



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
12	16	13	19	13
(+1)	(+3)	(+2)	(+5)	(+2)

CHA
17
(+4)

Saving Throws
TODO Saving Throws
Skills Espionage Spying
Proficiency with Disguise
Forgery and Poison kits
thieve's and tinker's tools
Proficiencies
Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages Common,
Undercommon, Elvish,
Dwarvish, Thieve's Cant,
Adjectives

Special Abilities

-

Special Equipment

-

Combat Tactics

Stealth and Surprise

Actions

-

Factions

A Thieve's/Assassin's Guild

A Political Party

A Noble House or Guild

2500 x 3235



Image Dummy

ROLEPLAYING

Introduction

An unassuming generic fellow
approaches their table and slyly drops
a note.

Appearance

White hair, gray skin and bone thin
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
people they work for

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BACKGROUND
STORY

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