

[Previous](#)[Next](#)

Crusible Firepeak

**2500 x 3235**



Image Dummy

---

Crusible Firepeak

## Crusible Firepeak

**middle aged adult Bugbear**

**Chaotic Good**

**Level 17 Cleric Forge Domain**

---

### Pronouns -

he/him

### Occupations -

Smith

Armor Class -

22

Hit Points -

178 (TODO Hitdice)

Speed -

35.

---

STR

26 (+8)

DEX

18 (+4)

CON

21 (+6)

INT

11 (+1)

WIS

20 (+5)

CHA

10 (+0)

---

Saving Throws -

Skills -

{ "Bugbear Traits"=>[ { "Darkvision"=>"Can see 300 feet in dim light as though it was bright light and in darkness as if it was dim light", "Long Limbed"=>"when making a melee attack his reach is extended by 5 extra feet", "Powerfuk Build"=>"Counts as one size larger for carrying capacity and amount he can lift, push or drag", "Sneaky"=>"Proficient in Stealth", "Surprise Attack"=>"If he surprises a creature and hit ti on the first turn of combat, he may add 2d6 to the damage" } ], "Cleric Abilities"=>[ { "Spellcasting"=>[ { "Description"=>"DC 19", "Cantrips"=>"Guidance, Thaumaturgy, Resistance, Sacred Flame, Mending", "1st Level"=>"Detect Magic, Bane, Bless, Cure Wounds", "2nd Level"=>"Hold Person, Spiritual Weapon, Continual Flame", "3rd Level"=>"Dispel Magic, Create Food and Water, Spirit Guardians", "4th Level"=>"Banishment, Control Water, Stone Shape", "5th Level"=>"Flame Strike, Greater Restoration,", "6th Level"=>"Blade Barrier", "7th Level"=>"Fire Storm", "8th Level"=>"Earthquake", "9th Level"=>"Mass Heal" } ], "Channel Divinity"=>"Turn Undead, Destroy Undead, Artisan's Blessing", "Divine Intervention"=>"Can call her patron to intervene on her behalf" } ], "Forge Domain Abilities"=>[ { "Spellcasting"=>[ { "Description"=>"DC 19", "1st Level"=>"Identify, Searing Smite", "3rd Level"=>"Heat Metal, Magic Weapon", "5th Level"=>"Elemental Weapon, Protection from Energy", "7th Level"=>"Fabricate, Wall of Fire", "9th Level"=>"Animate Object, Creation" } ], "Bonus Proficiencies"=>"Proficiency with Heavy Armor and Smith's Tools", "Blessing of the Forge"=>"you gain the ability to imbue magic into a weapon or armor. At the end of a long rest, you can touch one nonmagical object that is a suit of armor or a simple or martial weapon. Until the end of your next long rest or until you die, the object becomes a magic item, granting a +1 bonus to AC if it's armor or a +1 bonus to attack and damage rolls if it's a weapon. Once you use this feature, you can't use it again until you finish a long rest.", "Channel Divinity - Artisans Blessing"=>"you can use your Channel Divinity to create simple items. You

conduct an hour-long ritual that crafts a nonmagical item that must include some metal; a simple or martial weapon, a suit of armor, ten pieces of ammunition, a set of tools, or another metal object. The creation is completed at the end of the hour, coalescing in an unoccupied space of your choice on a surface within 5 feet of you. The thing you create can be something that is worth no more than 100 gp. As part of this ritual, you must lay out metal, which can include coins, with a value equal to the creation. The metal irretrievably coalesces and transforms into the creation at the ritual’s end, magically forming even nonmetal parts of the creation. The ritual can create a duplicate of a nonmagical item that contains metal, such as a key, if you possess the original during the ritual.", "Soul of the Forge"=>"your mastery of the forge grants you special abilities; You gain resistance to fire damage. While wearing heavy armor, you gain a +1 bonus to AC", "Divine Strike"=>"you gain the ability to infuse your weapon strikes with the fiery power of the forge. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 fire damage to the target. When you reach 14th level, the extra damage increases to 2d8.", "Saint of Forge and Fire"=>"your blessed affinity with fire and metal becomes more powerful; You gain immunity to fire damage. While wearing heavy armor, you have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks."}}}

**Proficiencies -**

**Proficiency Mod -**

+6

**Languages -**

Common Dwarf Goblin

**Adjectives -**

Solemn, Industrious, Stalwart,

---

**Special Abilities**

**Special Equipment**

**Combat Tactics**

**Actions**

**Factions**

**The Dead Hunters**

Role: *Blacksmith/Weaponsmith/Armorer*

---

**2500 x 3235**

A diagram showing the dimensions 2500 x 3235. Below the first number, 2500, is a horizontal double-headed arrow. Below the second number, 3235, is a vertical double-headed arrow.

# Image Dummy

## Roleplaying

---

### Introduction

The Huge Bugbear in his smith's apron slams his hammer down onto the anvil one last time before looking up to repond

### Appearance

7'5" and rippling with muscles. Ursine features with short cropped hair full of singed patches and a leather apron

### Expressions

*Yor new weapon's bout ready, Phantom*

*hmp*

*leave m'alone, got work ta do*

### Mannerisms

avoids eye contact

Motivations

ridding the world of fiends, undead and abominations. redemption

Passions

Perfecting his craft

Secrets

Did many terrible things with his clan

Crusible Firepeak

middle aged adult Bugbear  
Chaotic Good  
Level 17 Cleric Forge Domain

Pronouns -

he/him

Occupations -

Smith

Armor Class -

22

Hit Points -

178 (TODO Hitdice)

Speed -

35.

STR

26 (+8)

DEX

18 (+4)

CON

12 (+6)

INT

11 (+1)

WIS

20 (+5)

CHA

10 (+0)

Saving Throws -

Saving Throws -

Skills -

{ "Bugbear Traits"=>[{ "Darkvision"=>"Can see 300 feet in dim light as though it was bright light and in darkness as if it was dim light", "Long Limbed"=>"when making a melee attack his reach is extended by 5 extra feet", "Powerful Build"=>"Counts as one size larger for carrying capacity and amount he can lift, push or drag", "Sneaky"=>"Proficient in Stealth", "Surprise Attack"=>"If he surprises a creature and hit it on the first turn of combat, he may add 2d6 to the damage"}], "Cleric Abilities"=>[{ "Spellcasting"=>[{ "Description"=>"DC 19", "Cantrips"=>"Guidance, Thaumaturgy, Resistance, Sacred Flame, Mending", "1st Level"=>"Detect Magic, Bane, Bless, Cure Wounds", "2nd Level"=>"Hold Person, Spiritual Weapon, Continual Flame", "3rd Level"=>"Dispel Magic, Create Food and Water, Spirit Guardians", "4th Level"=>"Banishment, Control Water, Stone Shape", "5th Level"=>"Flame Strike, Greater Restoration", "6th Level"=>"Blade Barrier", "7th Level"=>"Fire Storm", "8th Level"=>"Earthquake", "9th Level"=>"Mass Heal"}], "Channel Divinity"=>"Turn Undead, Destroy Undead, Artisan's Blessing", "Divine Intervention"=>"Can call her patron to intervene on her behalf"}], "Forge Domain Abilities"=>[{ "Spellcasting"=>[{ "Description"=>"DC 19", "1st Level"=>"Identify, Searing Smite", "3rd Level"=>"Heat Metal, Magic Weapon", "5th Level"=>"Elemental Weapon, Protection from Energy", "7th Level"=>"Fabricate, Wall of Fire", "9th Level"=>"Animate Object, Creation"}], "Bonus Proficiencies"=>"Proficiency with Heavy Armor and Smith's Tools", "Blessing of the Forge"=>"you gain the ability to imbue magic into a weapon or armor. At the end of a long rest, you can touch one nonmagical object that is a suit of armor or a simple or martial weapon. Until the end of your next long rest or until you die, the object becomes a magic item, granting a +1 bonus to AC if it's armor or a +1 bonus to attack and damage rolls if it's a weapon. Once you use this feature, you can't use it again until you finish a long rest.", "Channel Divinity - Artisan's Blessing"=>"you can use your Channel Divinity to create simple items. You conduct an hour-long ritual that crafts a nonmagical item that must include some metal; a simple or martial weapon, a suit of armor, ten pieces of ammunition, a set of tools, or another metal object. The creation is completed at the end of the hour, coalescing in an unoccupied space of your choice on a surface within 5 feet of you. The thing you create can be something that is worth no more than 100 gp. As part of this ritual, you must lay out metal, which can include coins, with a value equal to the creation. The metal irretrievably coalesces and transforms into the creation at the ritual's end, magically forming even nonmetal parts of the creation. The ritual can create a duplicate of a nonmagical item that contains metal, such as a key, if you possess the original during the ritual.", "Soul of the Forge"=>"your mastery of the forge grants you special abilities; You gain resistance to fire damage. While wearing heavy armor, you gain a +1 bonus to AC", "Divine Strike"=>"you gain the ability to infuse your weapon strikes with the fiery power of the forge. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 fire damage to the target. When you reach 14th level, the extra damage increases to 2d8.", "Saint of Forge and Fire"=>"your blessed affinity with fire and metal becomes more powerful; You gain immunity to fire damage. While wearing heavy armor, you have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks."}]}

Proficiencies -

Languages -

Common Dwarf Goblin

Adjectives -

Solemn, Industrious, Stalwart,

Special Abilities

-

## Special Equipment

-

-

-

-

## Combat Tactics

Loves to fight up close and personal, but tries hard to control his temper unless it's against fiends or undead

## Actions

-

## Factions

### The Dead Hunters

Role: *Blacksmith/Weaponsmith/Armorer*

# Roleplaying

---

## Introduction

The Huge Bugbear in his smith's apron slams his hammer down onto the anvil one last time before looking up to repond

## Appearance

7'5" and rippling with muscles. Ursine features with short cropped hair full of singed patches and a leather apron

## Expressions

*Yor new weapon's bout ready, Phantom*

*hmph*

*leave m'alone, got work ta do*

## Mannerisms

avoids eye contact

## Motivations

ridding the world of fiends, undead and abominations. redemption

Passions

Perfecting his craft

Secrets

Did many terrible things with his clan

Background Story

Crusible Firepeak grew up as a typical Bugbear; rough, angry, violent and viscious. A clan of savages who raided, warred and murdered without remorse. Unfortunately his clan raided someone they shouldn't have, a powerful demon hiding in human form ruling over a wealthy keep. It proved to be the last raid they ever went on. The demon's forces annihilated his clan except for a few members that were kept for torturing at the demon's leasure. Crusible, who then went by the name Torog, was one such unlucky individual. After long months of torture, Torog was slated to be burned at the stake as one final retribution for the clan's insolence in daring to attack. But the fire refused to take Torog. Surrounded by flames, a higher purpose was revealed to Torog by the Gods of the Forge, and Crusible Firepeak was born. Surviving the flames Crucible fled from the demon, and found a forge where he could learn the trade to honour his saviours and embark on his new path. Swearing revenge against all those that inhabit the Abyss, he pursued his new calling with furvor, until he caught the eye of The Phantom and became the smith and weaponer for the Dead Hunters