TRILEAH MCALLISTAIR

young adult halfling chaotic neutral Level 0 civilian

Pronouns: she/her Occupations: Bartender

Armor Class 10

Hit Points 9 (TODO Hitdice)

Speed 30.

 STR
 DEX
 CON
 INT
 WIS
 CHA

 10
 14
 11
 11
 9
 15

Saving Throws TODO Saving Throws

Skills Persuasion; History

Proficiencies TODO

Damage Immunities TODO Damage Immunities **Condition Immunities** TODO Condition Immunities

Senses TODO Senses

Languages Common Halfling Gnomish,

Adjectives,

Special Abilities Lucky; Brave; Halfling Nimbleness

Special Equipment

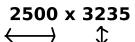
Combat Tactics

Will rarely initiate combat and will often flee if engaged.

Actions

Club | Dirk

<u>Factions</u>



ROLEPLAYING

Introduction

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

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

Expressions

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

Mannerisms

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

Motivations

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

Passions

Peace and Quiet.

Secrets

Background

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 sound fun, but it was all the sound that She reflects on with contempt.

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 a serious disdain for loud noises.