Lucatiel Sky DeRosier

Middle Aged Adult Human
Lawful Neutral
Level 13 Rogue Thief

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

STR	DEX	CON	INT	WIS	CHA
10	20	12	16	14	17
(+0)	(+5)	(+1)	(+3)	(+2)	(+4)

Saving Throws -
Skills -
{"Rogue Abilities"=>[{"Expertise"=>"Double proficiency bonus with Thieve's Tools and Sleight of Hand", "Sneak Attack"=>"Once per turn can add 3d6 to one creature she hits with a ranged or finesse attack if she has advantage on the attack or if the target is engaged with another creater", "Cunning Action"=>"Can tak a bonus action on each turn to Hide, Disengage or Dash", "Uncanny Dodge"=>"When an attacker she can see hits her with an attack, she can use her Reaction to halve the damage", "Evasion"=>"When you are subjected to an Effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail", "Reliable Talent"=>"Whenever you make an ability check that lets you add your Proficiency Bonus, you can treat a d20 roll of 9 or lower as a 10."}], "Thief Abilities"=>[{"Fast Hands"=>"you can use the Bonus Action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to Disarm a trap or open a lock, or take the Use an Object action", "Second-Story Work"=>"you gain the ability to climb faster than normal; climbing no longer costs you extra Movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier.", "Supreme Sneak"=>"you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn", "Use Magic Device"=>"you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of Magic Items."}]}

Proficiencies -
Proficiency Mod - +5

Languages -
Primordial Common Elvish Dwarvish {"id"=>"government_of_her_city", "name"=>"Government of her city"} {"id"=>"thieves_guild", "name"=>"Thieves guild"}
Adjectives - Bold, Determined, Diplomatic,

Special Abilities -

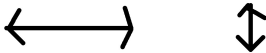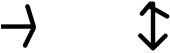## ROLEPLAYING

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. Slow, purposeful movements

Motivations

Wants to protect their home

Passions

her home and her work

Secrets

She used to be a thief

Primordial   Common   Elvish Dwarvish
{"id"=>"government_of_her_city", "name"=>"Government of her city"}   {"id"=>"thieves_guild", "name"=>"Thieves guild"}

Adjectives -
Bold, Determined, Diplomatic,

Special Abilities -

Special Equipment
-

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

Actions -

Factions