

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)

CHA

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

- Numerous masks on slender sticks (swan masks, frogs, bears, fish and so on)
- Several pairs of long, goldlaced two-thumbed gloves

Combat Tactics

Actions

Factions

ROLEPLAYING

Introduction

FATOUMATA OF EPHROSINIA

middle aged adult d neutral good Level 0 civilian / commoner

Pronouns: she/her Occupations: Unknown source of wea 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)

CHA

14 (+2)

Saving Throws
TODO Saving Throws
Skills
Proficiencies
Damage Immunities
TODO Damage Immunities
TODO Condition

2500 x 3235

Immunities
Senses TODO Senses
Languages
Human dwarvish duerga
gnomish halfling ,

MANAGEMENT AND A STREET

Special Abilities

Adjectives ,

Special Equipment

- Numerous masks or slender sticks (swa masks, frogs, bears fish and so on)
- Several pairs of long gold-laced twothumbed gloves

Combat Tactics

Actions

Factions

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. Ea 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 squit"; "Toodles!"

Mannerisms

Self-conscious about her extra digits, tries to hid them, but often fails. Wears mask when looking into soul.

Motivations

Fatoumata's noblewoman lifestyle and bottomle charity to the downtrodden flow from an unknown spring of wealth.

Passions

Sends pipes filled with excellent yellow tobacco prisoners in the local jail. Enjoys watching maskerata plays.

Secrets

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 out until supper time"; "What a load of old squit"; "Toodles!"

Mannerisms

Cell3

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.

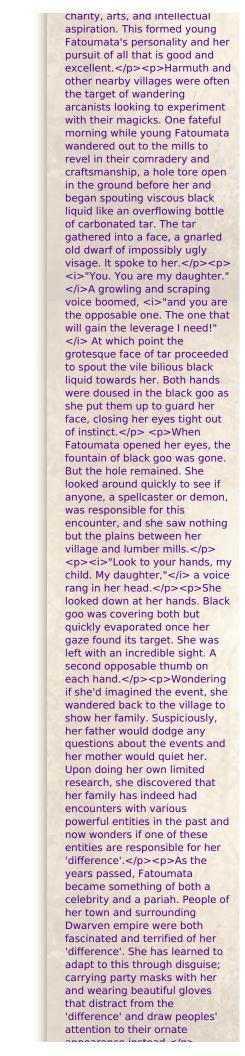
Passions

Sends pipes filled with excellent yellow tobacco to prisoners in the local jail. Enjoys watching maskerata plays.

Secrets

BACKGROUND STORY

The Dwarven village of Harrmuth is located in a largely isolated hilly region on the island of Er Kaal, known for its violent weather, broad chasms, and random volcanic activity. Er Kaal is also known for its wandering arcanists of multiple races, casters who enjoy toying with the fabric of reality and the genetic heritage of various populationsAlthough having a residing town council, Harmuth is under the control of the nearby Dwarven Kingdom of Ephronisia; a city renown for its rich legacy of heroicism, regality, craftsmanship, and innovation. Fatoumata's family were Harmuth's resident diplomats, placed there to keep watch over the town and help govern its people. As such, she was raised in an environment rich with political banter,



Personality