

adolescent human
chaotic good
Level 2 barbarian

STR	DEX	CON	INT	WIS
10	19	15	18	11

10

Adjectives Primitive ,

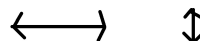
Factions

Mannerisms

adolescent human
chaotic good
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Pronouns: she/her
Occupations: Street u
Armor Class 18
Hit Points 21 (TODO H

2500 x 3235



Cell3

2500 x 3235
Image Dummy

Speed 30.

STR DEX CON INT WIS

10 19 15 18 11

(+0) (+5) (+3) (+4) (+1)

CHA

10

(+0)

Saving Throws

TODO Saving Throws

Skills

Proficiencies

Damage Immunities

TODO Damage Immunities

Condition Immunities

TODO Condition Immunities

Senses

TODO Senses

Languages

Common ,

Adjectives

Primitive ,

Special Abilities

Rage | Danger sense

N/A | Curse of the f

Special Equipment

2 Assassin's Daggers

Combat Tactics

Actions

Daggers | N/A

Factions

Image Dummy

ROLEPLAYING

Introduction

You turn to find a small human girl in furs relieving you of your coin purse. "Wait.... you can see me?"

Appearance

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

Expressions

You can see me? I'm very forgettable. Even my family forgot me.

Mannerisms

Hangs her head, almost glum. Glances about suspiciously. Always trying to brush her filthy clothes off to appear 'acceptable'.

Motivations

Motivated by fear and loneliness. She's looking to find out why she is the way she is, for friendship and to be remembered.

Passions

People

Secrets

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

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BACKGROUND STORY

Reina was cursed as a young child, possibly for something her outlander parents did. She was given the Curse of the Forgotten, which allows only characters with high perception (16) to even see her and only characters with exceptional perception (19+) remember she exists if they are directly looking at her. This has left Reina to raise and fend for herself from a young age. She longs for friends and connection while doing what she needs to survive. She longs to return to her barbarian clan that forgot her child but lives on city streets as a pick pocket and thief. What Reina doesn't know about herself is a very dangerous secret for everyone.... Reina is The Wraith. Her curse is actually a spell put on her by a spymaster of the assassin 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, and Reina never remembers a thing.

PERSONALITY

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