

Gex

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*Middle Aged Adult Changeling
Chaotic Neutral
Level 7 Rogue Spy*

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
(+1)	(+3)	(+2)	(+5)	(+2)	(+4)

Saving Throws - Skills -

{"Changeling Abilities"=>{"Change Appearance"=>["As an action, you can transform your appearance or revert to your natural form. You can't duplicate the appearance of a creature you've never seen, and you revert to your natural form if you die.", "You decide what you look like, including your height, weight, facial features, the sound of your voice, coloration, hair length, sex, and any other distinguishing characteristics. You can make yourself appear as a member of another race, though none of your game statistics change. You also can't appear as a creature of a different size than you, and your basic shape stays the same; if you're bipedal, you can't use this trait to become quadrupedal, for instance. Your clothing and other equipment don't change in appearance, size, or shape to match your new form, requiring you to keep a few extra outfits on hand to make the most compelling disguise possible.", "Even to the most astute observers, your ruse is usually indiscernible. If you rouse suspicion, or if a wary creature suspects something is amiss, you have advantage on any Charisma (Deception) check you make to avoid detection."], "Unsettling Visage"=>["When a creature you can see makes an attack roll against you, you can use your reaction to impose disadvantage on the roll. You must use this feature before knowing whether the attack hits or misses.", "Using this trait reveals your shapeshifting nature to any creature within 30 feet that can see you. Once you use this trait, you can't use it again until you finish a short or long rest"], "Divergent

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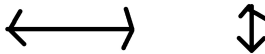


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Proficiencies -
Proficiency Mod - +3

Languages -
Common Undercommon Elvish Dwarvish Thieve's Cant

Adjectives - Mercurial, Mysterious, Cunning,

Special Abilities			-
Special Equipment			- -
Combat Tactics			
Stealth and Surprise			
Actions			-
Factions			
A Thieve's/Assassin's Guild			
Role:			
A Political Party			
Role:			
A Noble House or Guild			
Role:			

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 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	

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Elvish Dwarvish Thieve's
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Mercurial, Mysterious,
Cunning,

Special Abilities

-

Special Equipment

-

Combat Tactics

Stealth and Surprise

Actions

-

Factions

A

**Thieve's/Assassin's
Guild**

Role:

A Political Party

Role:

**A Noble House or
Guild**

Role: