



## RAHIM

*middle age peak ha*  
*lawful good*  
*Level 0 civilian*

**Pronouns:** he/him  
**Occupations:**  
Caravanserai proprietor  
**Armor Class** 10  
**Hit Points** 3 (TODO Hit  
**Speed** 25.

### STR DEX CON INT WIS

13 10 12 18 11  
(+2) (+0) (+1) (+4) (+1)

### CHA

14  
(+2)

**Saving Throws**  
TODO Saving Throws  
**Skills** Mercantile Conne  
**Proficiencies**  
**Damage Immunities**  
TODO Damage Immunit  
**Condition Immunities**  
TODO Condition Immuni  
**Senses** TODO Senses  
**Languages**  
Human elvish halfling or  
**Adjectives** Kind .

## 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



## RAHIM

*middle age peak halfling*  
*lawful good*  
*Level 0 civilian*

**Pronouns:** he/him  
**Occupations:** Caravanserai propri  
**Armor Class** 10  
**Hit Points** 3 (TODO Hitdice)  
**Speed** 25.

### STR DEX CON INT WIS

13 10 12 18 11  
(+2) (+0) (+1) (+4) (+1)

### CHA

14  
(+2)

**Saving Throws** TODO Saving Thro  
**Skills** Mercantile Connections

**Proficiencies** TODO

**Damage Immunities**  
TODO Damage Immunities

**Condition Immunities**  
TODO Condition Immunities

**Senses** TODO Senses

**Languages**  
Human elvish halfling orcish ,

**Adjectives** Kind ,

### Special Abilities

- Lucky | Brave

### Special Equipment

- A stellar looking glass
- signed by the inventor. Rahim s  
it up at night in the courtyard
- for his guests to stargaze.

### Combat Tactics

### Actions

### Factions

## ROLEPLAYING

### Introduction

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

### Appearance

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

Special Abilities

- Lucky | Brave

Special Equipment

- A stellar looking gla
- signed by the inven
- sets it up at night in
- courtyard
- for his guests to sta

Combat Tactics

Actions

Factions

"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 astronomy, lacrosse.

Secrets

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 astronomy, lacrosse.

Secrets

BACKGROUND STORY

The remote frontier towns of Er Cloh, and Mont Ire, are closely interconnected shanty-style communities within a short travel from one another amidst the mountainous pseudo-desert landscapes of the Ev of Tomorrow [any semi-Wasteland area]. They are close enough to have established a makeshift government and militia. A much needed pact to manage the roving bands of marauders and various monstrosities that populate the wastes.

Rahim grew up in this challenging environment and wed his sweetheart, Mallum. The two have made a name for themselves as proprietors of one of the finest rest stops in the region where they offer some of the finest consumables around, serving fine goods and wines and, with their deep cellars, are one of the few purveyors of flavored ices for hundreds of miles

PERSONALITY