

CELL
ONE

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	CHA
4 ()	20	12	16	8	13

Saving Throws TODO Saving Throws
Skills 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

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

Expressions

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

Mannerisms

Very calm

Motivations

Wants to protect their home

Passions

Secrets

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	CHA
4	20	12	16	8	13

Saving Throws TODO Saving Throws
Skills Sharpshooter featweapon mastery for longbow
Proficiencies TODO
Damage Immunities TODO Damage Immunities

CELL 2

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

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

bottom stats 2

