

CELL
1

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 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 ,
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

2500 x 3235

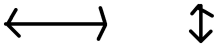


Image Dummy

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 of habit

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 Hitdice)
Speed 30 walking, 30 swimming.

| STR | DEX | CON | INT | WIS | CHA |
|-----|-----|-----|-----|-----|-----|
| 14 | 17 | 13 | 13 | 14 | 18 |

CELL 2

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** ,
Adjectives ,

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

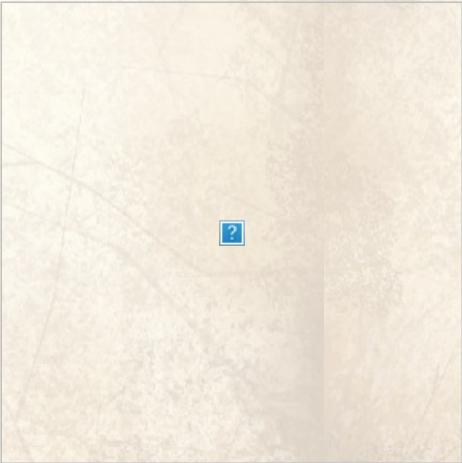
Combat Tactics

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



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

bottom stats 2

Money and Adventure

Passions

Baubles

Secrets

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