

LUCATIEL SKY DeRosier

*middle aged adult human
lawful neutral
Level 12 rogue*

Pronouns: she/her
Occupations: Diplomat
Armor Class 20
Hit Points
83 (TODO Hitdice)
Speed 30.

STR DEX CON INT WIS

4 20 12 16 8
(-3) (+5) (+1) (+3) (-1)

CHA

13
(+2)

Saving Throws
TODO Saving Throws
Skills
Sharpshooter featweapon
mastery for longbow
Proficiencies

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Proficiencies TODO

Damage Immunities
TODO Damage Immunities

Condition Immunities
TODO Condition Immunities

Senses TODO Senses

Languages
Primordial common elvish
dwarvish ,

Adjectives ,

Special Abilities

- Levitate: once per long rest
| Invisibility: twice per long
rest | Stealth +13 |
Perception +7 | Persuasion
+9

Special Equipment

- Bracers of archery
- cloak of protection
- and a +2 bow

Combat Tactics

Stays at range whenever
possible, will use invisibility or
stealth to remain safe if she
feels threatened

Actions

Longbow +2:+11 to hit, +9 to
damage | Shadow blade: 2d8
damage

Factions

2500 x 3235

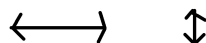


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Character Information		Roleplaying	
<p>Damage Immunities TODO Damage Immunities</p> <p>Condition Immunities TODO Condition Immunities</p> <p>Senses TODO Senses</p> <p>Languages Primordial common elvish , dwarvish ,</p> <p>Adjectives ,</p>	<p>Introduction</p> <p>A situation in which the party needs to communicate with a government member of manners relating to the underground</p> <p>Appearance</p> <p>Appears nearly elf-like, with sky blue eyes and white hair. Always seen in a long trench coat with a longbow</p> <p>Expressions</p> <p>"Be careful"/ "What don't you understand?"</p> <p>Mannerisms</p> <p>Very calm</p> <p>Motivations</p> <p>Wants to protect their home</p> <p>Passions</p> <p>Secrets</p>	<p>Introduction</p> <p>A situation in which the party needs to communicate with a government member of manners relating to the underground</p> <p>Appearance</p> <p>Appears nearly elf-like, with sky blue eyes and white hair. Always seen in a long trench coat with a longbow</p> <p>Expressions</p> <p>"Be careful"/ "What don't you understand?"</p> <p>Mannerisms</p> <p>Very calm</p> <p>Motivations</p> <p>Wants to protect their home</p> <p>Passions</p> <p>Secrets</p>	<p>Introduction</p> <p>A situation in which the party needs to communicate with a government member of manners relating to the underground</p> <p>Appearance</p> <p>Appears nearly elf-like, with sky blue eyes and white hair. Always seen in a long trench coat with a longbow</p> <p>Expressions</p> <p>"Be careful"/ "What don't you understand?"</p> <p>Mannerisms</p> <p>Very calm</p> <p>Motivations</p> <p>Wants to protect their home</p> <p>Passions</p> <p>Secrets</p>
<p>Special Abilities</p> <ul style="list-style-type: none"> Levitate: once per long rest Invisibility: twice per long rest Steadfast: +13 Perception +9 Persuasion +9 <p>Special Equipment</p> <ul style="list-style-type: none"> Bracers of archery cloak of protection and a +2 bow <p>Combat Tactics</p> <p>Stays at range whenever possible, will use invisibility or stealth to remain safe if she feels threatened</p> <p>Actions</p> <p>Longbow +2:+11 to hit, +9 to damage Shadow blade: 2d8 damage</p> <p>Factions</p>	<p>Cell3</p>		
Background Story		Background Story	

