

CHLOE MIDDLETON

*young human
chaotic neutral
Level 5 fighter*

Pronouns: she/her
Occupations:
**Watchperson/Guard; Amateur
Winemaker/Sommelier**
Armor Class 17
Hit Points 38 (TODO Hitdice)
Speed 30.

STR	DEX	CON	INT	WIS
15	14	15	10	11

CHA

12

Saving Throws
TODO Saving Throws
Skills Investigation; Sommelier
Proficiencies TODO
Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages Common Elvish ,
Adjectives Bored ,

Special Abilities

- **Combat Superiority | Extra Attack**

Special Equipment

Combat Tactics

Chloe is brave but far from ignorant. She will almost always only take on immediate combat scenarios if she has support.

Actions

Longsword | Crossbow

Factions

ROLEPLAYING

Introduction

Chloe is that 'bored-looking guard'. She will specifically make contact with adventurers who are passing through the town. She will look like they are willing and able to stir the pot and cause a bit of 'no no' among the population.

Appearance

Rather plain jane appearance. She couldn't be picked out of a crowd; Wearing the armor of the local militia acting as watchmen for the city/town.



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Winemaker/Sommelier
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(+3) (+2) (+3) (+0) (+1)

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ROLEPLAYING

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Appearance

Rather plain jane appearance - couldn't be picked out of a crowd; Wearing the armor of the local militia acting as watchmen for the city/town; In off hours, Chloe wears bland dresses and tops but pays close attention to her hair and shoes as though compensating for her rather average appearance

Expressions

"Can't make wine outta olives - some call me an olive, but I know I'm a cherry!"; "Keeping the peace seems foolhardy when its the Kings and Queens that cause the conflicts in the first place"; "I say 'Stick it to em', gold-hungry scoundrels, they are";

Mannerisms

Timid at first glance but courageous in spirit,

off hours, Chloe wears bland dresses and tops but pays close attention to her hair and shoes as though compensating for her rather average appearance

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Mannerisms

Timid at first glance but courageous in spirit, Chloe often avoid engaging with others; Order/task oriented goes from standing still to pointing and gesturing to the next task at hand; Most often found reading through her list of ingredients for her wine and her methods of making them; Sometimes throws a wrench in the gears of watchkeeping

Motivations

Chloe wants to know as much as possible about fine wine and wine-making; more so performing her duties for local magistrates. She also seeks to undermine law and order in the town or city where she serves

Passions

Winemaking; Sommelier; undermining watchkeeping; the power of the magistrates and royalty

Secrets

Cell3

Combat Tactics

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Secrets

BACKGROUND STORY

Born and bred in the middle class market district of the city of Johseveille [Any major city], Chloe gained both a taste for and disdain for bourgeois comfort. Both of her parents were political advisors and urged Chloe into the same vocation but Chloe was rebellious in her youth, causing kinds of trouble with local merchants and incoming adventurers. She was particularly notorious for getting so drunk on cherry or apple wine that her teeth would turn colors. One day she broke into a local wine-maker's facility and stole a small barrel of wine and decanting equipment. Her parents quickly grew tired of this behavior and enrolled her in the local militia.

Needless to say, Chloe's dichotomous attitude continued into her years of training with militia. She enjoyed the challenge and growth but despised the regimen and boundaries. As a coping mechanism to bring more joy to her life, Chloe turned back to wine. She's been charged with dereliction of duty on numerous occasions. However, since her parents are high-ranking political advisors she has protection against any kind of discharge from her duties. Consequently, she floats through her duties during the day and returns to her passion for wine-making at night. She has a small tent outside of her family home within which she practices methods of decanting late into the twilight hours.

PERSONALITY

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