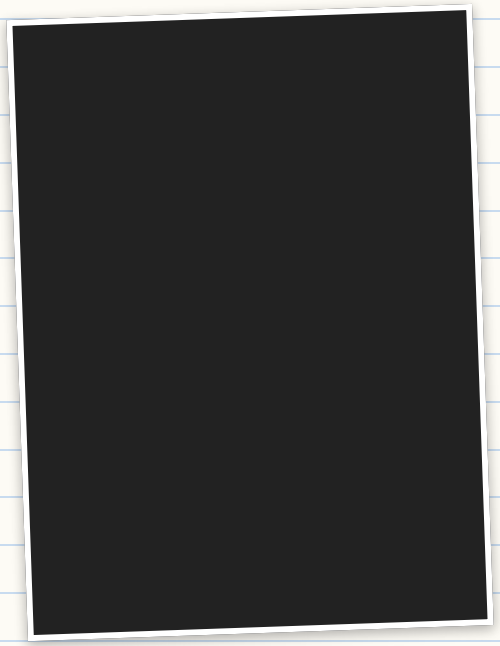
Detective Sylvester Cross

Grant O'Brien as Detective Sylvester Cross

SEASON 14



RACE
Fox

CLASS
Rogue (Inquisitive)

LEVEL
3

BACKGROUND
—

STR	DEX	CON	INT	WIS	CHA
+0	+3	-1	+5	+4	+2

ARMOR CLASS	HIT POINTS	LEVEL	PROFICIENCY
14	15	3	—

End of Mice & Murder — contains spoilers. Only what is said in play or shown on stat cards; *italic* = derived from spoken rolls; — = never stated. Source: Mice & Murder wiki (fan project), every value links to its moment on the site.

Detective Sylvester Cross

FULL SHEET

Skills

- Acrobatics +3
- Athletics +0
- Insight +8
- Intimidation +2
- Investigation +9
- Medicine +*6*
- Nature +5
- Persuasion +2

Saving throws

- —

Features

- **Investigator (feat)** — Character feat shown on the stat card. MM E1 01:00:23
- **Insight floor of 8** — Insight rolls can't go below 8: Brennan: "On insight you can't roll less than eight"; Grant then counts 16. MM E2 00:25:02, MM E3 01:27:38
- **Investigator: bonus-action search** — Homebrew feat read aloud by Rekha for her own copy: take the search action as a bonus action and re-roll a failed investigation check after a short rest; Brennan tells Sylvester he can do an investigation check as a bonus action. MM E3 00:15:38, MM E3 00:27:01
- **Sneak Attack** — Rogue feature: Brennan asks him to roll his sneak attack damage after an unarmed hit; he rolls 3. MM E8 01:18:27, MM E8 01:18:40
- **Unarmed strike** — His attack with an unarmed strike is 18 plus 5, 23. MM E8 01:18:23
- **Cunning Action** — Brennan: "You have cunning action, you have an extra dash action as a rogue"; Sylvester uses the bonus Dash to run inside the house. MM E10 02:02:52, MM E10 02:03:21

Spells

- —

Items

- **Walking stick** — He walks with a walking stick because of an accident. MM E1 00:32:05
- **Waistcoat** — He says he is never without a waistcoat and always dresses to the nines. MM E1 00:33:46
- **Pipe** — He lights his pipe. MM E1 01:30:03
- **Money from the bank** — Sylvester's refund fee, money from the bank in his pocket, kept to give back to the squire. MM E1 01:30:13, MM E1 01:30:16
- **Magnifying glass (jeweler's loupe)** — A little magnifying glass he uses as a makeshift jeweler's loupe. MM E2 00:12:00, MM E9 00:35:36
- **Tiny blade** — He carries a tiny blade and puts his knife on the table. MM E4 01:05:58
- **Thieves' tools** — Grant: "I do have thieves' tools". MM E8 00:44:44
- **Deerstalker hat with thieves' pick** — An old deerstalker hat left on his doorstep many years ago; it hides a tiny curved thieves' pick. MM E8 00:46:37, MM E8 00:47:06
- **Handcuff on his wrist** — One manacle remains attached to his left wrist. MM E8 00:47:06, MM E10 01:36:57
- **Pen knife** — He pulls out a small pen knife for an incision. MM E9 01:02:12
- **Pointed file** — A tiny pointed file (thieves' tool) taken from the hat. MM E10 02:08:28
- **Two gold bands** — Two gold bands kept in his coat pocket. MM E10 02:43:24