# LUCATIEL SKY **DEROSIER**

middle aged adult human lawful neutral Level 12 roque

Pronouns: she/her Occupations: Diploma **Armor Class** 20 Hit Points 83 (TODO H Speed 30.

#### STR DEX CON INT WIS

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

CHA

13 (+2)

**Saving Throws** 

**TODO Saving Throws** Skills

Sharpshooter featweapo for longbow

**Proficiencies Damage Immunities TODO Damage Immunit** 

**Condition Immunities TODO Condition Immuni** 

Senses TODO Senses Languages

Primordial common elvis dwarvish, Adjectives ,

#### **Special Abilities**

· Levitate: once per le Invisibility: twice pe rest | Stealth +13 | Perception +7 | Per

2500 x 3235 Image Dummy

# 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

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

#### **Mannerisms**

# LUCATIEL SKY **DEROSIER**

middle aged adult human lawful neutral Level 12 rogue

Pronouns: she/her Occupations: Diplomat **Armor Class** 20

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Speed 30.

# STR DEX CON INT WIS

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Saving Throws TODO Saving Thro

Sharpshooter featweapon mastery 1 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, v use invisibility or stealth to remain if she feels threatened

#### Actions

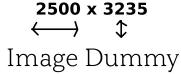
Longbow +2:+11 to hit, +9 to dama Shadow blade: 2d8 damage

## **Factions**

# ROLEPLAYING

### Introduction

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# **Special Equipment**

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

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# **Motivations**

Wants to protect their home

### **Passions**

Very calm

# **Combat Tactics**

# Secrets

Stays at range whenever 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**

government member of manne relating to the underground

# **Appearance**

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# 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 ambassa to those who wish to visit the city

# **Personality**