

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

methuselah cade

**2500 x 3235**  
↔ ↕

Image Dummy

---

## Methuselah Cade

**middle aged adult Human**

**Neutral Good**

**Level 15 Rogue Inquisitive**

---

**Pronouns -**

she/her

**Occupations -**

Private Investigator

**Armor Class -**

14

**Hit Points -**

126 (TODO Hitdice)

**Speed -**

30.

---

**STR**

15 (+3)

**DEX**

18 (+4)

**CON**

13 (+2)

**INT**

19 (+5)

**WIS**

18 (+4)

**CHA**

13 (+2)

---

**Saving Throws -**

**Skills -**

{ "Revenant Abilities"=>[ { "Relentless Nature"=>[ "Regains 1HP at the beginning of each turn if below half maximum HP", "If she dies, she returns to life 24hrs after death. If her body is destroyed she will reform within 1 mile of where he was killed. Equipment destroyed is not regained", "Knows the distance and direction between her and the creature involved in her goal unless they are on another plane" ] }, { "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.", "Blindsense"=> "if you are able to hear, you are aware of the Location of any hidden or Invisible creature within 10 feet of you", "Slippery Mind"=> "You gain proficiency in Wisdom Saving Throws" } ], { "Inquisitive Abilities"=>[ { "Ear for Deciet"=> "you develop a keen ear for picking out lies. Whenever you make a Wisdom (Insight) check to determine whether a creature is lying, treat a roll of 7 or lower on the d20 as an 8", "Eye for Detail"=> "you can use a bonus action to make a Wisdom (Perception) check to spot a hidden creature or object or to make an Intelligence (Investigation) check to uncover or decipher clues", "Insightful Fighting"=> "you gain the ability to decipher an opponent's tactics and develop a counter to them. As a bonus action, you make a Wisdom (Insight) check against a creature you can see that isn't incapacitated, contested by the target's Charisma (Deception) check. If you succeed, you can use your Sneak Attack against that target even if you don't have advantage on the attack roll, but not if you have disadvantage on it. This benefit lasts for 1 minute or until you successfully use this feature against a different

target", "Steady Eye"=>"you gain advantage on any Wisdom (Perception) or Intelligence (Investigation) check if you move no more than half your speed on the same turn", "Enerring Eye"=>"your senses are almost impossible to foil. As an action, you sense the presence of illusions, shapechangers not in their original form, and other magic designed to deceive the senses within 30 feet of you, provided you aren't blinded or deafened. You sense that an effect is attempting to trick you, but you gain no insight into what is hidden or into its true nature. You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses of it when you finish a long rest." ]}]}

**Proficiencies -**

**Proficiency Mod -**

+5

**Languages -**

Common Undercommon Elvish Dwarvish Thieve's Cant { "id"=>"the\_watch", "name"=>"The Watch" } { "id"=>"military", "name"=>"Military" }

**Adjectives -**

Tired, Resourceful, Inventive,

**Special Abilities**

**Special Equipment**

**Combat Tactics**

**Actions**

**Factions**

**2500 x 3235**

A diagram showing the dimensions 2500 x 3235. Below the number 2500 is a horizontal double-headed arrow. Below the number 3235 is a vertical double-headed arrow.

# Image Dummy

## Roleplaying

---

### Introduction

Behind the door at Cade Investigations sits a gruff weathered woman behind a desk. /"What can I find for you?/"

### Appearance

Tight cropped brown hair, loose casual clothes and looks like she hasn't slept in weeks, but with steel in her eyes

### Expressions

*There's no such thing as lost*

*The Eye in P.I. is me*

*I can find anyone anywhere*

### Mannerisms

Chain smokes constantly and has a slight hand tremor

**Motivations**

Truth, money, and helping people

**Passions**

She's especially passionate about missing children's cases

**Secrets**

She knows the underworld inside and out and possibly the under underworld too

---

**Methuselah Cade**

**middle aged adult Human**  
**Neutral Good**  
**Level 15 Rogue Inquisitive**

---

**Pronouns -**

she/her

**Occupations -**

Private Investigator

**Armor Class -**

14

**Hit Points -**

126 (TODO Hitdice)

**Speed -**

30.

---

**STR**

15 (+3)

**DEX**

18 (+4)

**CON**

13 (+2)

INT

19 (+5)

WIS

18 (+4)

CHA

13 (+2)

**Saving Throws -**

**Saving Throws -**

**Skills -**

{ "Revenant Abilities"=>[ { "Relentless Nature"=>["Regains 1HP at the beginning of each turn if below half maximum HP", "If she dies, she returns to life 24hrs after death. If her body is destroyed she will reform within 1 mile of where he was killed. Equipment destroyed is not regained", "Knows the distance and direction between her and the creature involved in her goal unless they are on another plane"]}, { "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.", "Blindsense"=>"if you are able to hear, you are aware of the Location of any hidden or Invisible creature within 10 feet of you", "Slippery Mind"=>"You gain proficiency in Wisdom Saving Throws"}], "Inquisitive Abilities"=>[ { "Ear for Deciet"=>"you develop a keen ear for picking out lies. Whenever you make a Wisdom (Insight) check to determine whether a creature is lying, treat a roll of 7 or lower on the d20 as an 8", "Eye for Detail"=>"you can use a bonus action to make a Wisdom (Perception) check to spot a hidden creature or object or to make an Intelligence (Investigation) check to uncover or decipher clues", "Insightful Fighting"=>"you gain the ability to decipher an opponent’s tactics and develop a counter to them. As a bonus action, you make a Wisdom (Insight) check against a creature you can see that isn’t incapacitated, contested by the target’s Charisma (Deception) check. If you succeed, you can use your Sneak Attack against that target even if you don't have advantage on the attack roll, but not if you have disadvantage on it. This benefit lasts for 1 minute or until you successfully use this feature against a different target", "Steady Eye"=>"you gain advantage on any Wisdom (Perception) or Intelligence (Investigation) check if you move no more than half your speed on the same turn", "Enerring Eye"=>"your senses are almost impossible to foil. As an action, you sense the presence of illusions, shapechangers not in their original form, and other magic designed to deceive the senses within 30 feet of you, provided you aren't blinded or deafened. You sense that an effect is attempting to trick you, but you gain no insight into what is hidden or into its true nature. You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses of it when you finish a long rest." ]}] }

**Proficiencies -**

**Languages -**

Common Undercommon Elvish Dwarvish Thieve's Cant { "id"=>"the\_watch", "name"=>"The Watch"} { "id"=>"military", "name"=>"Military" }

**Adjectives -**

Tired, Resourceful, Inventive,

**Special Abilities**

**Special Equipment**

-

- 
- 
- 

## Combat Tactics

Methuselah is a skiil fighter but will still attempt talk her way out of it first

## Actions

- 

## Factions

# Roleplaying

---

## Introduction

Behind the door at Cade Investigations sits a gruff weathered woman behind a desk. /"What can I find for you?/"

## Appearance

Tight cropped brown hair, loose casual clothes and looks like she hasn't slept in weeks, but with steel in her eyes

## Expressions

*There's no such thing as lost*

*The Eye in P.I. is me*

*I can find anyone anywhere*

## Mannerisms

Chain smokes constantly and has a slight hand tremor

## Motivations

Truth, money, and helping people

## Passions

She's especially passionate about missing children's cases

## Secrets

She knows the underworld inside and out and possibly the under underworld too

# Background Story

---

Methuselah "Thuse" Cade may be one of the greatest investigators in the world. She began her career as military police, learning investigation and interrogation techniques in addition to her martial training. After her military obligation was done, she left and became a Watch Detective. She quickly established a reputation as one of the most thorough and effective investigators the ranks had ever seen, despite not necessarily doing so "by the book". Her unorthodox method ruffled many a feather in the ranks of the guard and city watch, as did her willingness to investigate any case till its conclusion. Even if that conclusion was her superiors, city or church officials. One such investigation involving several missing children pointed to a local temple and she was murdered for her trouble. Thuse is a Revenant. Returning from the dead with a mandate to find and save missing children, and to hunt and reek vengeance on child killers. In the meantime, she takes any cases she finds interesting to pass the time and pay the bills.