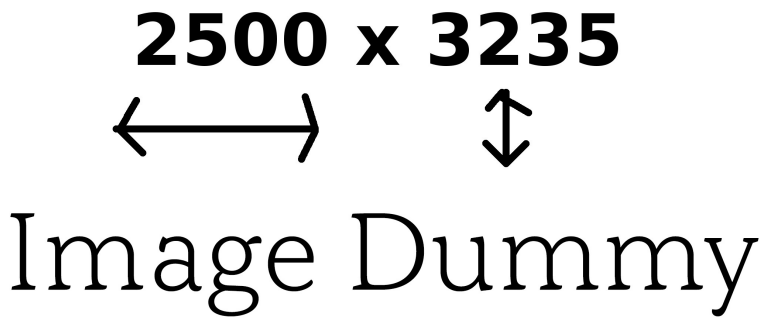
Previous Next

rahim



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

13 (+2)

DEX

10 (+0)

CON

12 (+1)

INT

18 (+4)

WIS

11 (+1)

CHA

14 (+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

Languages -

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

Adjectives -

Kind, Nervous, Giving,

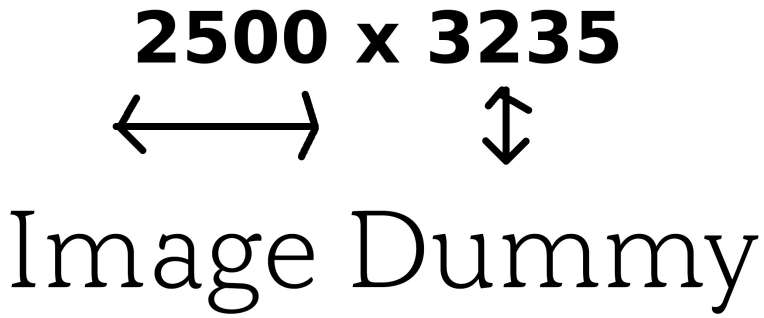
Special Abilities

Special Equipment

Combat Tactics

Actions

Factions



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 astronomy, lacrosse.

Secrets

N/A

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

13 (+2)

DEX

10 (+0)

CON

12 (+1)

INT

18 (+4)

WIS

11 (+1)

CHA

14 (+2)

Saving Throws -

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 -

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

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 astronomy, lacrosse.

Secrets

N/A

Background Story

The remote frontier towns of Errk, 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 Eves 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 propritors of one of the finest rest stops in the region where they offer some of the finest consumables around, serving fine grub and wines and, with their deep cellar, one of the few purveyors of flavored ices for hundreds of miles