

500 x 3235
→ ↕
ge Dummy

Kranker

KRANKER

Older Adult Goblin
Chaotic Good
Level 2 Artificer Artillerist

Pronouns - he/him
Occupations - Lab Assistant
Armor Class - 15
Hit Points - 38 (TODO Hitdice)
Speed - 30.

| STR | DEX | CON | INT | WIS | CHA |
|------|------|------|------|------|------|
| 14 | 17 | 12 | 18 | 11 | 10 |
| (+2) | (+4) | (+1) | (+4) | (+1) | (+0) |

Saving Throws -
Skills -
{ "Gremlin Abilities"=>[{"Darkvision"=>"Can see 60 in dim light as though it was bright light and in darkness as if it was dim light", "Almost Fire Proof"=>"Resistant to fire damage", "Tinkerer"=>"Proficiency with Tinker's Tools, can create clockwork divice with 1hr and 10gp worth of material - Clockwork Toy, Fire Starter, Music Box", "Dangerous Tinker"=>"Proficiency with Tinker's Tools, can create clockwork divice with 1hr and 10gp worth of material - Arsonist's Friend, Blast Orb, Bomb Boy"}], "Artificer Abilities"=>[{"Magical Tinkering"=>"Can invest a spark of magic into mundane objects with a touch - Bright Light, Record Message, Record Sound or Odor, Create Picture or Text", "Spellcasting"=>[{"Description"=>"Requires Tinker's Tools as Spellcasting focus, Spell DC 14", "Cantrip"=>"Mage Hand, Mending, Shocking Grasp", "1st Level"=>"Faerie Fire, Cure Wounds"}], "Infuse Item"=>"Imbue mundane items with magical infusions, turnig them into magic items. Can attune to that item immediately, Knows 4 Infusions and can Infuse 2 items"}] }
Proficiencies -
Proficiency Mod - +2

Languages - Common Goblin
Adjectives - Creative, Jovial, Reckless,

Special Abilities - -
Special Equipment - -
Combat Tactics
Tries to avoid violence but will fight if needed
Actions -
Factions
Collegium Imaginata
Role: Lab Assistant

2500 x 3235
↔ ↕
Image Dummy

ROLEPLAYING

Introduction
The small red goblin in his tiny lab coat, struggles to carry some kind of large contraption down the hall, swearing.
Appearance
Short with red skin, pointy nose and a missing ear with a tiny lab coat covered in random stains amd grease marks
Expressions
I'm carry that for you sir?
Kranker likes work for Mr. Oswald sir
I learns to splode things, boom!

Mannerisms
scratches the place where his missing ear would be
Motivations
Learning and helping his boss
Passions
Making things explode
Secrets
Loves fire but is afraid of it

KRANKER

Older Adult Goblin
Chaotic Good
Level 2 Artificer Artillerist

Pronouns - he/him
Occupations -
Lab Assistant
Armor Class - 15
Hit Points -
38 (TODO Hitdice)
Speed - 30.

| STR | DEX | CON | INT | WIS |
|------|------|------|------|------|
| 14 | 17 | 12 | 18 | 11 |
| (+2) | (+4) | (+1) | (+4) | (+1) |

CHA
10
(+0)

Saving Throws -
Saving Throws -
Skills -
{ "Gremlin Abilities"=>[{"Darkvision"=>"Can see 60 in dim light as though it was bright light and in darkness as if it was dim light", "Almost Fire Proof"=>"Resistant to fire damage", "Tinkerer"=>"Proficiency with Tinker's Tools, can create clockwork divice with 1hr and 10gp worth of material - Clockwork Toy, Fire Starter, Music Box", "Dangerous Tinker"=>"Proficiency with Tinker's Tools, can create clockwork divice with 1hr and 10gp worth of material - Arsonist's Friend, Blast Orb, Bomb Boy"}], "Artificer Abilities"=>[{"Magical Tinkering"=>"Can invest a spark of magic into mundane objects with a touch - Bright Light, Record Message, Record Sound or Odor, Create Picture or Text", "Spellcasting"=>[{"Description"=>"Requires Tinker's Tools as Spellcasting focus, Spell DC 14", "Cantrip"=>"Mage Hand, Mending, Shocking Grasp", "1st Level"=>"Faerie Fire, Cure Wounds"}], "Infuse Item"=>"Imbue mundane items with magical infusions, turnig them into magic items. Can attune to that item immediately, Knows 4 Infusions and can Infuse 2 items"}] }
Proficiencies -

Languages - Common Goblin
Adjectives - Creative, Jovial, Reckless,

Special Abilities - -
Special Equipment - -
Combat Tactics
Tries to avoid violence but will fight if needed
Actions -

ROLEPLAYING

Introduction
The small red goblin in his tiny lab coat, struggles to carry some kind of large contraption down the hall, swearing.
Appearance
Short with red skin, pointy nose and a missing ear with a tiny lab coat covered in random stains amd grease marks
Expressions
I'm carry that for you sir?
Kranker likes work for Mr. Oswald sir
I learns to splode things, boom!
Mannerisms
scratches the place where his missing ear would be
Motivations
Learning and helping his boss
Passions
Making things explode
Secrets
Loves fire but is afraid of it

Factions

Collegium

Imaginata

Role: *Lab Assistant*