



# Dummy

**Saving Throws -**

**Skills -**  
{ "Dwarf Abilities"=>{ "Dwarven Resistance"=>"Has advantage on Saving Throws against poison, and has Resistance against poison damage", "Dwarven Combat Training"=>"Has proficiency with the Battleaxe, Handaxe, Light Hammer, and Warhammer.", "Stonecunning"=>"Whenever making an Intelligence (History) check related to the Origin of stonework, he is considered proficient in the History skill and adds double his Proficiency Bonus to the check, instead of his normal Proficiency Bonus" } }}

**Proficiencies -**  
**Proficiency Mod - +2**

**Languages -**  
Common Dwarvish Gnomish Halfling Orcish Elvish  
{ "id"=>"a\_thieve\_s\_assassin\_s\_guild", "name"=>"A Thieve's/Assassin's Guild" }  
**Adjectives -** Cantankerous, Competent, Brash,

**Special Abilities** -

**Special Equipment** -

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

**Actions** -

**Factions**

**Mannerisms**

In brothel - touches men's chests, squeezes biceps, ruffles hair. In court - defends herself by yelling, banging peg leg.

**Motivations**

Driven by business growth, and by having the classiest, most beautiful bevy of "seamstresses" in town.

**Passions**

Making money; keeping her ladies happy, healthy, and active; cleansing via herbal teas and cranberries; fashion trends.

**Secrets**

She knows who in town is cheating on their spouses and with whom

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