

young adult halfling  
chaotic neutral  
Level 0 civilian

STR	DEX	CON	INT	WIS
10 (+0)	14 (+2)	11 (+1)	11 (+1)	9 (0)

15  
(+3)

Damage Immunities  
 TODO Damage Immunities  
 Condition Immunities  
 TODO Condition Immunities  
 Senses TODO Senses  
 Languages  
 Common Halfling Gnomish ,  
 Adjectives ,

**Will rarely initiate combat and will often flee if engaged.**

## Factions

**Unusually surly and leathery for a halfling. Bald head, no eyebrows. Clever, long tunic.**

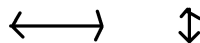
young adult halfling  
chaotic neutral  
Level 0 civilian

**Pronouns:** she/her  
**Occupations:** Bartender  
**Armor Class** 10  
**Hit Points** 9 (TODO Hit  
**Speed** 30.

STR	DEX	CON	INT	WIS
10	14	11	11	9 (0)
(+0)	(+2)	(+1)	(+1)	

CHA  
15

**2500 x 3235**



## Image Dummy

# ROLEPLAYING



(+3)

**Skills** Persuasion; History

**Proficiencies**

**Damage Immunities**  
TODO Damage Immunity

**Condition Immunities**  
TODO Condition Immunity

**Senses** TODO Senses

**Languages**  
Common Halfling Gnomish

**Adjectives** ,

- Lucky; Brave; Halfli  
Nimbleness

Will rarely initiate combat  
often flee if engaged.

Club | Dirk

The din of dining & drinking succumbs to a surprisingly gruff voice of a surly halfling woman. "Ok, ok. Settle down!"

Unusually surly and leathery for a halfling. Bald head, no eyebrows. Sleeveless tunic and tight felt jerkins.

"Git yer ale and grub in ya and keep it down. This is a classy joint"; "None can make this world better"

Seemingly always tense. Scowls. Eyes everyone suspiciously. Offers goods with seeming reluctance.

Not much motivation, really, besides trying to keep her patrons in order and keep a modicum of peace and quiet.

Peace and Quiet.

eyebrows. Sleeveless tunic  
tight felt jerkins.

**"Git yer ale and grub in ya a  
keep it down. This is a class  
joint"; "None can make this  
world better"**

**Seemingly always tense. Scowls. Eyes everyone suspiciously. Offers goods with seeming reluctance.**

**Not much motivation, really besides trying to keep her patrons in order and keep a modicum of peace and quiet**

## Peace and Quiet.

## BACKGROUND STORY

<p>Trileah grew up in a somewhat traditional halfling family, except they lived in a clan who had imbricated themselves into broader civilization and, consequently, couldn't exactly follow those traditions as they normally might have. A family of artists and musicians might <i>sound</i> fun, but it was a sound that She reflects on with contempt.</p><p>Trileah was born with a strange condition that impacted her body's finer functions: growing hair, sensory perception, etcetera. Her hair would grow in clumps and sometimes not at all. Her senses are not heightened but, rather, highly irritable. Particularly her ears. This didn't bode well in a noisy household and she grew serious disdain for loud noises</p>

# PERSONALITY

<p>Trileah grew up in a somewhat traditional halfling family, except they lived in a clan who had imbricated themselves into broad civilization and, consequently, couldn't exactly follow those traditions as they normally might have. A family of artists and musicians might <i>sound</i> fine, but it was all the sound that She reflects on with contempt.</p>  
<p>Trileah was born with a strange condition that impacted her bodily functions: growing hair, sensory perception, etcetera. Her hair would grow in clumps and

her hands grew in clumps and sometimes not at all. Her senses are not heightened but, rather, highly irritable. Particularly her ears. This didn't bode well in a household and she grew a serious disdain for loud noises.</p>