



GEX

Middle Aged Adult
Changeling
Chaotic Neutral
Level 7 Rogue

Pronouns: they/them
Occupations: Spy
Armor Class 14
Hit Points
52 (TODO Hitdice)
Speed 30.

STR	DEX	CON	INT	WIS
12	16	13	19	13
(+1)	(+3)	(+2)	(+5)	(+2)

CHA
17
(+4)

Saving Throws
TODO Saving Throws
Skills Espionage Spying
Proficiency with Disguise
Forgery and Poison kits
thieve's and tinker's tools
Proficiencies
Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages Common,
Undercommon, Elvish,
Dwarvish, Thieve's Cant,
Adjectives

Special Abilities

-

Special Equipment

-

Combat Tactics

Stealth and Surprise

Actions

-

Factions

A Thieve's/Assassin's Guild

A Political Party

A Noble House or Guild

2500 x 3235

Image Dummy

ROLEPLAYING

Introduction

An unassuming generic fellow approaches their table and slyly drops a note.

Appearance

White hair, gray skin and bone thin with long limbs and colorless eyes. But the party will never see that face

Expressions

Completely depends on who they're impersonating

Mannerisms

Completely depends on who they're impersonating

Motivations

Information is power

Passions

In they're spare time they are an actor and musician in small local productions

Secrets

They know all the secrets, and so do the people they work for

GEX

Middle Aged Adult
Changeling
Chaotic Neutral
Level 7 Rogue

Pronouns: they/them
Occupations: Spy
Armor Class 14
Hit Points
52 (TODO Hitdice)
Speed 30.

STR	DEX	CON	INT	WIS
12	16	13	19	13
(+1)	(+3)	(+2)	(+5)	(+2)

CHA
17
(+4)

Saving Throws
TODO Saving Throws
Skills **Skills** Espionage
Spying
Proficiency with Disguise
Forgery and Poison kits
thieve's and tinker's tools

Proficiencies TODO

Damage Immunities
TODO Damage Immunities

Condition Immunities
TODO Condition Immunities

Senses TODO Senses
Languages Common,
Undercommon, Elvish,
Dwarvish, Thieve's Cant,
Adjectives

Special Abilities -
Special Equipment -

Combat Tactics

Stealth and Surprise

Actions

Poison Dagger | N/A

Factions

A
Thieve's/Assassin's
Guild

A Political Party

A Noble House or
Guild

ROLEPLAYING

Introduction

An unassuming generic fellow approaches their table and slyly drops a note.

Appearance

White hair, gray skin and bone thin with long limbs and colorless eyes. But the party will never see that face

Expressions

Completely depends on who they're impersonating

Mannerisms

Completely depends on who they're impersonating

Motivations

Information is power

Passions

In they're spare time they are an actor and musician in small local productions

Secrets

They know all the secrets, and so do the people they work for

BACKGROUND STORY

They grew up as an exile as most of their race do. They tend to be met with distrust and persecution even by those of their own kind. Gex has has always had a call to being a performer, but when in their late teens they were found out to be a changeling, they were run out of town by the very audience they craved. At that point, they were approached and taken in by a spy master and trained in the ways of information gathering and when it comes to that calling, there is no one better