

BACKSTORY

The Harmu is an isolated island of violent and rare Er Kaal wanderer races, with the ger popula

Although hav council, Harm control of the Kingdom of t renown for it heroicism, re craftsmansh Fatoumata's Harmuth's re placed there the town and people. As s in an environ political bant intellectual a formed youn personality a that is good

Harmu villages we of wanderi to experim magicks. O while youn wandered c revel in the craftsmans in the grou began spo liquid like a of carbonat gathered in old dwarf o visage. It s

"You. Y daughter." scraping vo you are the one that wi need!" At w grotesque f proceeded bilious blac Both hands black goo a to guard he eyes tight c

When f her eyes, th goo was go remained. ! quickly to s spellcaster responsible and she sai plains betw lumber mill

"Look t child. My d rang in her

She loc hands. Blac both but qu once her ga She was lef sight. A sec thumb on e Wonde imagined t wandered t show her fa her father v questions a her mother

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

-
-

Combat Tactics

Actions

Factions

2500 x 3235

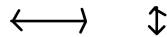


Image Dummy

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 maskera plays.

Secrets

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Dummy

Cell3

Upon doing research, she found that her family had encountered powerful enemies and now were these entities for her 'diff

As the Fatoumata of both a ce pariah. People surrounding were both terrified of her. She has learned through disguise, party mask wearing, to distract from and draw power from their ornate instead.