



<h1>YEMIK RUTHOAR</h1>					
Young Adult Half-Orc Neutral Good Level 1 Sorcerer					
<hr/>					
Pronouns: he/him					
Occupations: A new student of magicks and lores					
Armor Class 11					
Hit Points 7 (TODO Hitdice)					
Speed 30.					
<hr/>					
STR DEX CON INT WIS					
6	14	12	12	12	
(-2)	(+2)	(+1)	(+1)	(+1)	
CHA					
16					
(+3)					
<hr/>					
Saving Throws TODO Saving Throws					
Skills					
Proficiencies					
Damage Immunities TODO Damage Immunities					
Condition Immunities TODO Condition Immunities					
Senses TODO Senses					
Languages Elvish, Dwarfish, Orc, and Common,					
Adjectives Erudite,					
<hr/>					
Special Abilities					
N/A	N/A	N/A	N/A	N/A	
Special Equipment					
{ "Scholars Gloves" => "enchanted to give rough summaries of any book he touches." }					
Combat Tactics					
Actions					
Level 1 Sorcerer spells or cantrips N/A					
Factions					

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$$\begin{matrix} 6 & 14 & 12 & 12 & 12 \\ (-2) & (+2) & (+1) & (+1) & (+1) \end{matrix}$$

16
(+3)

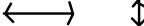
Special Abilities

N/A | N/A | N/A | N/A | N/A

Combat Tactics

Level 1 Sorcerer spells or cantrips | N/A

Factions

2500 x 3235

 Image Dummy

ROLEPLAYING

Introduction

Yemik can be found researching a magical anomaly, or seeks a party's help in retrieving a magical object.

Appearance

Young adult half-orc with black shaggy hair. Taller than average with a thin build. Reading glasses that never seem to leave his face.

Expressions

Knowledge is power. A mistake is an opportunity to learn.

Mannerisms

Almost exclusively reading, even during conversations. Talks to himself while tracing figures in the air.

Motivations

Writing a guide to help new adventurers. Finding magical objects to help fund expeditions.

Passions

Yemik has a keen interest in devil contracts, orc culture, and coffee.

Secrets

Yemik knows how to summon a devil, though has yet to do so.

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STR DEX CON INT WIS 6 14 12 12 12 (-2) (+2) (+1) (+1) (+1) CHA 16 (+3)				
Saving Throws TODO Saving Throws Skills Skills Proficiencies TODO Damage Immunities TODO Damage Immunities Condition Immunities TODO Condition Immunities Senses TODO Senses Languages Elvish, Dwarvish, Orc, and Common, Adjectives Erudite,				
Special Abilities N/A N/A N/A N/A N/A Special Equipment {"Scholars Gloves"=>"enchanted to give rough summaries of any book he touches."}				
Combat Tactics				
Actions Level 1 Sorcerer spells or cantrips N/A				
Factions				

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$$\begin{array}{r} 16 \\ (+3) \end{array}$$

Proficiencies TODO

Special Abilities N/A | N/A
| N/A | N/A | N/A
Special Equipment
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Actions

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BACKGROUND STORY

Orphaned at a young age, Yemik does not remember his family. Yemik spent his days learning to read at the orphanage and eventually was requested to live at a school for the gifted. A prof. took him in as an assistant and fed Yemik's curiosities. Yemik has a desire to give the world the gift of knowledge, hoping to make a book that would be in every household.

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