THE CARNELIAN SHROUD

Middle Aged Adult Human
Chaotic Good
Level 11 Rogue Mastermind

Pronouns - they/them
Occupations - Highwayman/Gang Leader
Armor Class - 16
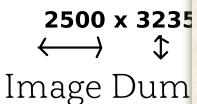**Hit Points -** 107 (TODO Hitdice)
Speed - 30.

STR	DEX	CON	INT	WIS	CHA
13	16	12	18	16	19
(+2)	(+3)	(+1)	(+4)	(+3)	(+5)

Saving Throws -
Skills -
{"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 engaged with another creater"}, {"Cunning Action"=>"Can tak a bonus action on each turn to Hide, Disengage or Dash"}, {"Uncanny Dodge"=>"When an attacker she can see hits her with an attack, she can use her Reaction to halve the damage"}, {"Evasion"=>"When you are subjected to an Effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail"}, {"Reliable Talent"=>"Whenever you make an ability check that lets you add your Proficiency Bonus, you can treat a d20 roll of 9 or lower as a 10."}]}
{"Mastermind Abilities"=>[{"Master of Intrigue"=>"you gain proficiency with the disguise kit, the forgery kit, and one gaming set of your choice. You also learn two languages of your choice. Additionally, you can unerringly mimic the speech patterns and accent of a creature that you hear speak for at least 1 minute, enabling you to pass yourself off as a native speaker of a particular land, provided that you know the language."}, {"Master of Tactics"=>"you can use the Help action as a bonus action. Additionally, when you use the Help action to aid an ally in attacking a creature, the target of that attack can be within 30 feet of you, rather than 5 feet of you, if the target can see or hear you"}, {"Insightful Manipulator"=>"if you spend at least 1 minute observing or interacting with another creature outside combat, you can learn certain information about its capabilities compared to your own. The DM tells you if the creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice - Intelligence score, Wisdom score, Charisma score, Class levels (if any) At the DM's option, you might also realize you know a piece of the creature's history or one of its personality traits, if it has any"}]}
Proficiencies -
Proficiency Mod - +4

ROLEPLAYING

Introduction

A figure on horseback blocks the path ahead of your cart "Rejoice! you have the privilege of being robbed by The Carnelian Shroud"

Appearance

A blood red masked figure with a large foppish hat and billowing cape on horseback

Expressions

I thank you for your contributions to my cause, fine stranger

Please don't try to put up a fight, I hate that!

Mannerisms

Gesticulates wildly as the speaks. Never gets off their horse

Languages -
Common Halfling Dwarvish Elvish Thieve's Cant
{"id"=>"the_red_carnelian_s_gang",
"name"=>"The Red Carnelian's Gang"}
{"id"=>"the_orphanage", "name"=>"The
Orphanage"}
Adjectives - Deceptive, Generous, Calculating,

Special Abilities - -

Special Equipment - - -
-

Combat Tactics
Always tries to keep as much distance as
possible and use her crossbow as not to give
away her identity, But if necessary, she's pretty
damn good with that blade too

Actions -

Factions

Motivations

Money, Adventure or maybe something else
altogether

Passions

Children

Secrets

The Shroud is not what they seem and not
even most of their gangs know it

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