

## BACKGROUND STORY

The town of Harrn is a largely rural region of the Kaal, known for its weathered architecture and rampant criminal activity. It is known for its arcanists, who practice various races, customs, and toys with reality and magic. Its heritage is a mix of various populations. Although the town could be considered under the thumb of the nearby Dwarven Empire of Ephrosinia for its lack of heroicism, its craftsman and innovation have made its family a resident of the town. There to the town, its people raised in the rich with charity, intellectualism, and formed your personality of all the excellent.

Harrn is a nearby town often the wanderer looking for with the fateful night young F. wandered to reveal a comrade craftsman tore open before he spouting liquid like a bottle of The tar of face, a gift of impos. It spoke

"You daughter

2500 x 3235  
Image Dummy

## 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)

## 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.

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**CHA**

## 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

CHA

14

(+2)

Saving Throws -

Skills -

Proficiencies -

Proficiency Mod - +2

Languages -

Human dwarvish duergar gnomish halfling

Adjectives -

Special Abilities

-

Special Equipment -

Combat Tactics

Actions

Factions

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 squat"; "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 maskerata plays.

Secrets

14

(+2)

Saving Throws -

TODO Saving Throws

Skills -

Proficiencies - TODO

Damage Immunities -

TODO Damage Immunities

Condition Immunities -

TODO Condition Immunities

Senses - TODO Senses

Languages -

Human dwarvish duergar gnomish halfling

Adjectives -

Special Abilities

Special Equipment -

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Secrets

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"and you  
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that will  
I need!"  
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