

2500 x 3235



Image Dummy

## TRILEAH McALLISTAIR

Young Adult Halfling  
Chaotic Neutral  
Level 0 Civilian

**Pronouns** - she/her  
**Occupations** - Bartender  
**Armor Class** - 10  
**Hit Points** -  
9 (TODO Hitdice)  
**Speed** - 30.

STR	DEX	CON	INT	WIS
10	14	11	11	9
(+0)	(+2)	(+1)	(+1)	(0)

**CHA**  
15  
(+3)

**Saving Throws** -  
**Skills** - Persuasion; History  
**Proficiencies** -  
**Proficiency Mod** - +2

**Languages** -  
Common Halfling Gnomish  
**Adjectives** -

**Special Abilities** -

**Special Equipment**

**Combat Tactics**  
Will rarely initiate  
combat and will often flee if  
engaged.

**Actions**

**Factions**

## ROLEPLAYING

### Introduction

The din of dining & drinking succumbs to a surprisingly gruff voice of a surly halfling woman. "Ok, ok. Settle down!"

### Appearance

Unusually surly and leathery for a halfling. Bald head, no eyebrows. Sleeveless tunic and tight felt jerkins.

### Expressions

"Git yer ale and grub in ya and keep it down. This is a classy joint"; "None can make this world better"

### Mannerisms

Seemingly always tense. Scowls. Eyes everyone suspiciously. Offers goods with seeming reluctance.

### Motivations

Not much motivation, really, besides trying to keep her patrons in order and keep a modicum of peace and quiet.

### Passions

Peace and Quiet.

### Secrets

## TRILEAH McALLISTAIR

Young Adult Halfling  
Chaotic Neutral  
Level 0 Civilian

**Pronouns** - she/her  
**Occupations** - Bartender  
**Armor Class** - 10  
**Hit Points** -  
9 (TODO Hitdice)  
**Speed** - 30.

STR	DEX	CON	INT	WIS
10	14	11	11	9
(+0)	(+2)	(+1)	(+1)	(0)

**CHA**  
15  
(+3)

**Saving Throws** -  
TODO Saving Throws  
**Skills** -  
Persuasion; History  
**Proficiencies** - TODO  
**Damage Immunities** -  
TODO Damage Immunities  
**Condition Immunities** -  
TODO Condition Immunities  
**Senses** - TODO Senses  
**Languages** -  
Common Halfling Gnomish  
**Adjectives** -

**Special Abilities** -

**Special Equipment**

**Combat Tactics**  
Will rarely initiate  
combat and will often flee  
if engaged.

**Actions** -

**Factions**

## ROLEPLAYING

### Introduction

The din of dining & drinking succumbs to a surprisingly gruff voice of a surly halfling woman. "Ok, ok. Settle down!"

### Appearance

Unusually surly and leathery for a halfling. Bald head, no eyebrows. Sleeveless tunic and tight felt jerkins.

### Expressions

"Git yer ale and grub in ya and keep it down. This is a classy joint"; "None can make this world better"

### Mannerisms

Seemingly always tense. Scowls. Eyes everyone suspiciously. Offers goods with seeming reluctance.

### Motivations

Not much motivation, really, besides trying to keep her patrons in order and keep a modicum of peace and quiet.

### Passions

Peace and Quiet.

### Secrets

## BACKG STORY

Trile somehow halfing they live had imb themself civilizati consequ exactly tradition normally family o musician fun, but sound th on with Trile a strang impacte function sensory etcetera grow in sometim senses a heigher highly in Particula didn't bo househo a seriou noises.

x 3235



Dummy