

0 x 3235



e Dummy

Moonglow

MOONGLOW

Young Adult Tabaxi
Neutral
Level 3 Rogue Thief

Pronouns - she/her
Occupations - Dancer / Escort / Spy
Armor Class - 14
Hit Points - 43 (TODO Hitdice)
Speed - 30.

STR	DEX	CON	INT	WIS	CHA
11	18	13	13	10	19
(+1)	(+4)	(+2)	(+2)	(+0)	(+5)

Saving Throws -
Skills -

{ "Tabaxi Abilities" => [{ "Darkvision" => "You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray", "Feline Agility" => "When you move on your turn in combat, you can double your speed until the end of the turn. Once you use this trait, you can't use it again until you move 0 feet on one of your turns.", "Cats Claws" => "Because of your claws, you have a climbing speed of 20 feet. In addition, your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.", "Cats Talent" => "You have proficiency in the Perception and Stealth 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" },], "Thief Abilities" => [{ "Fast Hands" => "you can use the Bonus Action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to Disarm a trap or open a lock, or take the Use an Object action", "Second-Story Work" => "you gain the ability to climb faster than normal; climbing no longer costs you extra Movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier." }] }

Proficiencies -
Proficiency Mod - +2

Languages -
Common Undercommon Thieve's Cant
{ "id" => "a_thieve_s_assassin_s_guild",
"name" => "A Thieve's/Assassin's Guild" }

Adjectives - Sexy, Sneaky, Flirtatious,

Special Abilities - -

Special Equipment -

Combat Tactics

he's not a big fighter but will fight with her dagger and with her claws if forced to

Actions -

2500 x 3235

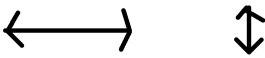


Image Dummy

ROLEPLAYING

Introduction

A lithe, black-furred Tabaxi woman slinks up to the bar / "Looking for a date tonight?/"

Appearance

Black fur, yellow slitted eyes and a dancers body. Tight-fitting silk clothes in strategic places

Expressions

You look lonely handsome

Hands off for that price

Don't be pushy

Mannerisms

Flits her tail seductively

Motivations

Money

Passions

Dancing

Secrets

She gathers information for the local thief's guild

MOONGLOW

Young Adult Tabaxi
Neutral
Level 3 Rogue Thief

Pronouns - she/her
Occupations -
Dancer / Escort / Spy
Armor Class - 14
Hit Points - 43 (TODO Hitdice)
Speed - 30.

STR	DEX	CON	INT	WIS
11	18	13	13	10
(+1)	(+4)	(+2)	(+2)	(+0)

CHA
19
(+5)

Saving Throws -
Saving Throws -
Skills -

{ "Tabaxi Abilities" => [{ "Darkvision" => "You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray", "Feline Agility" => "When you move on your turn in combat, you can double your speed until the end of the turn. Once you use this trait, you can't use it again until you move 0 feet on one of your turns.", "Cats Claws" => "Because of your claws, you have a climbing speed of 20 feet. In addition, your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.", "Cats Talent" => "You have proficiency in the Perception and Stealth 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" },], "Thief Abilities" => [{ "Fast Hands" => "you can use the Bonus Action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to Disarm a trap or open a lock, or take the Use an Object action", "Second-Story Work" => "you gain the ability to climb faster than normal; climbing no longer costs you extra Movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier." }] }

Proficiencies -

Languages -
Common Undercommon Thieve's Cant
{ "id" => "a_thieve_s_assassin_s_guild",
"name" => "A Thieve's/Assassin's Guild" }

Adjectives -
Sexy, Sneaky, Flirtatious,

Factions

Special Abilities

-

Special Equipment

-

Combat Tactics

he's not a big fighter but will fight with her dagger and with her claws if forced to

Actions

-

Factions