LUCATIEL SKY DEROSIER

middle aged adult human lawful neutral Level 12 rogue

> Pronouns: she/her Occupations: Diplomat

Armor Class 20

Hit Points 83 (TODO Hitdice)

Speed 30.

 STR
 DEX
 CON
 INT
 WIS
 CHA

 4 ()
 20
 12
 16
 8
 13

Saving Throws TODO Saving Throws **Skills** Sharpshooter featweapon mastery for longbow

Proficiencies TODO

Damage Immunities TODO Damage Immunities Condition Immunities TODO Condition Immunities Senses TODO Senses

Languages Primordial common elvish dwarvish , **Adjectives** ,

CELL ONE

Special Abilities

Levitate: once per long rest | Invisibility: twice per long rest | Stealth +13 |
 Perception +7 | Persuasion +9

Special Equipment

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

Combat Tactics

Stays at range whenever possible, will use invisibility or stealth to remain safe if she feels threatened

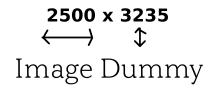
Actions

Longbow +2:+11 to hit, +9 to damage | Shadow blade: 2d8 damage

Factions

ROLEPLAYING

Introduction A situation in which the party needs to communicate with a government member of manners relating to the underground 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 **Motivations** Wants to protect their home **Passions** Secrets LUCATIEL SKY DEROSIER middle aged adult human lawful neutral Level 12 rogue Pronouns: she/her **Occupations: Diplomat Armor Class 20** Hit Points 83 (TODO Hitdice) Speed 30. DEX CON INT STR WIS CHA 20 12 16 8 13 Saving Throws TODO Saving Throws Skills Sharpshooter featweapon mastery for longbow **Proficiencies TODO Damage Immunities TODO Damage Immunities Condition Immunities TODO Condition Immunities Senses TODO Senses** Languages Primordial common elvish dwarvish, Adjectives , **Special Abilities** • Levitate: once per long rest | Invisibility: twice per long rest | Stealth +13 | Perception +7 | Persuasion +9 **Special Equipment** Bracers of archery · cloak of protection and a +2 bow CELL 2 **Combat Tactics** Stays at range whenever possible, will use invisibility or stealth to remain safe if she feels threatened Actions Longbow +2:+11 to hit, +9 to damage | Shadow blade: 2d8 damage **Factions**



ROLEPLAYING

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

Motivations

Wants to protect their home

Passions

Secrets

Bottom