



## RAHIM

*middle age peak halfling  
lawful good  
Level 0 civilian*

**Pronouns:** he/him  
**Occupations:**  
Caravanserai proprietor  
**Armor Class** 10  
**Hit Points** 3 (TODO Hitdice)  
**Speed** 25.

**STR** 13 **DEX** 10 **CON** 12 **INT** 18 **WIS** 11

**CHA**  
14

**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

## 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

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