# KAILANNO

middle aged adult other (you will be asked to specify) chaotic neutral Level 5 rogue

Pronouns: he/him

Occupations: River Guide

**Armor Class 14** 

Hit Points 57 (TODO Hitdice) **Speed** 30 walking, 30 swimming.

STR	DEX	CON	INT	WIS	CHA
14 ()	17	13	13	14	18

Saving Throws TODO Saving Throws

Skills Proficient in NatureSurvivalStealth and Sleight of Hand

Proficiencies TODO

Damage Immunities TODO Damage Immunities **Condition Immunities** TODO Condition Immunities Senses TODO Senses

Languages Common Merfolk Aquan Thieve's Cant, **Adjectives** 

#### **Special Abilities**

• Merfolk Traits: Amphibious Trickster Talents Cantrips: Vicious Mockery | Rogue Traits: Sneak Attack Cunning Action Uncanny Dodge | Arcane Trickster Traits: Mage Hand Legerdemain Cantrips: Mage Hand, Shocking Grasp, Shape Water Spells: Disguise Self, Tasha's Hideous Laughter, Witch Bolt

#### **Special Equipment**

### **Combat Tactics**

He'll do his best to sneak attack with his net to restrain opponents if possible then will attack with either his sword or his spellcasting

#### **Actions**

Net | Long Sword

# **Factions**

2500 x 3235 Image Dummy

# ROLEPLAYING

# Introduction

Pulling himself up on the riverside dock "I understand you need a guide down the Umara safely, I'm the best there is!"

# **Appearance**

7'5" tall with deep purple scaled skin, handsome features, lightly armored with and abundance of pouches, webbed digits

#### **Expressions**

"I'll get ya there", "Best guide on the river!"

#### **Mannerisms**

Quick movements and assured stance

#### **Motivations**

**Money and Adventure** 

# **Passions**

**Baubles** 

#### Secrets

He was of the Cosi Creed and still follows the ways of the Trickster God out of habit

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CELL ONE

**Saving Throws TODO Saving Throws** Proficient in NatureSurvivalStealth and Sleight of Hand **Proficiencies TODO Damage Immunities TODO Damage Immunities Condition Immunities TODO Condition Immunities Senses TODO Senses** Languages Common Merfolk Aquan Thieve's Cant, Adjectives , **Special Abilities** • Merfolk Traits: Amphibious Trickster Talents Cantrips: Vicious Mockery | Rogue Traits: Sneak Attack Cunning Action Uncanny Dodge | Arcane Trickster Traits: Mage Hand Legerdemain Cantrips: Mage Hand, Shocking Grasp, Shape Water Spells: Disguise Self, Tasha's CELL 2 **Hideous Laughter, Witch Bolt Special Equipment Combat Tactics** He'll do his best to sneak attack with his net to restrain opponents if possible then will attack with either his sword or his spellcasting **Actions** Net | Long Sword **Factions** 

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**Motivations** 

bottom stats 2

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