

100 x 3235
→ ⇕
Age Dummy

can't establish an identity that belongs to someone else. For example, you might acquire appropriate clothing, letters of introduction, and official- looking certification to establish yourself as a member of a trading house from a remote city so you can insinuate yourself into the company of other wealthy merchants. Thereafter, if you adopt the new identity as a disguise, other creatures believe you to be that person until given an obvious reason not to"}, {"Imposter"=>"you gain the ability to unerringly mimic another person's speech, writing, and behavior. You must spend at least three hours studying these three components of the person's behavior, listening to speech, examining handwriting, and observing mannerisms. Your ruse is indiscernible to the casual observer. If a wary creature suspects something is amiss, you have advantage on any Charisma (Deception) check you make to avoid detection."}, {"Death Strike"=>"When you attack and hit a creature that is surprised, it must make a Constitution saving throw (DC 8 + your Dexterity modifier + your proficiency bonus). On a failed save, double the damage of your attack against the creature."}}}

Proficiencies -
Proficiency Mod - +6

Languages -
Common Undercommon Thieve's Cant
{ "id"=>"assassins_guild",
"name"=>"Assassin's Guild" }
Adjectives - Cold, Efficient, Brutal,

Special Abilities - - -
Special Equipment -
Combat Tactics
Cold, brutal and efficient, she attacks from and returns to the shadows
Actions -
Factions

There is no introduction, If you see her, you're about to be very very dead

Appearance

Small and atheletic, dressed in furs and linens that's she has clearly scavenged. That is... if you can see her at all.

Expressions

The Wraith does not speak

Mannerisms

Swift, efficient movements

Motivations

Just follows order

Passions

Murder

Secrets

She doesn't know any, she just has one she doesn't know

and 25 gp to establish the history, profession, and affiliations for an identity. You can't establish an identity that belongs to someone else. For example, you might acquire appropriate clothing, letters of introduction, and official-looking certification to establish yourself as a member of a trading house from a remote city so you can insinuate yourself into the company of other wealthy merchants. Thereafter, if you adopt the new identity as a disguise, other creatures believe you to be that person until given an obvious reason not to"}, {"Imposter"=>"you gain the ability to unerringly mimic another person's speech, writing, and behavior. You must spend at least three hours studying these three components of the person's behavior, listening to speech, examining handwriting, and observing mannerisms. Your ruse is indiscernible to the casual observer. If a wary creature suspects something is amiss, you have advantage on any Charisma (Deception) check you make to avoid detection."}, {"Death Strike"=>"When you attack and hit a creature that is surprised, it must make a Constitution saving throw (DC 8 + your Dexterity modifier + your proficiency bonus). On a failed save, double the damage of your attack against the creature."}}}

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