

young adult halfling
chaotic neutral
Level 0 civilian

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

15
(+3)

Damage Immunities
 TODO Damage Immunities
Condition Immunities
 TODO Condition Immunities
Senses TODO Senses
Languages
 Common Halfling Gnomish ,
Adjectives ,

Will rarely initiate combat and will flee if engaged.

Factions

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chaotic neutral
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10 (+0)	14 (+2)	11 (+1)	11 (+1)	9 (0)

15
(+3)

Saving Throws
TODO Saving Throws

Skills Persuasion; Histo

Proficiencies

Damage Immunities
TODO Damage Immunit

Condition Immunities
TODO Condition Immuni

Senses TODO Senses

Languages
Common Halfling Gnom

Adjectives

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

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

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

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

Unusually surly and leathery for halfling. Bald head, no eyebrows.
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Expressions

Image Dummy

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		Cell 3	
<div><div>Special Abilities</div><div><ul style="list-style-type: none">Lucky; Brave; Halfling Nimbleness</div><div>Special Equipment</div><div>Combat Tactics</div><div>Will rarely initiate combat, often flee if engaged.</div><div>Actions</div><div>Club Dirk</div><div>Factions</div></div>	<div><div>Mannerisms</div><div>Seemingly always tense. Scowls. Eyes everyone suspiciously. Offers goods with seeming reluctance.</div><div>Motivations</div><div>Not much motivation, really, besides trying to keep her patrons in order and keep a modicum of peace and quiet.</div><div>Passions</div><div>Peace and Quiet.</div><div>Secrets</div></div>		
		<div><div>Expressions</div><div>"Git yer ale and grub in ya and keep it down. This is a classy joint."</div><div>"None can make this world better."</div><div>Mannerisms</div><div>Seemingly always tense. Scowls. Eyes everyone suspiciously. Offers goods with seeming reluctance.</div><div>Motivations</div><div>Not much motivation, really, besides trying to keep her patrons in order and keep a modicum of peace and quiet.</div><div>Passions</div><div>Peace and Quiet.</div><div>Secrets</div></div>	
		<div><div>Background Story</div><div><p><p>Trileah grew up in a somewhat traditional halfling family, except that she lived in a clan who had imbricated themselves into broader civilization and, consequently, couldn't exactly follow those traditions as they normally might have. A family of artists and musicians might <i>sound</i> fun, but it was all the sound that She reflects on with contempt.</p><p>Trileah was born with a strange condition that impacted her body's finer functions: growing hair, sensor perception, etcetera. Her hair would grow in clumps and sometimes not all. Her senses are not heightened but rather, highly irritable. Particularly her ears. This didn't bode well in a noisy household and she grew a serious disdain for loud noises.</p></p></div></div>	
		<div><div>Personality</div></div>	