

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)

12 (+1)

my

Saving Throws TODO Saving Throws

Skills building lifelike clockwork toys Proficiencies 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

Artificer's Guild

Local Business Associations Clockmaster

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

STR DEX CON INT WIS12 16 12 19 14
(+1) (+3) (+1) (+5) (+2)

12 (+1)

2500 x 3235

Image Dummy

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ROLEPLAYING

He can be found at a little toy shop

the beaten path or a stall in the tow market selling his creations

Short and chubby with a bald head,

nose, a big bushy beard and thick m

"Ah little one, what's your favorite

animal", "Go, run ask your mother it she'll buy you one today"

Constantly fiddling with and cleaning

Improving his skill, making a living,

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

He's been slowly secretly building a

clockwork man/Warforged for the las

Introduction

Appearance

lens glasses

Expressions

Mannerisms

Motivations

few years

happiness of children

glasses

Saving Throws

TODO Saving Throws Skills 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

Artificer's Guild

Local Business Associations Clockmaster

ROLEPLAYING

Introduction

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

Appearance

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

Expressions

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

Mannerisms

Constantly fiddling with and cleaning his glasses

Motivations

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

Passions

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

Secrets

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

BACKGROUND STORY

Hickle has worked long and hard to build is 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.