations</b>
They are motivated by greed, jealousy and hunger
<b>Passions</b>
Control, Cash and Information
<b>Secrets</b>
They know all of the secrets of Kaladesh and beyond

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**Crime Syndicate**  
Role:

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## Factions

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### Thieve's Guild

Role:  
**Crime Syndicate**

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**Role:**

100