

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

the carnelian shroud

2500 x 3235
↔ ↕

Image Dummy

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

13 (+2)

DEX

16 (+3)

CON

12 (+1)

INT

18 (+4)

WIS

16 (+3)

CHA

19 (+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 creature"}, { "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

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

Actions

Factions

2500 x 3235
↔ ↕

Image Dummy

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

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

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

13 (+2)

DEX

16 (+3)

CON

12 (+1)

INT

18 (+4)

WIS

16 (+3)

CHA

19 (+5)

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."}]}

{ "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 -

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

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

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

Background Story

The Carnelian Shroud is actually Maria Estivan, a formerly well known traveling actress and orphanage benefactor. Her career ended when she and her husband were attacked on the road one night. He was slain and her face was scarred. With no husband or career to support her or the orphanage they had just built together, Maria put her acting and makeup skills

to work for her and created The Carnelian Shroud and began robbing wagons and carriages on horseback. As she became more and more successful, she began to recruit groups of struggling young men and sending them out into the country side in gangs to continue raising funds so she had to venture out less and less and could spend more time focusing on her orphanage. As the legend grew, so did the income. Now every cent that isn't being paid to her men in the field is anonymously donated to orphanages around the countryside.