

# LUCATIEL SKY DEROSIER

middle aged adult human lawful neutral Level 12 rogue

Pronouns: she/her Occupations: Diplomat **Armor Class** 20 **Hit Points** 83 (TODO Hitdice) Speed 30.

#### STR DEX CON INT WIS

20 12 16 8 (-3) (+5) (+1) (+3) (-1)

CHA

13 (+2)

2500 x 3235

Image Dummy

 $\updownarrow$ 

**Saving Throws TODO Saving Throws** Sharpshooter featweapo

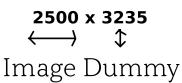
mastery for longbow **Proficiencies** 

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

Senses TODO Senses Languages

Primordial common elvis dwarvish.

**Adjectives** 



## ROLEPLAYING

## Introduction

A situation in which the party needs to communicate with a government member of manners relating to the underground

## **Appearance**

# LUCATIEL SKY **DEROSIER**

middle aged adult human lawful neutral Level 12 roque

Pronouns: she/her Occupations: Diplomat **Armor Class** 20 Hit Points 83 (TODO Hitdice) Speed 30.

## STR DEX CON INT WIS

20 12 16 8 (-3) (+5) (+1) (+3) (-1)

#### CHA

13 (+2)

> **Saving Throws TODO Saving Throws**

Sharpshooter featweapon mastery for longbow

**Proficiencies** TODO

**Damage Immunities TODO Damage Immunities Condition Immunities TODO Condition Immunities** Senses TODO Senses Languages

Primordial common elvish dwarvish.

Adjectives ,

#### **Special Abilities**

· Levitate: once per long rest | Invisibility: twice per long rest | Stealth +13 | Perception +7 | Persuasion +9

## **Special Equipment**

- Bracers of archery
- · cloak of protection
- and a +2 bow

### **Combat Tactics**

Stays at range whenever possible, will use invisibility or stealth to remain safe if she feels threatened

## **Actions**

Longbow +2:+11 to hit, +9 to damage | Shadow blade: 2d8 damage

## **Factions**

## **Special Abilities**

 Levitate: once per lorest | Invisibility: tw per long rest | Stea +13 | Perception + Persuasion +9

## **Special Equipment**

- Bracers of archery
- cloak of protection
- and a +2 bow

#### **Combat Tactics**

Stays at range whenever possible, will use invisibility or stealth to remain safe if she feels threatened

#### **Actions**

Longbow +2:+11 to hit, +9 to damage | Shadow blade: 2d8 damage

#### **Factions**

Appears nearly elf-like, with sky blue eyes and white hair. Always seen in a long trench coat wi a longbow

## **Expressions**

"Be careful"/ "What don't you understand?"

#### **Mannerisms**

Very calm

#### **Motivations**

Wants to protect their home

#### **Passions**

#### **Secrets**

Cell3

## ROLEPLAYING

#### Introduction

A situation in which the party needs to communicate with a government member of manners relating to the underground

## **Appearance**

Appears nearly elf-like, with sky blue eyes and white hair. Always seen in a long trench coat with a longbow

#### **Expressions**

"Be careful"/ "What don't you understand?"

#### **Mannerisms**

Very calm

## **Motivations**

Wants to protect their home

#### **Passions**

**Secrets** 

# BACKGROUND STORY

A former thieves guild member who went straight and is now a diplomat that helps both as a liason between underworld activity and the government, as well as an ambassador to those who wish to visit the city

## **Personality**