

Illianith Mizzruiel

ILLIANITH MIZZRUIEL

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	DEX	CON	INT	WIS	CHA
12	19	14	15	13	18
(+1)	(+5)	(+2)	(+3)	(+2)	(+4)

**Saving Throws - Skills -**

{ "Elf Abilities"=>[{ "Fey Ancestry"=>"Advantage on saving throws againsts 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,

ILLIANITH MIZZRUIEL

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	DEX	CON	INT	WIS
12	19	14	15	13
(+1)	(+5)	(+2)	(+3)	(+2)

CHA  
18  
(+4)

**Saving Throws - Saving Throws - Skills -**

{ "Elf Abilities"=>[{ "Fey Ancestry"=>"Advantage on saving throws againsts 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 -**

2500 x 323

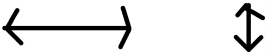


Image Dummy

500 x 3235



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

ROLEPLAYING

Introduction

A knock at your Inn door reveals a dark skinned looking companion 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 killers

Secrets

She is a madame assassin's who knows the employers victims

Special Abilities

-

Special Equipment

-

Combat Tactics

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

Actions

-

Factions

-

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

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

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

Actions

-

Factions

-