

PRINCESS ATEH

Late Tweens Khazar Halfling
Neutral
Level 0 Civilian

Pronouns: she/her
Occupations:
Poetess, philosopher, court
advisor, conquered
princess
Armor Class 11
Hit Points
17 (TODO Hitdice)
Speed 25.

STR	DEX	CON	INT	WIS
9 (0)	13 (+2)	13 (+2)	16 (+3)	18 (+4)

CHA
11
(+1)

Saving Throws
TODO Saving Throws
Skills
History; Nature;
Perception; Arcana;
Religion
Proficiencies
Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition
Immunities
Senses TODO Senses
Languages Human
Draconic dwarvish elvish
gnomish orcish troll (but not
halfling except for one
word)
Adjectives Spacy,

Special Abilities

Special Equipment

-
-

Combat Tactics

Princess Ateh will rarely
engage in combat and
instead call upon guards or
surrounding civilians to
intervene on her behalf.

Actions

-

Factions

Khazar halflings -



ROLEPLAYING

Introduction

A young halfling woman bars
your path. "Between us, a
captured puma on a rope.
How are we to approach each
other?"

Appearance

Beautiful, immaculate, slender
for a halfling; one letter
pasted to each eyelid; carries
a silvery fruit in one hand.

Expressions

"We are all ku"; "Your
thoughts are like my dresses,
the waistlines all identical";
"All dreams were dreamt long
ago."

Mannerisms

Stands on toes, like a
ballerina; arches eyebrows;
holds hands over her eyes
when she closes them to
think.

Motivations

Recovering her lost language,
which she promptly forgot
upon the khagan's decision to
convert the Khazar halflings.

Passions

Languages; Dreams

Secrets

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BACKSTORY

Princess Ateh was born
not before the war.
Her people, the
Jubal Kingdom
(or maybe the
well-known
Hobgoblin
Reckoning
[Any God
Deity]),
grounded
a bright
by loving
halfling
was ar
been d
by war
hunted
forces
now re
contin
politic
various
realms
and ab
Her pe
the beauty
her people
central spi
philosophy
all things h
time and t
the gift of e
moment th
Her beliefs
and her be
beliefs.