

## BACKSTORY

The Harmul is an isolated island of violent and rampant magic. Er Kaal is a wandering dwarf, races, and with the help of the gnomish population.

Although having no council, Harmul is under the control of the Kingdom of Ephrosinia, renowned for its heroism, recognized craftsmanship, and Fatoumata's father. Harmuth's residence is placed there to control the town and its people. As such, it is in an environment of political bantustans, intellectual as well as formed young personality and that is good and bad.

Harmuth's villages were of wandering to experiment with magicks. On the other hand, while young Harmuth wandered off to revel in their craftsmanship in the ground, he began to spout liquid like a dwarf of carbonate gathered into old dwarf of visage. It spoke of the past.

"You. You daughter." A scraping voice, "you are the one that will need!" At the grotesque facade, he proceeded to bilious black. Both hands of black goo as to guard her eyes tight on him.

When Fatoumata's eyes, the goo was gone. She remained. She quickly to see spellcaster of responsible and she saw plains between lumber mills.

"Look to child. My daughter rang in her father's name."

She looked at both hands. Black both but quiet once her gaze. She was left sight. A second thumb on each hand.

Wondering, he imagined the wandering dwarf show her father's questions at the end of the world.

## FATOUMATA OF EPHROSINIA

Middle Aged Adult Dwarf  
Neutral Good  
Level 0 Civilian / Commoner

**Pronouns:** she/her  
**Occupations:** Unknown source of wealth  
**Armor Class** 12  
**Hit Points** 3 (TODO Hitdice)  
**Speed** 25.

STR	DEX	CON	INT	WIS
10	14	11	14	12
(+0)	(+2)	(+1)	(+2)	(+1)

**CHA**  
14  
(+2)

**Saving Throws** TODO Saving Throws  
**Skills**  
**Proficiencies**  
**Damage Immunities** TODO Damage Immunities  
**Condition Immunities** TODO Condition Immunities  
**Senses** TODO Senses  
**Languages** Human dwarvish duergar gnomish halfling  
**Adjectives**

### Special Abilities

### Special Equipment

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### Combat Tactics

### Actions

### Factions

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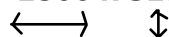


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## ROLEPLAYING

### Introduction

An elegantly dressed dwarf turns to smile at you from behind her mask, held on a thin stick by a two-thumbed hand.

### Appearance

Plump; silky skin; mischievous, teasing eyes. Each of her uncannily slender hands is adorned with two thumbs.

### Expressions

"Well, there's a thing!"; "Go and chill out until supper time"; "What a load of old squit"; "Toodles!"

### Mannerisms

Self-conscious about her extra digits tries to hide them, but often fails. Wears mask when looking into soul.

### Motivations

Fatoumata's noblewoman lifestyle and bottomless charity to the downtrodden flow from an unknown spring of wealth.

### Passions

Sends pipes filled with excellent yellow tobacco to prisoners in the local jail. Enjoys watching maskerata plays.

### Secrets

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