

Illianith Mizzruiel

ILLIANITH MIZZRUIEL

Young Adult Elf  
Neutral Evil  
Level 3 Rogue Assassin

**Pronouns** - she/her  
**Occupations** - Escort / Assassin  
**Armor Class** - 14  
**Hit Points** - 47 (TODO Hitdice)  
**Speed** - 35.

STR	DEX	CON	INT	WIS	CHA
12	19	14	15	13	18
(+1)	(+5)	(+2)	(+3)	(+2)	(+4)

**Saving Throws** -  
**Skills** -

{ "Elf Abilities"=>[{"Fey Ancestry"=>"Advantage on saving throws againsts charm and immune to sleep magic", "Trance"=>"Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After Resting in this way, you gain the same benefit that a human does from 8 hours of sleep"}], "Drow Abilities"=>[{"Superior Darkvision"=>"See 120 in like bright light in dim light and like dim light in darkness", "Keen Senses"=>"Proficiency in Perception", "Sunlight Sensitivity"=>"disadvantage on attack and perception roles in direct sunlight", "Drow Magic"=>"Can cast Dancing Lights, Faerie Fire, Darkness", "Drow Weapons Training"=>"Proficient with rapiers, shortwords and hand crossbow"}], "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"}], "Assassin Abilities"=>[{"Assassinate"=>"You have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit you score against a creature that is surprised is a critical hit"}]}

**Proficiencies** -  
**Proficiency Mod** - +2

**Languages** -

Common Undercommon Elvish Dwarvish Thieve's Cant { "id"=>"assassin\_s\_guild", "name"=>"Assassin's Guild"} { "id"=>"drow\_clan", "name"=>"Drow Clan" }

**Adjectives** - Sexy, Demure, Vicious,

ILLIANITH  
MIZZRUIEL

Young Adult Elf  
Neutral Evil  
Level 3 Rogue Assassin

**Pronouns** - she/her  
**Occupations** -  
Escort / Assassin  
**Armor Class** - 14  
**Hit Points** -  
47 (TODO Hitdice)  
**Speed** - 35.

STR	DEX	CON	INT	WIS
12	19	14	15	13
(+1)	(+5)	(+2)	(+3)	(+2)

**CHA**  
**18**  
**(+4)**

**Saving Throws** -  
**Saving Throws** -  
**Skills** -

{ "Elf Abilities"=>[{"Fey Ancestry"=>"Advantage on saving throws againsts charm and immune to sleep magic", "Trance"=>"Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After Resting in this way, you gain the same benefit that a human does from 8 hours of sleep"}], "Drow Abilities"=>[{"Superior Darkvision"=>"See 120 in like bright light in dim light and like dim light in darkness", "Keen Senses"=>"Proficiency in Perception", "Sunlight Sensitivity"=>"disadvantage on attack and perception roles in direct sunlight", "Drow Magic"=>"Can cast Dancing Lights, Faerie Fire, Darkness", "Drow Weapons Training"=>"Proficient with rapiers, shortwords and hand crossbow"}], "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"}], "Assassin Abilities"=>[{"Assassinate"=>"You have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit you score against a creature that is surprised is a critical hit"}]}

**Proficiencies** -

2500 x 3235



Image Dummy

500 x 3235



Image Dummy

ROLEPLAYING

**Introduction**

A knock at your Inn door reveals a stunning dark skinned elf. /"You're looking for companionship this fine evening?/"

**Appearance**

Stunningly beautiful with blueish black skin, long black hair and ruby eyes. She is scantily but tastefully dressed

**Expressions**

How may I please you?

What are your tastes?

My client sends their regards

**Mannerisms**

She moves like oil on glass, batting her eyes and pursing her full lips

**Motivations**

Revenge

**Passions**

ROLEPLAYING

**Introduction**

A knock at your Inn door reveals a stunning dark skinned elf. /"You're looking for companionship this fine evening?/"

**Appearance**

Stunningly beautiful with blueish black skin, long black hair and ruby eyes. She is scantily but tastefully dressed

**Expressions**

How may I please you?

What are your tastes?

My client sends their regards

**Mannerisms**

She moves like oil on glass, batting her eyes and pursing her full lips

**Motivations**

Revenge

**Passions**

Hunting killers

**Secrets**

She is a madame assassin's employer's victims

### Special Abilities

1

### Special Equipment

1

## Combat Tactics

She will always attack by surprise and go for the immediate kill

## Actions

1

## Factions

## Hunting her family's killers

## Secrets

She works for her madame and for the assassin's guild. She knows the names of her employers and her victims

## Languages -

Common	Undercommon
Elvish	Dwarvish
Thieve's Cant	

```
{ "id" => "assassin_s_guild",  
  "name" => "Assassin's  
Guild" }
```

```
{ "id" => "draw_clan",  
  "name" => "Draw Clan" }
```

### Adjectives -

Sexy, Demure, Vicious,

### Special Abilities

1

### Special Equipment

1

## Combat Tactics

She will always attack by surprise and go for the immediate kill

## Actions

—

## Factions