



Rahim

RAHIM

*Middle Aged Adult Halfling
Lawful Good
Level 0 Civilian N/A*

Pronouns - he/him
Occupations - Caravanserai proprietor
Armor Class - 10
Hit Points - 3 (TODO Hitdice)
Speed - 25.

STR	DEX	CON	INT	WIS	CHA
13	10	12	18	11	14
(+2)	(+0)	(+1)	(+4)	(+1)	(+2)

Saving Throws -
Skills -
{ "Halfling Abilities"=>[{"Lucky"=>"When rolling a 1 on The D20 for an Attack roll, ability check, or saving throw, can reroll the die and must use the new roll", "Brave"=>"Has advantage on Saving Throws against being Frightened", "Halfling Nimbleness"=>"can move through the space of any creature that is of a size larger than her", "Naturally Stealthy"=>"You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you"}] }
Proficiencies -
Proficiency Mod - +2



ROLEPLAYING

Introduction

"G-g-good d-d-day, muh-muh-my friends. Horses and c-c-camels around back, puh-puh-please. A d-d-drink?!"

Appearance

Rotund; pocked cheeks. Drab shalvar pants, a worn, faded kamarband belt, beige jameh shirt slightly untucked.

Expressions

An unmitigated disaster

(referencing lacrosse) "Kluskap number one!"

Mannerisms

Stutters; squeezes eyes shut; guttural throat noises. Raises index finger when he wants to interrupt a speaker.

Motivations

Rahim aims to provide the kind of respite he believes the austere region demands.

Passions

Rahim's two daughters are his heart; he happily discusses fine wine, sweet ice, amateur

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Languages -
Common Elvish Halfling Orcish
{ "id"=>"the_canvaserai_of_mont_ire", "name"=>"The Canvaserai of Mont Ire" }
Adjectives -

Kind, Nervous, Giving,

Special Abilities

Special Equipment

Combat Tactics

Rahim will do whatever he can to avoid a fight

Actions

Factions

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astronomy, lacrosse.

Secrets

N/A