

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

STR	DEX	CON	INT	WIS
12	12	10	16	14
CHA				
16				

Special Abilities

- **Darkvision; Gnome Cunning**

Special Equipment

Combat Tactics

Actions

Factions

Introduction

Appearance

Expressions

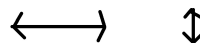
"We aim to please!"; "Ledg and lists make a pleased guest!"; "Have ya seen the deeper wilds, friend? Lets hear!"

Mannerisms

middle aged adult gnome
lawful good
Level civilian / commoner

Pronouns: he/him
Occupations: Innkeeper
Armor Class 12
Hit Points 14 (TODOL)

2500 x 3235



Cell3

2500 x 3235
Image Dummy

<div>Hit Points 14 (TODO H Speed 25.</div> <div>STR DEX CON INT WIS</div> <div>12 12 10 16 14 (+1) (+1) (+0) (+3) (+2)</div> <div>CHA</div> <div>16 (+3)</div> <div>Saving Throws TODO Saving Throws</div> <div>Skills Persuasion; Medecine; I Perception</div> <div>Proficiencies</div> <div>Damage Immunities TODO Damage Immunit</div> <div>Condition Immunities TODO Condition Immuni</div> <div>Senses TODO Senses</div> <div>Languages Common Gnomish Dwar</div> <div>Adjectives ,</div> <div>Special Abilities</div> <div>• Darkvision; Gnome</div> <div>Special Equipment</div> <div>Combat Tactics</div> <div>Actions</div> <div>Factions</div>	<div>Image Dummy</div> <div>ROLEPLAYING</div> <div>Introduction</div> <div>A handsome gnome taps his pencil against his ledger. "Ay, another patron to please. How might we make your day better?"</div> <div>Appearance</div> <div>Short white hair rims a bald spot. Crisp, clean facial features. Monocle attached to collar. Bright tunic and pants.</div> <div>Expressions</div> <div>"We aim to please!"; "Ledgers and lists make a pleased guest!"; "Have ya seen the deeper wilds, friend? Lets hear!"</div> <div>Mannerisms</div> <div>Animated and jovial. Consistently keeping various lists and ledgers for inventory and duties. Books and pads everywhere.</div> <div>Motivations</div> <div>To reinvent hospitality. Provide food and lodging along with laundering and other services for adventurers.</div> <div>Passions</div> <div>Full-service stop. Passionate that each person has a definite place in the world.</div> <div>Secrets</div>	<div>Animated and jovial. Consistently keeping various lists and ledgers for inventory and duties. Books and pads everywhere.</div> <div>Motivations</div> <div>To reinvent hospitality. Provide food and lodging along with laundering and other services for adventurers.</div> <div>Passions</div> <div>Full-service stop. Passionate that each person has a definite place in the world.</div> <div>Secrets</div>	<div>BACKGROUND STORY</div> <div>The very glee and dedication to characterize the Gnomish race 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 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'. 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. He is on any ideas others might have for providing even better hospitable service to his guests.</div>
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PERSONALITY

The very glee and dedication that characterize the Gnomish race are 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 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 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 from any ideas others might have for providing even better hospitable service to his guests.