# Jexi Quickwhistle

## Level 6 Rogue (Courier & Information Broker)

*Small humanoid (Gnome)*

*Chaotic Good*

**Armor Class** 15 (leather armor, quick reflexes)
**Hit Points** 45 (6d8 + 18)
**Speed** 25 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 8 (-1) | 18 (+4) | 16 (+3) | 14 (+3) | 12 (+1) | 16 (+3) |

**Saving Throws** Dexterity +7, Intelligence +5
**Skills** Acrobatics +7, Deception +6, Insight +4, Investigation +5, Perception +4, Persuasion +6, Sleight of Hand +7, Stealth +7
**Senses** Darkvision 60 ft., Passive Perception 14
**Languages** Common, Gnomish, Elvish, Thieve's Cant
**Challenge** 4 (1,100 XP)
**Proficiency Bonus** +3

## Abilities

**Gnome Cunning.** Jexi has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

**Natural Illusionist.** Jexi knows the minor illusion cantrip.

**Speak with Small Beasts.** Through sounds and gestures, Jexi can communicate simple ideas with Small or smaller beasts (particularly useful with messenger birds and street animals).

**Cunning Action.** On each of her turns, Jexi can use a bonus action to Dash, Disengage, or Hide.

**Sneak Attack (1/Turn).** Jexi deals an extra 10 (3d6) damage when she hits a target with a finesse or ranged weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Jexi's that isn't incapacitated and she doesn't have disadvantage on the attack roll.

**Roving Courier.** Difficult terrain in urban streets and forest undergrowth costs Jexi no extra movement. She has advantage on Dexterity (Acrobatics) checks made to navigate narrow ledges, wagons, or rooftops.

**Information Broker.** Jexi has advantage on Charisma (Persuasion) and Charisma (Deception) checks made to gather rumors or discover who holds a specific piece of information in a town where she has an established presence.

## Actions

**Multiattack.** Jexi makes two attacks with her rapier or hand crossbow.

**Rapier.** *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage, plus 10 (3d6) Sneak Attack damage if applicable.

**Hand Crossbow.** *Ranged Weapon Attack*: +7 to hit, range 30/120 ft., one target. Hit: 7 (1d6 + 4) piercing damage, plus 10 (3d6) Sneak Attack damage if applicable.



**Flash-Route Feint (Recharge 5–6).** Jexi darts past her foes using practiced courier routes. She moves up to half her speed without provoking opportunity attacks and makes one weapon attack against a creature she passes within 5 feet of. On a hit, instead of dealing Sneak Attack damage, she can choose to impose one of the following until the start of her next turn:

- The target's speed is reduced by 10 feet as she tangles their footing.
- The target has disadvantage on the next Wisdom (Perception) check or attack roll it makes, as she kicks dust, flicks a cloak, or leaves an illusory double behind.

## Reactions

**Uncanny Dodge.** When an attacker that Jexi can see hits her with an attack, she can use her reaction to halve the attack's damage against her.

**Courier's Instinct.** If Jexi succeeds on a Dexterity saving throw to take half damage, she can instead take no damage as she dives behind crates, down a side alley, or under a wagon.

## Spellcasting (Arcane Trickster)

Jexi is a 6th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). She knows the following Arcane Trickster spells:

**Cantrips (at will):** mage hand, minor illusion, message

**1st level (3 slots):** charm person, disguise self, silent image, shield

**2nd level (3 slots):** invisibility, suggestion, mirror image

