STR DEX CON INT WIS

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

CHA

(+2)

Saving Throws

my

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

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

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

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

CHA

13 (+2)

Saving Throws

2500 x 3235

Image Dummy

1

 \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

Appearance

Expressions

understand?"

Mannerisms

Motivations

Very calm

Passions

Secrets

TODO Saving Throws Skills Skills Sharpshooter weapon mastery for longbow

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

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

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