

[Previous](#)[Next](#)

the wraith

2500 x 3235
↔ ↕

Image Dummy

The Wraith

adolescent Human

Chaotic Evil

Level 18 Rogue Assassin

Pronouns -

she/her

Occupations -

Assassin

Armor Class -

22

Hit Points -

136 (TODO Hitdice)

Speed -

40.

STR

18 (+4)

DEX

27 (+9)

CON

17 (+4)

INT

15 (+3)

WIS

10 (+0)

CHA

10 (+0)

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."}, { "Blindsense"=>"if you are able to hear, you are aware of the Location of any hidden or Invisible creature within 10 feet of you"}, { "Slippery Mind"=>"You gain proficiency in Wisdom Saving Throws"}, { "Elusive"=>"No Attack roll has advantage against you while you aren't Incapacitated"}] }

{ "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."}, { "Infiltration Expertise"=>"you can unfliningly create false identities for yourself. You must spend seven days and 25 gp to establish the history, profession, and affiliations for an identity. You can't establish an identity that belongs to someone else. For example, you might acquire appropriate clothing, letters of introduction, and official- looking certification to establish yourself as a member of a trading house from a remote city so you can insinuate yourself into the company of other wealthy merchants. Thereafter, if you adopt the new identity as a disguise, other creatures believe you to be that person until given an obvious reason not to"}, { "Imposter"=>"you gain the ability to unerringly mimic another person's speech, writing, and behavior. You must spend at least three hours studying these three components of the person's behavior, listening to speech, examining handwriting, and observing mannerisms. Your ruse is indiscernible to the casual observer. If a wary

creature suspects something is amiss, you have advantage on any Charisma (Deception) check you make to avoid detection."}, {"Death Strike"=>"When you attack and hit a creature that is surprised, it must make a Constitution saving throw (DC 8 + your Dexterity modifier + your proficiency bonus). On a failed save, double the damage of your attack against the creature."}]}

Proficiencies -

Proficiency Mod -

+6

Languages -

Common Undercommon Thieve's Cant {"id"=>"assassins_guild", "name"=>"Assassin's Guild"}

Adjectives -

Cold, Efficient, Brutal,

Special Abilities

Special Equipment

Combat Tactics

Actions

Factions

2500 x 3235
↔ ↕

Image Dummy

Roleplaying

Introduction

There is no introduction, If you see her, you're about to be very very dead

Appearance

Small and atheletic, dressed in furs and linens that's she has clearly scavenged. That is... if you can see her at all.

Expressions

The Wraith does not speak

Mannerisms

Swift, efficient movements

Motivations

Just follows order

Passions

Murder

Secrets

She doesn't know any, she just has one she doesn't know

The Wraith

adolescent Human
Chaotic Evil
Level 18 Rogue Assassin

Pronouns -

she/her

Occupations -

Assassin

Armor Class -

22

Hit Points -

136 (TODO Hitdice)

Speed -

40.

STR

18 (+4)

DEX

27 (+9)

CON

17 (+4)

INT

15 (+3)

WIS

10 (+0)

CHA

10 (+0)

Saving Throws -

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."}, { "Blindsense"=>"if you are able to hear, you are aware of the Location of any hidden or Invisible creature within 10 feet of you"}, { "Slippery Mind"=>"You gain proficiency in Wisdom Saving Throws"}, { "Elusive"=>"No Attack roll has advantage against you while you aren't Incapacitated"}] }

{ "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."}, { "Infiltration Expertise"=>"you can unfliningly create false identities for yourself. You must spend seven days and 25 gp to establish the history, profession, and affiliations for an identity. You can't establish an identity that belongs to someone else. For example, you might acquire appropriate clothing, letters of introduction, and official- looking certification to establish yourself as a member of a trading house from a remote city so you can insinuate yourself into the company of other wealthy merchants. Thereafter, if you adopt the new identity as a disguise, other creatures believe you to be that person until given an obvious reason not to"}, { "Imposter"=>"you gain the ability to unerringly mimic another person's speech, writing, and behavior. You must spend at least three hours studying these three components of the person's behavior, listening to speech, examining handwriting, and observing mannerisms. Your ruse is indiscernible to the casual observer. If a wary creature suspects something is amiss, you have advantage on any Charisma (Deception) check you make to avoid detection."}, { "Death Strike"=>"When you attack and hit a creature that is surprised, it must make a Constitution saving throw (DC 8 + your Dexterity modifier + your proficiency bonus). On a failed save, double the damage of your attack against the creature."}] }

Proficiencies -

Languages -

Common Undercommon Thieve's Cant { "id"=>"assassins_guild", "name"=>"Assassin's Guild" }

Adjectives -

Cold, Efficient, Brutal,

Special Abilities

-
-
-

Special Equipment

-

Combat Tactics

Cold, brutal and efficient, she attacks from and returns to the shadows

Actions

-

Factions

Roleplaying

Introduction

There is no introduction, If you see her, you're about to be very very dead

Appearance

Small and atheletic, dressed in furs and linens that’s she has clearly scavenged. That is... if you can see her at all.

Expressions

The Wraith does not speak

Mannerisms

Swift, efficient movements

Motivations

Just follows order

Passions

Murder

Secrets

She doesn’t know any, she just has one she doesn’t know

Background Story

Her curse is actually a spell put on her by a spymaster of the assassins guild at the same time that he murdered her tribe and created her split personality. When her skills are needed a simple subliminal phrase brings out the Wraith, the realms deadliest assassin, she has no recollection of ever being anyone else, especially not at small, lonely, street urchin.