

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

(NaN)(NaN)(NaN)(NaN)(NaN)

CHA

(NaN)

Saving Throws
TODO Saving Throws
Skills

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(NaN)(NaN)(NaN)(NaN)(NaN)

CHA

(NaN)

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

ROLEPLAYING

Introduction

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

2500 x 3235

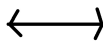


Image Dummy

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

PERSONALITY
