### SAMUEL COHEN

early middle age wood elf chaotic neutral Level 5 fighter

Pronouns: he/him Occupations: Mercenary Armor Class 16 Hit Points 35 (TODO Hitdice) Speed 30.

### STR DEX CON INT WIS

16 17 13 14 8 (+3) (+4) (+2) (+2) (-1)

CHA

14 (+2)

> Saving Throws TODO Saving Throws Skills Arcana; History

**Proficiencies TODO** 

Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages Human Elvish Halflin

### **Special Abilities**

• Extra Attack | Second Wind Improved Critical | Action Surge

### **Special Equipment**

- The Dictionary of the Khaza Halflings
- unbound loose leaf pages in feedbag
- written in Death Ink.

### **Combat Tactics**

Samuel will not hesitate to defe himself or anyone else, leaping into combat and switching between opponents if there are multiples.

### Actions

Halberd

**Factions** 

## **R**OLEPLAYING

### Introduction

A tan elf with one end of a le string tied to a stake in the road chases the shadow of cloud down the street.

### **Appearance**

Red eyes, half-grey moustad bite mark on left forearm. Well-poised. Nose ring; feedbag on belt around wai

### **Expressions**

"Hela!", "Khlum!", "We have saying - tsu khlum iz tsu let you will not find what you s with your eyes open."

### Mannerisms

Cell3

Suave. Measures and tracks speed of clouds. Speaks a language he does not know his sleep.

### **Motivations**

Travels great distances in h dreams, searching for the o who is dreaming his own waking life.

### **Passions**

Samuel is literally in love wi Cloud Formations and point them crying out the shapes that he can see.

#### **Secrets**

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Image Dummy

**Saving Throws** 

TODO Saving Throws
Skills Arcana; History
Proficiencies
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Senses TODO Senses
Languages

Human Elvish Halfling , **Adjectives** Dreamy ,

**Special Abilities** 

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Image Dummy

### ROLEPLAYING

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### Secrets

# Background Story

When someone needs something dirty done, somethi that will inspire ire in the mind the local guard or militia, one does not turn to a friend or eve an acquaintance unless they w trouble to descend upon their home or business. Instead, one turns to a paid person, a perso who they may only know throu stories at the tavern or from the songs of a bard. Samuel Coher comes up in both story and so His dreams ring of each story a lyric. A haunting or a gift? Not even Samuel can tell. Samuel is an orphan. He hasn't received word from the clergy as to who his parents w or the circumstances through which he was dropped off. One thing he does know is that he doesn't really care. Family is fo the blind. His youth in the orphanage in a small town was expected: violent and traumatizing. He learned quick the value of exchanging things coins for safety or services. What's more, and what he may not have even consciously learned, per se, was from the conditioning imposed upon hin the clergy of Khalal [A separat sect turned sour], a deity of scarcity largely followed by the marginalized and desperate. These priestesses and nuns wo subject the children to questionable behavior modification experiments in th sleep. There goal was to remove the resentment and contempt from the desperate and replac with gratitude and hope. Little they know, they had created entire worlds in the minds of t guinea pigs.Upon rele from the clergy during his adolescence, Samual vowed to care about only one thing: how could advance himself in the waking world.

### PERSONALITY

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