STR DEX CON INT WIS 16 13 19 13 (+1) (+3) (+2) (+5) (+2)

17 (+4)

> **Saving Throws** TODO Saving Throws Skills Espionage Spying Proficiency with Disguise Forgery and Poison kits thieve's and tinker's tools

Proficiencies Damage Immunities TODO Damage Immunities Condition Immunities TODO Condition Immunities Senses TODO Senses

Languages Common, Undercommon, Elvish, Dwarvish. Thieve's Cant. **Adjectives**

Special Abilities

Special Equipment

Combat Tactics

Stealth and Surprise

Actions

Factions

A Thieve's/Assassin's

A Political Party

A Noble House or Guild

GEX

Middle Aged Adult Changeling Chaotic Neutral Level 7 Rogue

Pronouns: they/them Occupations: Spy **Armor Class 14 Hit Points** 52 (TODO Hitdice) Speed 30.

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

(+4)

2500 x 3235

Image Dummy

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ROLEPLAYING

An unassuming generic fellow approaches their table and slyly dro a note.

White hair, gray skin and bone thin volume limbs and colorless eyes. But the

Completely depends on who they're

Completely depends on who they're

In they're spare time they are an act

and musician in small local production

They know all the secrets, and so do

party will never see that face

Introduction

Appearance

impersonating

impersonating

Motivations

Information is power

people they work for

Saving Throws TODO Saving Throws

Skills Skills Espionage Proficiency with Disguise

Forgery and Poison kits thieve's and tinker's tools

Proficiencies TODO

Damage Immunities TODO Damage Immunities **Condition Immunities** TODO Condition Immunities
Senses TODO Senses

Languages Common, Undercommon, Elvish, Dwarvish, Thieve's Cant, **Adjectives**

Special Abilities Sneak Attack, Cunning Action, Uncanny Dodge, Evasion | Roguish Archetype: Spy. Master of Tactics, Master of Intrigue, Impostor | Tricks of the Trade with a Gadget Box | Changeling Abilities: Change Appearance, Unsettling Visage, Divergent Persona **Special Equipment**

Combat Tactics

Stealth and Surprise

Actions

Gadget Box

Poison Dagger | N/A

Factions

Thieve's/Assassin's

A Political Party

A Noble House or

ROLEPLAYING

Introduction

An unassuming generic fellow approaches their table and slyly drops a note.

Appearance

White hair, gray skin and bone thin with long limbs and colorless eyes. But the party will never see that

Expressions

Cell3

Completely depends on who they're impersonating

Mannerisms

Completely depends on who they're impersonating

Motivations

Information is power

Passions

In they're spare time they are an actor and musician in small local productions

They know all the secrets, and so do the people they work for

STORY