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

#### STR DEX CON INT WIS

4 20 12 16 8 (-3) (+5) (+1) (+3) (-1)

CHA

13 (+2)

Saving Throws TODO Saving Throws Skills Sharpshooter feat

weapon mastery for longbow Proficiencies 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

#### **Factions**

**Government of her city** 

Thieves guild (formerly)

# 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

2500 x 3235

Image Dummy

 $\longleftrightarrow$ 

ROLEPLAYING

A situation in which the party needs

communicate with a government member of manners relating to the

Appears nearly elf-like, with sky blue

eyes and white hair. Always seen in long trench coat with a longbow

"Be careful"/ "What don't you

Wants to protect their home

Introduction

underground

Expressions

understand?"

**Mannerisms** 

Motivations

Verv calm

**Passions** 

4 20 12 16 8 (-3) (+5) (+1) (+3) (-1)

CHA

13 (+2)

Saving Throws
TODO Saving Throws
Skills Skills Sharpshooter
feat
weapon mastery for

Proficiencies TODO

Damage Immunities
TODO Damage Immunities

Condition Immunities
TODO Condition
Immunities
Senses TODO Senses

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Special Abilities Levitate: once per long rest | Invisibility: twice per long rest | Stealth +13 | Perception +7 | Persuasion

**Special Equipment**Bracers of archery cloak of protection and a +2 bow

# **Combat Tactics**

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#### Actions

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

#### actions

Government of her city

Thieves guild (formerly)

# 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**

Cell3

"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 ambassador to those who wish to visit the city