

BACKSTORY

The Harmu is an isolated island of violent and rare. Er Kaal wanders the island, with the people of the island.

Although having no council, Harmu is under the control of the Kingdom of the Harmu, known for its heroism, re-craftsmanship. Fatoumata's Harmu's re-craftsmanship is placed there the town and people. As such, in an environment of political bant, intellectual and formed young personality and that is good.

Harmu villages were of wandering to experiment magicks. One while young wandered and revel in the craftsman's in the group began spouting liquid like a of carbonated gathered in old dwarf or visage. It is said.

"You. Y daughter." scraping voice you are the one that we need!" At the grotesque of proceeded with bilious black. Both hands black goo as to guard her eyes tight closed.

When Fatoumata's eyes, the goo was gone. She remained. She quickly to spellcaster responsible and she said. She complains between lumber mill.

"Look at child. My daughter rang in her.

She looked at hands. Black both but quiet once her gaze. She was left sight. A second thumb on her hand. Wonder imagined the wandered to show her father her father's questions and her mother's.

FATOUMATA OF EPHROSINIA

Middle Aged Adult Dwarf
Neutral Good
Level 0 Civilian / Commoner

Pronouns: she/her
Occupations: Unknown source of wealth
Armor Class 12
Hit Points 3 (TODO Hitdice)
Speed 25.

STR	DEX	CON	INT	WIS
10	14	11	14	12
(+0)	(+2)	(+1)	(+2)	(+1)

CHA
14
(+2)

Saving Throws
TODO Saving Throws
Skills
Proficiencies
Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages Human dwarvish duergar gnomish halfling
Adjectives

Special Abilities

Special Equipment

-
-

Combat Tactics

Actions

Factions

2500 x 3235

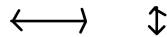


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ROLEPLAYING

Introduction

An elegantly dressed dwarf turns to smile at you from behind her mask, held on a thin stick by a two-thumbed hand.

Appearance

Plump; silky skin; mischievous, teasing eyes. Each of her uncannily slender hands is adorned with two thumbs.

Expressions

"Well, there's a thing!"; "Go and chill out until supper time"; "What a load of old squit"; "Toodles!"

Mannerisms

Self-conscious about her extra digits tries to hide them, but often fails. Wears mask when looking into soul.

Motivations

Fatoumata's noblewoman lifestyle and bottomless charity to the downtrodden flow from an unknown spring of wealth.

Passions

Sends pipes filled with excellent yellow tobacco to prisoners in the local jail. Enjoys watching maskerata plays.

Secrets

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Dummy

Cell3

Upon doing research, she found that her family had encountered powerful enemies and now were these entities for her 'diff

As the Fatoumata of both a ce pariah. People surrounding were both terrified of her. She has learned through disguise, party mask wearing, to distract from and draw power from their ornate instead.