



SAMUEL COHEN

Early Middle Age Wood Elf
Chaotic Neutral
Level 5 Fighter

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

STR DEX CON INT WIS

16 17 13 14 8
(+3) (+4) (+2) (+2) (-1)

CHA

14
(+2)

Saving Throws

TODO Saving Throws

Skills Arcana; History

Proficiencies

Damage Immunities

TODO Damage Immunities

Condition Immunities

TODO Condition Immunities

Senses TODO Senses

Languages Human, Elvish,
Halfling,

Adjectives Dreamy,

Special Abilities

Extra Attack | Second Wind |
Improved Critical | Action
Surge

Special Equipment

The Dictionary of the Khazar
Halflings unbound loose leaf
pages in his feedbag written
in Death Ink.

Combat Tactics

Samuel will not hesitate to
defend himself or anyone
else, leaping into combat and
switching between opponents
if there are multiples.

Actions

Halberd

2500 x 3235



Image Dummy

ROLEPLAYING

Introduction

A tan elf with one end of a long string
tied to a stake in the road chases the
shadow of a cloud down the street.

Appearance

Red eyes, half-grey moustache, bite
mark on left forearm. Well-poised. No
ring; feedbag on belt around waist.

Expressions

"Hela!", "Khlum!", "We have a saying -
tsu khlum iz tsu lebn - you will not find
what you seek with your eyes open."

Mannerisms

Suave. Measures and tracks the speed of
clouds. Speaks a language he does not
know in his sleep.

Motivations

Travels great distances in his dream
searching for the one who is dreaming
his own waking life.

Passions

Samuel is literally in love with Cloud
Formations and points to them crying
out the shapes that he can see.

Secrets

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Secrets

BACKGROUND STORY

<p>When someone needs
something dirty done,
something that will inspire
ire in the minds of the local
guard or militia, one does
not turn to a friend or even
an acquaintance unless
they wish trouble to
descend upon their home or
business. Instead, one turns
to a paid person, a person
who they may only know
through stories at the
tavern or from the songs of
a bard. Samuel Cohen
comes up in both story and
song. His dreams ring of
each story and lyric. A
haunting or a gift? Not even
Samuel can tell.</p>
<p>Samuel is an orphan.
He hasn't received word
from the clergy as to who
his parents were or the
circumstances through
which he was dropped off.
One thing he does know is
that he doesn't really care.
Family is for the blind. His
youth in the orphanage in a
small town was as
expected: violent and
traumatizing. He learned
quickly the value of
exchanging things or coins
for safety or services.
What's more, and what he
may not have even
consciously learned, per se,
was from the conditioning
imposed upon him by the
clergy of Khalal [A
separatist sect turned sour],
a deity of scarcity largely
followed by the
marginalized and
desperate. These
priestesses and nuns would
subject the children to
questionable behavior
modification experiments in
their sleep. There goal was
to remove the resentment
and contempt from the
desperate and replace it
with gratitude and hope.
Little did they know, they
had created entire worlds in
the minds of their guinea
pigs.</p><p>Upon release

Character

Factions

The Dream Hunters

Saving Throws

TODO Saving Throws

Skills Skills Arcana; History

Proficiencies TODO

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from the clergy during his adolescence, Samuel vowed to care about only one thing: how he could advance himself in the waking world.</p>