

CELL  
ONE

# THE CARNELIAN SHROUD

*middle aged adult human  
chaotic good  
Level 11 rogue*

**Pronouns:** they/them  
**Occupations:** Highwayman/Gang Leader  
**Armor Class** 16  
**Hit Points** 107 (TODO Hitdice)  
**Speed** 30.

STR	DEX	CON	INT	WIS	CHA
13 ( )	16	12	18	16	19

**Saving Throws** TODO Saving Throws  
**Skills** Horseback Riding, Disguise Kit  
**Proficiencies** TODO  
**Damage Immunities** TODO Damage Immunities  
**Condition Immunities** TODO Condition Immunities  
**Senses** TODO Senses  
**Languages** Common Halfling Dwarvish Elvish Thieve's Cant ,  
**Adjectives** ,

## Special Abilities

- Mounted Combatant, Mount Master, Crossbow Expert, Weapon Finesse, Finesse Fighting | Rogue's Traits: Expertise in Performance and Disguise Kit, Sneak Attack, Cunning Action, Uncanny Dodge, Evasion, Reliable Talent: Performance | Mastermind Traits: Master of Intrigue, Master of Tactics, Insightful Manipulator

## Special Equipment

- Vicious Rapier
- Vicious Hand Crossbow
- Wand of Polymorph

## Combat Tactics

Always tries to keep as much distance as possible and use her crossbow as not to give away her identity, But if necessary, she's pretty damn good with that blade too

## Actions

Hand Crossbow | Rapier

## Factions

2500 x 3235

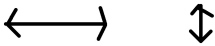


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# ROLEPLAYING

## Introduction

A figure on horseback blocks the path ahead of your cart "Rejoice! you have the privilege of being robbed by The Shroud"

## Appearance

A blood red masked figure with a large foppish hat and billowing cape on horseback

## Expressions

"I thank you for your contributions to my cause, fine stranger", "Please don't try to put up a fight, I hate that!"

## Mannerisms

Gesticulates wildly as the speaks. Never gets off their horse

## Motivations

Money, Adventure or maybe something else altogether

## Passions

## Children

## Secrets

The Shroud is not what they seem and not even their gangs know it

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**Saving Throws** TODO **Saving Throws Skills** Horseback Riding. Disguise Kit

**Proficiencies** TODO

**Damage Immunities** TODO **Damage Immunities Condition Immunities** TODO **Condition Immunities Senses** TODO **Senses**

**Languages**

**Common** Halfling **Dwarvish** **Elvish** **Thieve's Cant** , **Adjectives** ,

**Special Abilities**

- **Mounted Combatant**, **Mount Master**, **Crossbow Expert**, **Weapon Finesse**, **Finesse Fighting** | **Rogue's Traits**: **Expertise in Performance and Disguise Kit**, **Sneak Attack**, **Cunning Action**, **Uncanny Dodge**, **Evasion**, **Reliable Talent: Performance** | **Mastermind Traits**: **Master of Intrigue**, **Master of Tactics**, **Insightful Manipulator**

CELL 2

**Special Equipment**

- **Vicious Rapier**
- **Vicious Hand Crossbow**
- **Wand of Polymorph**

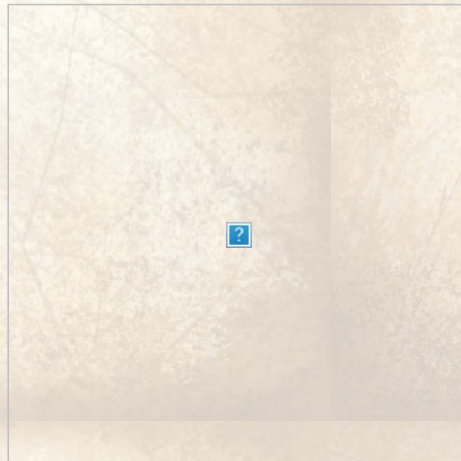
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**Actions**

**Hand Crossbow** | **Rapier**

**Factions**



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