

CADOR McKENDRIC

*middle aged adult gnome
lawful good
Level civilian / commoner*

Pronouns: he/him
Occupations: Innkeeper
Armor Class 12
Hit Points 14 (TODO Hitdice)
Speed 25.

STR	DEX	CON	INT	WIS
12	12	10	16	14

CHA

16

Saving Throws
TODO Saving Throws
Skills
Persuasion; Medecine; Insight;
Perception

Proficiencies TODO

Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages
Common Gnomish Dwarvish ,
Adjectives ,

Special Abilities

- Darkvision; Gnome Cunning

Special Equipment

Combat Tactics

Actions

Factions

ROLEPLAYING

Introduction

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

Appearance

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

Expressions

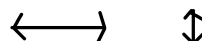
"We aim to please!"; "Ledger and lists make a pleased

CADOR McKENDRIC

*middle aged adult gnome
lawful good
Level civilian / commoner*

Pronouns: he/him

2500 x 3235



2500 x 3235
Image Dummy

Occupations: Innkeeper
Armor Class 12
Hit Points 14 (TODO H
Speed 25.

STR 12 **DEX** 12 **CON** 10 **INT** 16 **WIS** 14
(+1) (+1) (+0) (+3) (+2)

CHA 16
(+3)

Saving Throws
TODO Saving Throws

Skills
Persuasion; Medecine; Perception

Proficiencies
Damage Immunities
TODO Damage Immunities

Condition Immunities
TODO Condition Immunities

Senses TODO Senses

Languages
Common Gnomish Dwarf

Adjectives ,

Special Abilities

- Darkvision; Gnome

Special Equipment

Combat Tactics

Actions

Factions

Image Dummy

ROLEPLAYING

Introduction

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

Appearance

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 pleased 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

Cell3

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 STORY

The very glee and dedication to characterize the Gnomish race exemplified in Cadon. His clan were always obsessed with tinkering and the creation of various gadgets for adventure utility, but Cadon took this to a new level when he established an inn, "the One Stop". Here he combined 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'. Cadon is currently working on something that will also clean his dishes and glassware. Consistently showing off his innovations he is also open to help and feedback on them. He is on any ideas others might have for providing even better hospitable service to his guests.

PERSONALITY

The very glee and dedication to his craft characterize the Gnomish race, and Cador is exemplified in Cador. His clan were always obsessed with tinkering and the creation of various gadgets for adventure 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 on stacks beside the 'barstop'. Cador is currently working on something that will also clean his dishes and glassware. Consistently showing off his innovations he is also open to help and feedback on them. On any ideas others might have for providing even better hospitable service to his guests.