

Ato “the Seeker”:

Chaotic Neutral Cossi Merfolk Rogue 3 (Cossi's Trickster)



STR: 12 (+1) **DEX:** 15 (+2) **CON:** 12 (+1) **INT:** 14 (+2) **WIS:** 14 (+2) **CHA:** 12 (+1) **SAN:** 12 (+1)

Saves: DEX & INT

Armor Class: 13 (11+DEX)

HP: 21/21 **MP:** 4/4 (3 blue, 1 black)

Movement: walking speed 30', swimming speed 30'

Skills: Acrobatics (+4), Athletics (+3), Deception (+5), Insight (+4), Investigation (+6 w/ expertise), Perception (+4), Sleight of Hand (+4), Stealth (+4)

Proficiency: Light armor, simple weapons, hand crossbows, longswords, rapiers, shortswords, thieves tools (+4 w/ expertise), dice set, flute

Languages: Common, Merfolk, Vampire, Thieves' Cant

Combat:

- **Dagger** - +4 to hit; 1d4+2 piercing; range 20/60 (finesse/light/thrown)
- **Sword Breaker** - +4 to hit; 1d4+2 piercing (finesse/light/special - grapple)
- **Shortsword** - +4 to hit; 1d6+2 piercing (finesse/light)
- **Javelin** - +4 melee/+4 ranged to hit; 1d6+2 piercing; range 30/120 (thrown)
- **Broadspear** - +4 to hit; 2d6+2 piercing (heavy/reach/two-handed/hollow/finesse)
- *Sneak Attack* = +2d6 Damage

Racial Traits:

- **Amphibious.** You can breathe air and water.

- **Cantrip.** You know one cantrip of your choice from the bard spell list. Charisma is your spellcasting ability for it.

Class Traits:

- **Expertise.** At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.
- **Sneak Attack.** Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 2d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.
- **Thieves' Cant.** During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.
- **Cunning Action.** Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.
- **Trickster's Tongue.** When you select this archetype at 3rd level, you gain proficiency in the Deception skill. If you are already proficient in this skill, you add double your proficiency bonus to checks you make with it.
- **Live the Creed.** At 3rd level, Cosi's blessings begin to manifest, granting you deeper wells of mana to draw from and confound your foes or impress your allies. You gain an amount of blue mana points equal to your proficiency bonus. At 13th level, you also gain an amount of black mana points equal to your proficiency bonus.
As long as you venerate Cosi and his ideals, you also gain access to a unique set of maneuvers. By spending a black or blue mana point, you are able to perform one of the maneuvers listed below:
 - **Disturbing Blow.** As an action, make an attack against a creature. On a hit, you deal normal damage to the target, and the target suffers disadvantage on all attacks it makes until the end of its next turn.
 - **Half-Gone.** As a reaction, make a Dexterity (Stealth) check contested by the attacker's attack roll. If you win the contest, the attack passes through you, causing the attacker to miss.
 - **Mind Games.** You cast the spell *Detect Thoughts*.

Spells:

Racial Cantrip (True Strike): CHA Spell Save DC 11, Spell Attack Modifier +3

- **Cantrips:** *True Strike*

Mana:

INT Spell Save DC 12, Spell Attack Modifier +2

BLUE

One - *Dancing Lights, Minor Illusion, Vicious Mockery*, or, as a free action, advantage on a Charisma (Deception) check.

Two - *Command, Disguise Self, Hideous Laughter*, or, as a free action, you can telepathically speak to any creature you can see within 120 feet of you in this manner for the next 24 hours.

Three - *Blur, Detect Thoughts, Enthrall, Invisibility*

Four - *Counterspell, Fear, Hypnotic Pattern, Major Image*

Five - As an action, you create a 20-foot cube of psychic energy within 120 feet of you. Each creature in that area must make an Intelligence saving throw. On a failed save, a target takes 8d8 psychic damage and is stunned until the end of your next turn. On a successful save, a target takes half as much damage.

BLACK

One - *Chill Touch, Poison Spray, Spare the Dying*, or, as a free action, advantage on a Charisma (Intimidate) check.

Two - *Bane, False Life, Inflict Wounds*, or, as a reaction, impose disadvantage on an attack roll against you.

Three - *Blindness/Deafness, Darkness, Ray of Enfeeblement*, or, as a free action, regain hit points equal to half the amount of damage you dealt with your most recent attack.

Four - *Animate Dead, Bestow Curse, Revivify, Vampiric Touch*

Five - As an action, you target one creature you can see within 120 feet of you. The target must succeed on a Wisdom saving throw or be paralyzed for one minute.

Equipment:

Leather armor, shortsword, two daggers, sword breaker, four javelins, broadsword (hollow), dungeoneer's pack (backpack, crowbar, hammer, 10 pitons, 10 torches, tinderbox, 10 days of rations, waterskin, 50 feet of hempen rope), thieves' tools, set of clothes, pouch, stone tablet

Treasure:

GP: 43

BACKGROUND: URBAN BOUNTY HUNTER (*characteristics bits cribbed from multiple backgrounds)

- **Feature: Ear to the Ground.** You are in frequent contact with people in the segment of society that your chosen quarries move through. These people might be associated with the criminal underworld, the rough-and-tumble folk of the streets, or members of high society. This connection comes in the form of a contact in any city you visit, a person who provides information about the people and places of the local area.

- **Personality Traits:** The first thing I do in a new place is note the locations of everything valuable—or where such things could be hidden.
- **Ideal:** Redemption. There's a spark of good in everyone - especially myself, I hope.
- **Bond:** I'm guilty of a terrible crime. I hope I can redeem myself for it.
- **Flaw:** I too often hear veiled insults and threats in every word addressed to me, and I'm quick to anger.

PHYSICAL DESCRIPTION:

Ato stands 5'8" tall, with blue mottled skin that has a sheen of scale to it. As is typical for his kind, he has fins along his shins and forearms, graduating from the bluish tinge of his body to green at the edges. Lithe and lightly muscled, he moves with a subtle, sinuous grace. He is clad in form-fitting leather armor of blue-grey that appears to be crafted of sharkskin.

BACKSTORY:

Born and raised in the warren-like streets of Sea Gate, Ato discovered early in life that his outlook on life didn't exactly match up with that of most of his kind. He saw a world where nothing stayed the same of long and only the chaos of change could be relied upon. As he came of age, he fell under the influence of some of the shadier elements in the city and came to follow the creed of Cosi the trickster. All too soon, he found he might be better off living in a place with a "looser" outlook and found a ship to take him away from the only place he'd ever called home.

Like a bit of flotsam on the sea, he worked here and there for a time, before fate landed him in the Free City of Nimana on Guul Draz. Ato discovered in time, that he had a certain knack for finding things, or more specifically, finding people, and made a name for himself retaking escaped slaves trying to flee the city to freedom. Life was good for a while, or as good as can be hoped for under the thumb of the Vampires, but over time the weight of what he was doing began to take its toll upon his conscience.

By dint of good luck, Ato heard word of the new Tekentlar Expedition House being established and hopes to be able to put his skills to another use, without needing to rob others of their freedom. He knew that no one escaped the clutches of the vampires once they became enmeshed in their scheming, but he still hoped this might be an easier thing to live with. A few favors, a few weeks time, and now Ato stood on the blood-stained floor of the Pit of Cakorot, ready to see what Cosi had in store for him next.