

RAHIM

Middle Age Peak Halfling
Lawful Good
Level 0 Civilian

Pronouns: he/him
Occupations:
Caravanseraí proprietor
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 Throws
Skills Mercantile Connections
Proficiencies
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 sets it up at night in the courtyard for his guests to stargaze.

Combat Tactics

Actions

Factions

The Canvaseraí of Mont Ire



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

RAHIM

Middle Age Peak Halfling
Lawful Good
Level 0 Civilian

Pronouns: he/him
Occupations:
Caravanseraí proprietor
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 Throws
Skills **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 sets it up at night in the courtyard for his guests to stargaze.

Combat Tactics

Actions

Factions

The Canvaseraí of Mont Ire

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

BACKGROUND STORY

<p>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.</p><p>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</p>