

TWO DRY CLOAKS

Hoardsperson



Tabaxi Rogue

Forever in search of “twinkles,” Two Dry Cloaks has a deep enthusiasm for treasure and a broad definition of what “treasure” might mean. As an old saying has it, “the hoard is the heart of a franchise,” and the tabaxi makes that case for her franchise every day. She believes that the contents of a hoard—as delivered to and from Head Office by way of the hoardsperson’s living loot satchel—are the truest, most dispassionate assessment of a team’s progress.

Two Dry Cloaks would never think of stealing from her fellow franchisees. Because, well, everything they possess technically belongs to her anyway, right? Despite this creative view of ownership, however, she is not greedy or avaricious. She doesn’t want twinkles just for the sake of having them. Rather, she knows that each bit of treasure or gold could mean the difference between life and death while adventuring.



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TWO DRY CLOAKS

Medium humanoid (tabaxi), neutral

Armor Class 14 (leather armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	13 (+1)	12 (+1)	8 (-1)	15 (+2)

Saving Throws Dex +5, Int +3

Skills Athletics +2, Acrobatics +7, Investigation +3, Persuasion +4, Sleight of Hand +5, Stealth +7

Senses darkvision 60 ft., passive Perception 10

Languages Common, Gnomish, Thieves' Cant

Challenge 1 (200 XP)

Cunning Action. On each of her turns, Two Dry Cloaks can use a bonus action to take the Dash, Disengage, or Hide action.

Feline Agility. When Two Dry Cloaks moves on her turn in combat, she can double her speed until the end of the turn. Once she uses this ability, she can't use it again until she moves 0 feet on one of her turns.

Sneak Attack (1/Turn). Two Dry Cloaks deals an extra 7 (2d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Two Dry Cloaks that isn't incapacitated and Two Dry Cloaks doesn't have disadvantage on the attack roll.

ACTIONS

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) slashing damage.

That Thing You Need (3/Day). Two Dry Cloaks pulls an item of her choice from her *living loot satchel*. This can be any item found in chapter 5, "Equipment," of the *Player's Handbook* worth no more than 15 gp.

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