

## RAINBOW

*Middle Age Mountain Gnome  
Chaotic Neutral  
Level 0 Civilian*

**Pronouns:** they/them

**Occupations:**

Smith, proprietor of the town forge

**Armor Class** 10

**Hit Points** 8 (TODO Hitdice)

**Speed** 25.

STR	DEX	CON	INT	WIS
16	11	15	10	9
(+3)	(+1)	(+3)	(+0)	(0)

**CHA**

7

(-1)

**Saving Throws**

TODO Saving Throws

**Skills**

**Proficiencies**

**Damage Immunities**

TODO Damage Immunities

**Condition Immunities**

TODO Condition Immunities

**Senses** TODO Senses

**Languages** Human, gnome,

**Adjectives** Explosive,

### Special Abilities

### Special Equipment

-

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### Combat Tactics

Rainbow tries to avoid or escape combat as much as possible, aware of her lack of training.

### Actions

-

### Factions

**Subscribes to Bowls and Pens, a wood stock-of-the-month club for turners.**



## ROLEPLAYING

### Introduction

Violent clangs ricochet up and down the street. A master smith hurls another horseshoe at the anvil in their shed.

### Appearance

Tanned leather short shorts; top-heavy; doe eyes. A flamboyant shock of coloured curls radiates from their head.

### Expressions

"Rubbish!"; "Sard that!"; "Thou mollusc!"; "Dotard"; "Fustilugs"; "Where is Of the Wind the Sussuration when I need her?"

### Mannerisms

Pounds solid objects; throws inferior work at dough-headed assistants.

### Motivations

Rainbow seeks quality of product over renown. She'd rather have one customer elated with one product than to have many realms sing her praises.

### Passions

Rainbow loves wood turning (hates iron and metalworking). Apprentice Of the Wind - the Sussuration is their only solace.

### Secrets

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**Languages** Human, gnome,

**Adjectives** Explosive,

**Special Abilities**

**Special Equipment** -

### Combat Tactics

Rainbow tries to avoid or escape combat as much as possible, aware of her lack of training.

### Actions

Club/Cudgel

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## BACKGROUND STORY

The bustling multi-racial city of Everskaard [Any major multi-racial city] is famous for it's innovative mercantile classes and its capacities for importing and exporting goods of all kinds from throughout the region. The craftspeople of Everskaard never relent to traditional ways of fashioning goods and instead inspire one another, with their fervent work ethics and near constant invention, to recreate the ways that things get made. Rainbow is an exemplar of these ideals.

While their lineage is that of smiths, Rainbow abandoned metals and forges in favor of finding ways in which to weave together hides and woods to be just as sturdy and effective as irons and steels. She operates as a very unorthodox 'Smithy', heating woods and hides in her alternate style forge to bend and shape and harden them into innovative, light, and durable armors and weapons.