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	CHA
12	16	13	19	13	17

Saving Throws TODO Saving Throws
Skills EspionageSpyingProficiency with DisguiseForgery and Poison kitsthieve'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

Poison Dagger | N/A

FACTIONS

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 face

Expressions

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

Secrets

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

Background

They grew up as an exile as most of their race do. They tend to be met with distrust and persecution even by those of their own kind. Gex has has always had a call to being a performer, but when in their late teens they were found out to be a changeling, they were run out of town by the very audience they craved. At that point, they were approached and taken in by a spy master and trained in the ways of information gathering and when it comes to that calling, there is no one better