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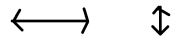


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LASAN HALFNIGHT

*Young Adult Human
Chaotic Neutral
Level 5 Artificer*

Pronouns: he/him
Occupations: Merchant
Armor Class 16
Hit Points
45 (TODO Hitdice)
Speed 30.

STR	DEX	CON	INT	WIS
8	13	10	17	14
(-1)	(+2)	(+0)	(+4)	(+2)

CHA
17
(+4)

Saving Throws
TODO Saving Throws
Skills
Proficiencies
Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages Common
Dwarven Elvish Goblin
Undercommon
Adjectives

Special Abilities

Special Equipment

Combat Tactics

Actions

Factions

ROLEPLAYING

Introduction

He blows into town hawking his wares out of a wagon. Always love to "set up shop" near the busiest intersection he can.

Appearance

Dressed well for a commoner, but it's nothing a noble would be caught dead in.

Expressions

Loves to be agreeable, always concludes with "Indeed" Not too much, and never too long

Mannerisms

He's always quick to change the subject away from anything complicated. He knows stuff, not events or politics.

Motivations

To unload merchandise, make coin, and get out of town before anyone knows that the stuff he's selling is no good.

Passions

Lasan loves his horse and takes great care of him. He also enjoys travelling and watching the constellations.

Secrets

His merchandise is faulty. He's using his artificer powers to put on a show, but as soon as he's gone, none of it works

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BACK STORY

Lasan is the merchant who brought the first thing he discovered to the market. Items that were lost during the period of the war. More than just a story, it's a thing he discovered. One is the story of a man who died not long after he's still traveling. He took it. He took it for a time, but it was complicated. Many attacks were made, but he wasn't really.

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Cell3