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samuel cohen

**2500 x 3235**  
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Image Dummy

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Samuel Cohen

**Samuel Cohen**

**middle aged adult Elf**  
**Chaotic Neutral**  
**Level 5 Fighter Champion**

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**Pronouns -**

he/him

**Occupations -**

Mercenary

**Armor Class -**

16

**Hit Points -**

35 (TODO Hitdice)

**Speed -**

30.

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**STR**

16 (+3)

**DEX**

17 (+4)

**CON**

13 (+2)

**INT**

14 (+2)

**WIS**

8 (-1)

**CHA**

14 (+2)

---

**Saving Throws -**

**Skills -**

{ "Elf Abilities"=>[{ "Fey Ancestry"=>"Advantage on saving throws againsts charm and immune to sleep magic"}, { "Darkvision"=>"Can see 60 in dim light as though it was bright light and in darkness as if it was dim light"}, { "Keen Senses"=>"You have proficiency in the Perception skill"}, { "Trance"=>"Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After Resting in this way, you gain the same benefit that a human does from 8 hours of sleep"}, { "Elf Weapon Training"=>"You have proficiency with the longsword, shortsword, shortbow, and longbow."}, { "Fleet of Foot"=>"Your base walking speed increases to 35 feet."}, { "Mask of the Wild"=>"You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena"}}}]

{ "Fighter Abilities"=>[{ "Fighting Style"=>"Protection"}, { "Second Wind"=>"Bonus Action to regain 1d10 + 5"}, { "Action Surge"=>"Once every short/long rest can take an extra action"}, { "Extra Attack"=>"Can attack twice each turn"}}}]

{ "Champion Abilities"=>[{ "Improved Critical"=>"your weapon attacks score a critical hit on a roll of 19 or 20"}}}]

**Proficiencies -**

**Proficiency Mod -**

Languages -

Common Elvish Halfling {"id"=>"the\_dream\_hunters", "name"=>"The Dream Hunters"}

Adjectives -

Selfish, Suave, Poised,

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Special Abilities

Special Equipment

Combat Tactics

Actions

Factions

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**2500 x 3235**



Image Dummy

# Roleplaying

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## Introduction

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

## Appearance

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

## Expressions

*Hela!*

*Khlum!*

*We have a saying; tsu khlum iz tsu lebn: you will not find what you seek with your eyes open.*

## Mannerisms

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

## Motivations

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

## Passions

Samuel is literally in love with Cloud Formations and points to them crying out the shapes that he can see.

## Secrets

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**Proficiencies -**

**Languages -**

Common Elvish Halfling { "id"=>"the\_dream\_hunters", "name"=>"The Dream Hunters" }

**Adjectives -**

Selfish, Suave, Poised,

**Special Abilities**

- 
- 

**Special Equipment**

- 
- 
- 

**Combat Tactics**

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

**Actions**

- 

**Factions**

# Roleplaying

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# Background Story

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When someone needs something dirty done, something that will inspire ire in the minds of the local guard or militia, one does not turn to a friend or even an acquaintance unless they wish trouble to descend upon their home or business. Instead, one turns to a paid person, a person who they may only know through stories at the tavern or from the songs of a bard. Samuel Cohen comes up in both story and song. His dreams ring of each story and 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 were or the circumstances through which he was dropped off. One thing he does know is that he doesn't really care. Family is for the blind. His youth in the orphanage in a small town was as expected: violent and traumatizing. He learned quickly the value of exchanging things or 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 him by the clergy of Khalal [A separatist sect turned sour], a deity of scarcity largely followed by the marginalized and desperate. These priestesses and nuns would subject the children to questionable behavior modification experiments in their sleep. Their goal was to remove the resentment and contempt from the desperate and replace it with gratitude and hope. Little did they know, they had created entire worlds in the minds of their guinea pigs. Upon release from the clergy during his adolescence, Samuel vowed to care about only one thing: how he could advance himself in the waking world.