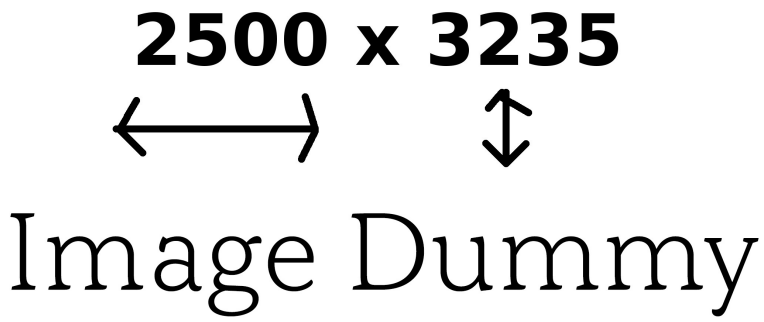
kailanno



Kailanno

middle aged adult Merfolk
Chaotic Neutral
Level 5 Rogue Arcane Trickster

Pronouns -

he/his

Occupations -

River Guide

Armor Class -

14

Hit Points -

57 (TODO Hitdice)

Speed -

30 walking, 30 swimming.

STR

14 (+2)

DEX

17 (+4)

CON

13 (+2)

INT

13 (+2)

WIS

14 (+2)

CHA

18 (+4)

Saving Throws -

Skills -

{"Merfolk Traits"=>[{"The Creed of the Trickster"=>"No merfolk will openly admit to following the creed of the trickster, but those who do view Cosi as an ally who can grant them control over the chaotic forces of the world", "Amphibious"=>"You can breathe air and water", "Trickster Talents"=>"You have proficiency in the Sleight of Hand and Stealth skills", "Cantrips"=>"Vicious Mockery Spell DC 16"}], "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", "Uncanny Dodge"=>"When an attacker she can see hits her with an attack, she can use her Reaction to halve the damage"}], "Arcane Trickster Abilities"=>[{"Spellcasting"=>[{"Description"=>"DC 12", "Cantrips"=>"Mage Hand, Shocking Grasp, Shape Water", "1st Level"=>"Hideous Laughter, Disguise Self, Witch Bolt"}], "Mage Hand Legerdemain"=>[{"Description"=>"when you cast Mage Hand, you can make the spectral hand invisible, and you can perform the following additional tasks with it -", "Additional Information"=>["You can stow one object the hand is holding in a container worn or carried by another creature.", "You can retrieve an object in a container worn or carried by another creature.", "You can use thieves' tools to pick locks and disarm traps at range.", "You can perform one of these tasks without being noticed by a creature if you succeed on a Dexterity (Sleight of Hand) check contested by the creature's Wisdom (Perception) check. In addition, you can use the bonus action granted by your Cunning Action to control the hand"]}]}]}

Proficiencies -

Proficiency Mod -

+3

Languages -

Common Merfolk Aquan Thieve's Cant {"id"=>"adventurer_s_guild", "name"=>"Adventurer's Guild"} {"id"=>"thieve_s_guild", "name"=>"Thieve's Guild"}

Adjectives -

Cunning, Well-Travelled, Boastful,

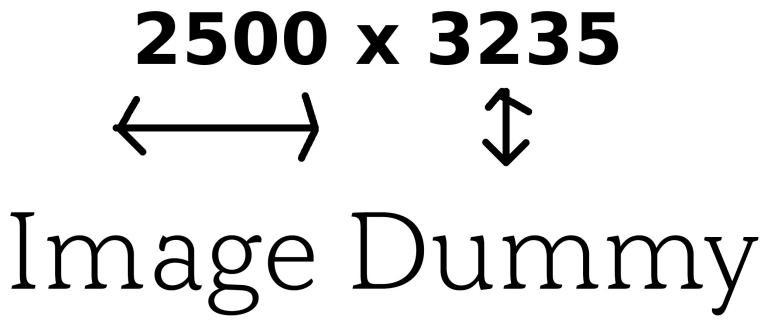
Special Abilities

Special Equipment

Combat Tactics

Actions

Factions



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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Saving Throws -

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Proficiencies -

Languages -

Common Merfolk Aquan Thieve's Cant {"id"=>"adventurer_s_guild", "name"=>"Adventurer's Guild"} {"id"=>"thieve_s_guild", "name"=>"Thieve's Guild"}

Adjectives -

Cunning, Well-Travelled, Boastful,

Special Abilities

-

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

-

Factions

Roleplaying

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Background Story

Kailanno is an accomplished and well-traveled guide and adventurer. He knows the major rivers of Zendikar like the back of his hand. He was a follower of the Cosi Creed and followed the path of Cosi the Trickster God. Unfortunately, with the arrival of the Eldrazi and resulting war for the survival of Zendikar, it was revealed that Cosi was not a God, but one of the Eldrazi Titans; Kozilek. This revelation has cause the bulk of Zendikar's merfolk to abandon their gods, but Kailanno still maintains many of his beliefs and habits, despite no longer believing in Cosi himself. Because of this, he enjoys playing sleight of hand tricks, card tricks and even stealing small baubles and trinkets from the people he's guiding. This has gotten him in trouble more than once