

STELLA OF HILLTOP

adult halfling
chaotic neutral
Level 5 rogue; scout

Pronouns: she/her
Occupations: Merchant
Armor Class 14
Hit Points 32 (TODO Hitdice)
Speed 25.

STR	DEX	CON	INT	WIS
9 (0)	14 (+2)	14 (+2)	16 (+3)	15 (+3)
CHA				
13 (+2)				

Saving Throws
TODO Saving Throws
Skills
Persuasion; Stealth; Sleight of Hand
Proficiencies TODO
Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages
Orcish Goblin Common ,
Adjectives suspecting ,

Special Abilities
Special Equipment

Combat Tactics
Stella is calculated about her tactics because of her lung condition and how it limits her endurance
Actions
Dagger
Factions

ROLEPLAYING

Introduction
Recommended fence for acquired goods; Rebel faction may recommend her place as hideout
Appearance
Waif-like
Expressions

2500 x 3235
Image Dummy

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"We shall replace the Queen with a figurehead of those with boots on the ground!"; "I will bring the best goods to the people so they can rise".

Mannerisms

Scratches her head in thought during transactions. Breathes very noisily, almost

Cell3

Expressions
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Mannerisms

Scratches her head in thought during transactions. Breathes very noisily, almost laborious as though she has a lung condition.

Motivations

Residual income. Freeing township or city from tyrant. Keeping a secure hideout for rebels and antagonists.

Passions

Love and belonging (i.e., keeping a warm home or safe space for others with good grub and fine linens). Toppling dictators.

Secrets

Stella operates as a lieutenant for a local rebel faction

BACKGROUND STORY

<p> Hilltop [Village; Town] is a quiet halfling town located on a well-used trade route. This has conditioned the population to become diverse in their skillsets and relatively wealthy overall - compared to other halfling settlements. With all the coming

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settlements. With all the coming and going of people and voluminous exchange of coins, goods, and services, people can get lost. When people get lost and nobody comes looking for you, well, then what do you do? A lecherous and ornery halfling grain and feed merchant from the nearby economic centre Invasaad [Major City] was travelling through Hilltop with his "best employees", his three young daughters. The girls would heave the sacks of grain and feed on and off the cart or sometimes would be responsible for interacting with immediate buyers. In one transaction, the feed had been hauled onto the buyer's cart while Stella - the youngest of the 3 sisters - was bargaining for the first time with a crotchety old woman who couldn't afford to feed her goats.

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"I'll give ya two silver, nothin more! My husband has passed and we 'ad no children. I'm left to me own devices! 'Ave pity on an old lady".

Remember how her father would deal abusively with her sisters whenever they returned with less than he expected, Stella continued to bargain. In the meanwhile, her father, who had grown tired of feeding a third child and who had resigned himself to cutting down the weakest buffalo, had carried in the cart out of town. Stella continued to barter, none the wiser until the argumentative customer wouldn't budge. She looked back for her father's approval and saw no cart, no father, no sisters. Stella ended the barter, panicked. She raced around town thinking that her father had other dealings. He was nowhere to be found. Young Stella wept in the square.

Eventually that evening a kind elderly halfling woman approached the weeping figure. She comforted her. Told her there were bigger problems. Bigger problems that needed solutions. The kind elderly halfling lady told Stella, "you're from where you choose to be from. You can be Stella of Hilltop". The name stuck and Stella quickly became a surrogate child to the people of Hilltop. Her father never did return.

PERSONALITY

Hilltop [Village; Town] is a quiet halfling town located on a well-used trade route. This has conditioned the population to become diverse in their skillsets and relatively wealthy overall - compared to other halfling settlements. With all the coming and going of people and voluminous exchange of coins, goods, and services, people can get lost. When people get lost and nobody comes looking for you, well, then what do you do? A lecherous and ornery halfling grain and feed merchant from the nearby economic centre

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