Illianith Mizzruiel

2500 x 3235

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Image Dummy

Illianith Mizzruiel

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young adult Elf
Neutral Evil
Level 3 Rogue Assassin

Pronouns -

she/her

Occupations -

Escort / Assassin

Armor Class -

14

Hit Points -

47 (TODO Hitdice)

Speed -

35.

STR

12 (+1)

DEX

19 (+5)

CON

14 (+2)

INT

15 (+3)

WIS

13 (+2)

CHA

18 (+4)

Saving Throws -

Skills -

{"Elf Abilities"=>[{"Fey Ancestry"=>"Advantage on saving throws againts charm and immune to sleep magic", "Trance"=>"Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After Resting in this way, you gain the same benefit that a human does from 8 hours of sleep"}], "Drow Abilities"=>[{"Superior Darkvision"=>"See 120 in like bright light in dim light and like dim light in darkness", "Keen Senses"=>"Proficiency in Perception", "Sunlight Sensitivity"=>"disadvantage on attack and perception roles in direct sunlight", "Drow Magic"=>"Can cast Dancing Lights, Faerie Fire, Darkness", "Drow Weapons Training"=>"Proficient with rapiers, shortswords and hand crossbow"}], "Rogue Abilities"=>[{"Expertise"=>"Double proficiency bonus with Thieve's Tools and Sleight of Hand", "Sneak Attack"=>"Once per turn can add 3d6 to one creature she hits with a ranged or finesse attack if she has advantage on the attack or if the target is engaged with another creater", "Cunning Action"=>"Can tak a bonus action on each turn to Hide, Disengage or Dash"}], "Assassin Abilities"=>[{"Assassinate"=>"You have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit you score against a creature that is surprised is a critical hit"}]}

Proficiencies -

Proficiency Mod -

+2

Languages -

Common Undercommon Elvish Dwarvish Thieve's Cant {"id"=>"assassin_s_guild", "name"=>"Assassin's Guild"} {"id"=>"drow_clan", "name"=>"Drow Clan"}

Adjectives -

Sexy, Demure, Vicious,

Special Abilities

Special Equipment

Combat Tactics

Actions

Factions

2500 x 3235

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Image Dummy

Roleplaying

Introduction

A knock at your Inn door reveals a stunning dark skinned elf. /"You're looking for companionship this fine evening?/"

Appearance

Stunningly beautiful with blueish black skin, long black hair and ruby eyes. She is scantily but tastefully dressed

Expressions

How may I please you?

What are your tastes?

My client sends their regards

Mannerisms

She moves like oil on glass, batting her eyes and pursing her full lips

Motivations

Revenge

Passions

Hunting her family's killers

Secrets

She works for her madame and for the assassin's guild. She knows the names of her employers and her victims

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Languages -

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Adjectives -

Sexy, Demure, Vicious,

Special Abilities

-

Special Equipment

-

Combat Tactics

She will always attack by surprise and go for the immediate kill

Actions

-

Factions

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Background Story

Leaving her home in the Underdark after her parents murder by surface-dwelling adventurers, she seeks revenge against all Up-worlders. Using her families contacts, she gained entrance and training from the Assassin's Guild. With her stunning good looks, ruthless aggression and lack of moral norms, she developed the personae of a courtesan and escort. This allows her to get close, personal and passed the guard of her targets. Enjoying the more carnal side of her nature, she does continue to work as an escort when the assassin work is slow, and she's not out hunting the adventurers that murdered her family. She has sworn to hunt and kill those that killed her family and uses most of her spare time and money to accomplish that goal