

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	CHA
15	14	15	10	11	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

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 that look like they are willing and capable to stir the pot and cause a bit of 'no no' amongst the population.

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, Chloe will 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 wines 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 wines and wine-making; more so than performing her duties for local magistrates. She also seeks to undermine law and order in the town or city where she serves.

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

BACKGROUND

Needless to say, Chloe's dichotomous attitude continued into her years of training with the 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.

- {"Chloe is wearing town militia armor; she is most likely not as prestigious as a Neverwinter guard, but here is some inspiration as to what militia or town guard armor might look like"=>"https://www.google.com/search?q=neverwinter+guard+armor&rlz=1C1CHBF_enCA820CA820&sxsrf=ALeKk03-Dy3ricojaTelcKMr0rDUY_U4Qg:1612129711596&tbm=isch&source=iu&ictx=1&fir=FhyfQ1b2tK1qBM%252CrZzd1DZreWK-SM%252C_&vet=1&usg=AI4_-ktyJwJuvjQytxiy0jQ-bKY39IRVVA&sa=X&ved=2ahUKewjDiaqWk8fuAhVEj1kKHd4VDvFMQ9QF6BAGNEAE#imgsrc=FhyfQ1b2tK1qBM"}