

2500 x 3235  
Image Dummy

## CELL ONE KAILANNO

*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 Hitdie)  
**Speed** 30 walking, 30 swimming.

**STR** 14 (**DEX** 17 **CON** 13 **INT** 13 **VIS** 14)

**CHA** 18

**Saving Throws**  
TODO Saving Throws  
**Skills**  
Proficient in Nature Survival and Sleight of Hand  
**Proficiencies**  
**Damage Immunities**  
TODO Damage Immunities  
**Condition Immunities**  
TODO Condition Immunities  
**Senses** TODO Senses  
**Languages**  
Common Merfolk Aquan Cant ,  
**Adjectives** ,

### Special Abilities

- Merfolk Traits: Amphibious Trickster Talents Cantrip 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

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## 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 an 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

## CELL 2 KAILANNO

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

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**Occupations:** River Guide  
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**Hit Points** 57 (TODO Hitdie)  
**Speed** 30 walking, 30 swimming.

**STR** 14 (**DEX** 17 **CON** 13 **INT** 13 **WIS** 14)

**CHA** 18

**Saving Throws**  
TODO Saving Throws  
**Skills**  
Proficient in Nature Survival Stealth 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 ,  
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### Special Abilities

- Merfolk Traits: Amphibious Trickster Talents Cantrip 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

Cell3

## ROLEPLAYING

### Introduction

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

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

**Secrets**

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

**Actions**

Net | Long Sword

**Factions**

there is!"

**Appearance**

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

**Expressions**

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

**Mannerisms**

Quick movements and assistance

**Motivations**

Money and Adventure

**Passions**

Baubles

**Secrets**

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