

Cador Mckendric

## CADOR MCKENDRIC

Middle Aged Adult Gnome  
Lawful Good  
Level 0 Civilian N/A

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

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

**Saving Throws** -  
**Skills** -  
{ "Forest Gnome Abilities"=>  
[{"Darkvision"=>"can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray", "Gnome Cunning"=>"advantage on all Intelligence, Wisdom, and Charisma saves against magic", "Natural Illusionist"=>"knows the Minor Illusion cantrip. Intelligence is your spellcasting modifier for it", "Speak with Small Beasts"=>"Through sound and gestures, you may communicate simple ideas with Small or smaller beasts"}] }  
**Proficiencies** -  
**Proficiency Mod** - +2

2500 x 323

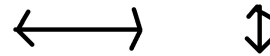


Image Dummy

## 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

## CADOR MCKENDRIC

Middle Aged Adult Gnome  
Lawful Good  
Level 0 Civilian N/A

**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
(+1)	(+1)	(+0)	(+3)	(+2)

**CHA**  
**16**  
**(+3)**

**Saving Throws** -  
**Saving Throws** -

**Skills** -  
{ "Forest Gnome Abilities"=>

[{"Darkvision"=>"can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray", "Gnome

Cunning"=>"advantage on all Intelligence, Wisdom, and Charisma saves against magic", "Natural Illusionist"=>"knows the Minor Illusion cantrip. Intelligence is your spellcasting modifier for it", "Speak with Small Beasts"=>"Through sound and gestures, you may communicate simple ideas with Small or smaller beasts"}] }

**Proficiencies** -

**Languages** -  
Common Gnomish  
Dwarvish

**Adjectives** -  
Welcoming, Professional, Intelligent,

### Special Abilities

-

### Special Equipment

-

### Combat Tactics

He won't fight unless defending himself and his family

### Actions

-

## 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. Passionate person place in town

### Secrets

N/A

### Combat Tactics

He won't fight unless defending himself and his family

### Actions

-

500 x 3235



Image Dummy

Proficiency Mod +2		Full-service stop. Passionate that each person has a definite place in the world	Factions N/A Role: N/A
Languages - Common Gnomish Dwarvish			
Adjectives - Welcoming, Professional, Intelligent,		Secrets N/A	
Special Abilities -			
Special Equipment -			
Combat Tactics			
He won't fight unless defending himselfand his family			
Actions -			
Factions			
N/A			
Role: N/A			