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reina

2500 x 3235
↔ ↕

Image Dummy

Reina

adolescent Human

Chaotic Good

Level 2 Barbarian N/A

Pronouns -

she/her

Occupations -

Street urchin

Armor Class -

18

Hit Points -

21 (TODO Hitdice)

Speed -

30.

STR

10 (+0)

DEX

19 (+5)

CON

15 (+3)

INT

18 (+4)

WIS

11 (+1)

CHA

10 (+0)

Saving Throws -

Skills -

{ "Barbarian Abilities" => [{ "Rage" => [{ "Description" => "Can enter a rage as a Bonus Action.", "have advantage on Strength Checks and Strength Saving Throws.", "make a melee weapon Attack using Strength, you gain a +2 bonus to the damage roll", "Resistance to bludgeoning, piercing, and slashing damage"], "Danger Sense" => "has advantage on Dexterity Saving Throws against Effects that he can see, such as traps and Spells", "Reckless Attack" => "When making his first Attack on his Turn, he can decide to Attack recklessly. Doing so gives him advantage on melee weapon Attack Rolls using Strength during this turn, but Attack Rolls against him have advantage until his next turn"] }] }

Proficiencies -

Proficiency Mod -

+2

Languages -

Common { "id" => "thieves_guild", "name" => "Thieve's Guild" }

Adjectives -

Insecure, Meek, Trusting,

Special Abilities

Special Equipment

Combat Tactics

Actions

Factions

2500 x 3235
↔ ↕

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 know any, she just has one she doesn’t know

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Languages -

Common { "id" => "thieves_guild", "name" => "Thieve's Guild" }

Adjectives -

Insecure, Meek, Trusting,

Special Abilities

-

Special Equipment

-

Combat Tactics

Reina doesn't like to fight but will go into a rage and attack with her daggers if attacked

Actions

-

Factions

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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. 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 to survive. She longs to return to the barbarian clan that forgot her as a 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 assassins 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.