

KARATHOR

older adult human
chaotic neutral
Level 3 wizard

Pronouns: he/him
Occupations: Merchant
Armor Class 10
Hit Points 10 (TODO Hitdice)
Speed 30 ft..

STR DEX CON INT WIS CHA
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Saving Throws TODO Saving Throws
Skills Can use both hands equally
Proficiencies TODO
Damage Immunities TODO Damage Immunities
Condition Immunities TODO Condition Immunities
Senses TODO Senses
Languages Common Elvish ,
Adjectives ,

Special Abilities

- Firebolt, Mage hand, Mending | Catapult, Sleep, Burning hands, Shield, Find Familiar, Unseen Servant | Phantasmal force, Darkvision, | Arcane Recovery, Spellcasting, School of abjuration

Special Equipment

- A ring of protection from evil entities

Combat Tactics

Hide and cast spells

Actions

Firebolt | Phantasmal force

Factions

2500 x 3235

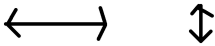


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ROLEPLAYING

Introduction

Karathor's Nicknacks sells all kinds of things. Medieval Thriftshop. He is friendly and loves to hear of pranks

Appearance

Older man with a balding scalp. Though there are streaks of long hair on the back and sides. Blind left eye. Red robes

Expressions

"Oh no, tell me more." Laughs a lot at genuinely funny things. Loves puns at other peoples' expense

Mannerisms

Will pun the hell out of your bame if he can. Always points to general area's with his pinky

Motivations

Loves to sow chaos and will assist in pranks

Passions

Good food, especially meat.

Secrets

Lives in a secret city in a magical forest right next to an anti magic kingdom that only has paladins and clerics

CELL ONE

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older adult human
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Pronouns: he/him
Occupations: Merchant
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Hit Points 10 (TODO Hitdice)
Speed 30 ft..

STR DEX CON INT WIS CHA

Saving Throws TODO **Saving Throws**
Skills Can use both hands equally

Proficiencies TODO

Damage Immunities TODO **Damage Immunities**
Condition Immunities TODO **Condition Immunities**
Senses TODO **Senses**
Languages Common Elvish ,
Adjectives ,

Special Abilities

- Firebolt, Mage hand, Mending | Catapult, Sleep, Burning hands, Shield, Find Familiar, Unseen Servant | Phantasmal force, Darkvision, | Arcane Recovery, Spellcasting, School of abjuration

Special Equipment

- CELL 2
- A ring of protection from evil entities

Combat Tactics

Hide and cast spells

Actions

Firebolt | Phantasmal force

Factions

2500 x 3235
↔ ↓
Image Dummy

ROLEPLAYING

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