

young adult human
chaotic neutral
Level 5 artificer

Pronouns: he/him
Occupations: Merchant
Armor Class 16
Hit Points 45 (TODO H
Speed 30.

$$\begin{matrix} 8 & 13 & 10 & 17 & 14 \\ (-1) & (+2) & (+0) & (+4) & (+2) \end{matrix}$$

17
(+4)

Saving Throws
Skills
Proficiencies
Damage Immunities

ROLEPLAYING

He blows into town hawking his wares out of a wagon. Always love to "set up shop" near the busiest intersection he can.

Dressed well for a commoner, but it's nothing a noble would be caught dead in.

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STR	DEX	CON	INT	WIS
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(+4)

Saving Throws

TODO Saving Throws Skills

Proficiencies TODO

Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages
Common Dwarven Elvish Goblin
Undercommon ,
Adjectives ,

Special Abilities

Special Equipment

Combat Tactics

Actions

Factions

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Loves to be agreeable, always

Image Dummy

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Special Abilities

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Factions

Loves to be agreeable, always concludes with "Indeed" Not too much, and never too long

Mannerisms

He's always quick to change the subject away from anything complicated. He knows stuff, not events or politics.

Motivations

To unload merchandise, make coin, and get out of town before anyone knows that the stuff he's selling is no good.

Passions

Lasan loves his horse and takes great care of him. He also enjoys travelling and watching the constellations.

Secrets

His merchandise is faulty. He's using his artificer powers to put on a show, but as soon as he's gone, none of it works

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BACKGROUND STORY

Lasan is the son of a merchant who did the same thing he does today. Make items that work for a short period of time, sell them for more than their worth, and get out of dodge before any one is wiser. His dad died not too long ago, and he's still trying to cope with it. He took up adventuring for a time, but it complicated him with too many attachments, he just wasn't ready for.

PERSONALITY

Lasan is the son of a merchant who did the same thing he does today. Make items that work for a short period of time, sell them for more than their worth, and get out of dodge before any one is the wiser. His dad died not too long ago, and he's still trying to cope with it. He took up adventuring for a time, but it complicated him with too many attachments, he just wasn't ready for.