

Age: middle aged adult
Race: human
Pronouns: she/her
Occupation:

- Diplomat

Class: rogue
Level: 12
Alignment: lawful neutral
Languages:

- Primordial
- common
- elvish
- dwarvish

Factions:

- [Government of her city](#)
- [Thieves guild \(formerly\)](#)

Adjectives:

Armour Class: 20
Hit Points: 83
Speed: 30

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|-------|--------|--------|--------|-------|--------|
| STR 4 | DEX 20 | CON 12 | INT 16 | WIS 8 | CHA 13 |
|-------|--------|--------|--------|-------|--------|

Saving Throws TODO Saving Throws

Role-Playing

Improv

Introduction: A situation in which the party needs to communicate with a government member of manners relating to the underground
Appearance: Appears nearly elf-like, with sky blue eyes and white hair. Always seen in a long trench coat with a longbow
Expressions: "Be careful"/ "What don't you understand?"

Mannerisms: Very calm

Acting

Motivations: Wants to protect their home
Passions:
Secrets:
Vulnerabilities: Will go to extremes in order to keep her homeland safe, and will work with anyone to achieve that end

Skills:

- Sharpshooter feat
- weapon mastery for longbow

Special Abilities: Levitate: once per long rest | Invisibility: twice per long rest | Stealth +13 | Perception +7 | Persuasion +9
Attacks: Longbow +2:+11 to hit, +9 to damage | Shadow blade: 2d8 damage
Combat Tactics: Stays at range whenever possible, will use invisibility or stealth to remain safe if she feels threatened

Special Equipment:

- Bracers of archery
- cloak of protection
- and a +2 bow

Story

A former thieves guild member who went straight and is now a diplomat that helps both as a liason between underworld activity and the government, as well as an ambassador to those who wish to visit the city