CADOR MCKENI middle aged adult gnome lawful good Level civilian / commoner	DRIC				
Pronouns: he/him Occupations: Innkeeper		_			
Armor Class 12					
Hit Points 14 (TODO Hito Speed 25.	dice)				
STR	DEX	— CON	INT	WIS	СНА
12	12	10	16	14	16
Saving Throws TODO Sa Skills Persuasion; Medec		_			
Proficiencies TODO					
Damage Immunities TODO Damage Immunities Condition Immunities TODO Condition Immunities Senses TODO Senses Languages Common Gnomish Dwarvish , Adjectives ,		_			
Special Abilities Darkvis	sion; Gnome Cunning				
		Combat	Tactics		
		Acti	ons		
		Fact	ions		

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# Roleplaying

### Introduction

A handsome gnome taps his pencil against his ledger. "Ay, another patron to please. How might we make your day better?"

### **A**PPEARANCE

Short white hair rims a bald spot. Crisp, clean facial features. Monocle attached to collar. Bright tunic and pants.

### **Expressions**

"We aim to please!"; "Ledgers and lists make a pleasured guest!"; "Have ya seen the deeper wilds, friend? Lets hear!"

### **Mannerisms**

Animated and jovial. Consistently keeping various lists and ledgers for inventory and duties. Books and pads everywhere.

### **Motivations**

To reinvent hospitality. Provide food and lodging along with laundering and other services for adventurers.

### **Passions**

Full-service stop. Passionate that each person has a definite place in the world.

### **Secrets**

## **Background**

The very glee and dedication that characterize the Gnomish race is exemplified in Cador. His clan were always obsessed with tinkering and the creation of various gadgets for adventurers' utility, but Cador took this to a new level when he established his inn, "the One Stop". Here he has conjoined his love for respite with his natural proclivity for tinkering. With numerous 'washers' and 'drylines', he offers guests a laundry service for a nominal fee. He has also created what he calls the 'barstop' for his common room. This complex of tubes and steel resembles a 'Hooka' and allows visitors to choose a particular beverage of their choice and have it poured for them. All they need is the receptacle, which are offered in stacks beside the 'barstop'. Cador is currently working on something that will also clean his dish and glassware. Consistently showing off his innovations he is also open to help and feedback on them and on any ideas others might have for providing even better hospitable service to his quests.