

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

-

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 than to have the 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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Saving Throws
TODO Saving Throws
Skills **Skills**

Proficiencies TODO

Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages Human, gnome,
Adjectives Explosive,

Special Equipment Many exotic woods; doesn't know that their forge is actually the Sampo built by Ilmarinen the Everlasting Craftsman.

Combat Tactics

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

Actions

Club/Cudgel

Factions

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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 hids in her alternate style forge to bend and shape and harden them into innovative, light, and durable armors and weapons.