

HICKLE
FROWNBOTTOM

elderly gnome
lawful good
Level 3 artificer

Pronouns: he/him
Occupations: Toy Maker
Armor Class 11
Hit Points 34 (TODO Hitdice)
Speed 25.

STR	DEX	CON	INT	WIS
12	16	12	19	14
(+1)	(+3)	(+1)	(+5)	(+2)

CHA

12
(+1)

Saving Throws
TODO Saving Throws
Skills
building lifelike clockwork toys
Proficiencies TODO
Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages
Common Gnomish Dwarvish ,
Adjectives ,

- Special Abilities**
- Gnome Abilities:
Darkvision, Gnome Cunning, Artificer's Lore, Tinker: Clockwork Toy | Artificer's Abilities: Magical Tinkering, Spellcasting, Infuse Item, The Right Tool for the Job, Arcane Armor, Armor Model | Tinker Tools

Special Equipment

Combat Tactics

Hickle largely avoids combat unless cornered.

Actions

Unarmed

Factions

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2500 x 3235
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Image Dummy

ROLEPLAYING

Introduction

2500 x 3235

ROLEPLAYING



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- **Gnome Abilities:**
Darkvision, Gnome Cunning, Artificer's Lore, Tinker:
Clockwork Toy | **Artificer's Abilities:**
Magical Tinkering, Spellcasting, Infuse Item, The Right Tool for the Job, Arcane Armor, Armor Modifiers, Tinker Tools

Combat Tactics

Hickle largely avoids combat unless cornered.

Unarmed

Factions

He can be found at a little toy shop off the beaten path or a stall in the town market selling his creations

Short and chubby with a bald head, large nose, a big bushy beard and thick multi-lens glasses

"Ah little one, what's your favorite animal", "Go, run ask your mother if she'll buy you one today"

Constantly fiddling with and cleaning his glasses

Improving his skill, making a living, the happiness
of children

He loves the delicacy of clockworks and has a large collection of clocks

He's been slowly secretly building a clockwork man/Warforged for the last few years

Cell3

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BACKGROUND STORY

Hickle has worked long and hard to build his skill and mastery at clockwork toy making and to build his business. He's a very lovely fellow and loves bringing a smile to children's faces. He tries to improve with each new toy making his clockwork creatures more and more lifelike with every new design. When he's not building toys to sell in his store/shop he spends his time on his secret project, a clockwork man that he's been building and upgrading for years. He dreams of one day unveiling his clockwork being to the world and receiving the renown he has longed for all his life.

PERSONALITY