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**Name: Lae Duff**

Stats

**Strength:**

7

**Constitution:**

17

**Dexterity:**

17

**Intelligence:**

12

**Wisdom:**

10

**Charisma:**

11

**Magical Ability:**

5

Basics

**NPC Type:**

Merchant

**Race:**

Half Elf - Human Raised

**Age:**

Adult - 18

**Gender:**

Male

**Culture:**

Civilized-Decadent

**Social Status:**

Wealthy

**Environment:**

Urban

**Literate:**

Yes

**Starting Money:**

100 *(starting percent: 100%)*

**Noble:**

No

**Noble Title:**

None

**Occupation:**

Shipping Agent

**Alignment:**

Lawful Evil

**Other Languages:**

1

Details

* Half Elf - A human and elf crossbreed. Combines the vitality of humanity with elvenkind's beauty and eldritch nature. They are likeable folk, but are often outcasts, percieved as different in an unacceptable way
* -10% chance of going insane
* Wealthy people are rich. They own large estates, have many servants, plush furnishings and large holdings of land. They usually make their money from real estate holdings, commodities trading and gouging poorer people. What most lower social levels see as luxuries, they take for granted
* Wealthy
  + Usually has a finely furnished home, a riding animal, fine clothing, 1 pieces of jewelry worth 10X starting money each, a dagger and a fine hand weapon
* Key aspect of the character's past
  + Rival #1
    - Social Status
      * Well-to-Do
    - Same gender as character
    - Who
      * A former lover
    - Why
      * Distant ancestor's were rivals
    - Feelings
      * Fierce
        + Rival hates the character bitterly. This is an unhealable grudge. This rivalry often clouds judgement and could lead to no-holds-barred conflict. The rival maximizes all opportunities to thwart the character, hoping to cause injury in so doing
* Trait Strength - Trivial
  + Dreamy
    - a distant daydreamer
* Trait Strength - Weak
  + Dreamy
    - a distant daydreamer
* Attitude
  + Deviant
    - This character lives by a strict and ordered moral code. But this code is centered around the Deviant character's self-centered personal goals. He respects honor and self-discipline in others, and may even protect the innocent, but will not tolerate anyone who works to cross him
* Character is mysterious
* Merchant
  + Occupation
    - Shipping Agent - Arranges the transportation of goods to many destinations. May run caravans or own ships, but more usually uses others
  + Shipping Agent
    - Occupation Attitude
      * Overbearing
* Identifying Quirk
  + Blessings
    - Has curse to balance blessing
      * Cursed
        + Character becomes a lycanthrope (generally a werewolf)

Keen hearing and smell

**Multiattack (Humanoid or Hybrid Form Only)**: The werewolf makes two attacks: one with its bite and one with its claws or spear.  
  
**Bite (Wolf or Hybrid Form Only)**: Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 12 [Constitution](https://roll20.net/compendium/dnd5e/Ability%20Scores#h-Constitution) saving throw or be cursed with werewolf lycanthropy.  
  
**Claws (Hybrid Form Only)**: Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 7 (2d4 + 2) slashing damage.  
  
[**Spear**](https://roll20.net/compendium/dnd5e/Spear#h-Spear)**(Humanoid Form Only)**: Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one creature. Hit: 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee [Attack](https://roll20.net/compendium/dnd5e/Combat#h-Attack).

|  |  |
| --- | --- |
| **Immunities** | Bludgeoning, Piercing, And Slashing Damage From Nonmagical [Weapons](https://roll20.net/compendium/dnd5e/Weapons#h-Weapons) That Aren't Silvered |

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| --- | --- | --- |
| AC | 11 (In Humanoid Form, 12 In [Wolf](https://roll20.net/compendium/dnd5e/Wolf#h-Wolf)Or Hybrid Form) |  |
| HP | 58 (9d8+18) |  |

* + - Character is born with a natural talent
      * Singing

Skills

**Rank**

**Name**

8

Literacy

5

Singing

3

Urban Survival

1

Wilderness Survival

Statistics

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