



Rahim

## RAHIM

*Middle Aged Adult Halfling  
Lawful Good  
Level 0 Civilian N/A*

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

STR	DEX	CON	INT	WIS	CHA
13 (+2)	10 (+0)	12 (+1)	18 (+4)	11 (+1)	14 (+2)

**Saving Throws** -  
**Skills** -  
{ "Halfling Abilities"=>[{"Lucky"=>"When rolling a 1 on The D20 for an Attack roll, ability check, or saving throw, can reroll the die and must use the new roll", "Brave"=>"Has advantage on Saving Throws against being Frightened", "Halfling Nimbleness"=>"can move through the space of any creature that is of a size larger than her", "Naturally Stealthy"=>"You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you"}] }  
**Proficiencies** -  
**Proficiency Mod** - +2



## 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

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**Proficiencies** -

**Languages** -  
Common Elvish Halfling Orcish  
{ "id"=>"the\_canvaserai\_of\_mont\_ire", "name"=>"The Canvaserai of Mont Ire" }  
**Adjectives** -

Kind, Nervous, Giving,

### Special Abilities

### Special Equipment

### Combat Tactics

Rahim will do whatever he can to avoid a fight

### Actions

### Factions

**Languages** - Common      Elvish      Halfling      Orcish  
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**Adjectives** - Kind, Nervous, Giving,

astronomy, lacrosse.

**Secrets**

N/A

**Special Abilities** -

**Special Equipment** -

**Combat Tactics**

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**Actions** -

**Factions**