Age: middle aged adult Race: human Pronouns: she/her Occupation:

•Innkeeper/Madame

Class: civilian / commoner

Level: 0

Alignment: chaotic good

Languages:

- Common
- Elvish
- Dwarvish

Factions:

A Thieve's/Assassin's Guild

Adjectives:

Armour Class: 11 Hit Points: 42 Speed: 30

STR 12

DEX 11 CON 12

INT 13

WIS 18

CHA 17

Saving Throws TODO Saving Throws

Role-Playing

ImprovIntroduction: A kindly-looking older woman sits behind the front desk of the inn. "How can I help y'all darlings?'

Appearance: Mid-50's, well-dressed, dyed-brown hair and brown eyes and lot's of makeup. Fairly non-descript, but very presentable

Expressions: "How many beds will you need this evening?", "Are you interested in some companionship during your stay"

Acting
Motivations: Money and comfort

Passions: Singing and painting. The Inn is decorated with her paintings Secrets: She knows who in town is cheating on their spouses and with whom Vulnerabilities: She has plenty of skeletons in her closet

Skills:

• Runs a tight ship. Skilled in finance and information brokering

Special Abilities:

Attacks: Hand Crossbow | Dagger

Combat Tactics: She'll only fight long enough for her security arrive

is the proud owner of The Verada Inn. Unlike most Inns, The Verada doesn't have a tavern attached, it's just an Inn. She prides herself on having clean comfortable rooms at a reasonable price and does good business here. The bulk of her income, however, comes from her harem of escorts. has a reputation as something of a "No tell, Motel". Lucretia is a stern mistress who runs a tight ship and wont take any crap from anybody. She's been at this game for a long time and knows exactly what she's doing. While friendly and gracious with customers, she won't accept any disrespect and has "security" on hand at all times to handle any problem customers or if necessary, escorts.