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Huber

**2500 x 3235**  
↔ ↕

Image Dummy

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Huber

**Huber**

**young adult Goblin**

**Chaotic Good**

**Level 1 Artificer Forge Adept**

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**Pronouns -**

he/him

**Occupations -**

Lab Assistant

**Armor Class -**

14

**Hit Points -**

41 (TODO Hitdice)

**Speed -**

30.

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**STR**

15 (+3)

**DEX**

18 (+4)

**CON**

14 (+2)

**INT**

15 (+3)

**WIS**

13 (+2)

**CHA**

16 (+3)

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**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 device with 1hr and 10gp worth of material - Clockwork Toy, Fire Starter, Music Box", "Dangerous Tinker"=>"Proficiency with Tinker's Tools, can create clockwork device 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"}] } ] }

**Proficiencies -**

**Proficiency Mod -**

+2

**Languages -**

Common Goblin

**Adjectives -**

Domineering, Temperamental, Jealous,

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**Special Abilities**

**Special Equipment**

**Combat Tactics**

**Actions**

**Factions**

**Collegium Imaginata**

Role: *Lab Assistant*

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**2500 x 3235**

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

# Image Dummy

## Roleplaying

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### Introduction

The red-skinned goblin in coveralls and a pointy yellow hat chases the other goblins down the hall shouting orders

### Appearance

Red-Skinned with pointy nose and ears wearing green grease-spotted coveralls and a pointed yellow cap

### Expressions

*You! get gears to professor now!*

*Why you goblins all so much slower than Huber?*

*Don't make me tell Boss on you!*

### Mannerisms

stamps his feet when he's angry

**Motivations**

Pleasing his bosses

**Passions**

bossing around the other goblins

**Secrets**

Doesn't actually know much about artifice or science

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Proficiencies -

Languages -

Common Goblin

Adjectives -

Domineering, Temperamental, Jealous,

Special Abilities

-

-

Special Equipment

-

-

Combat Tactics

Likes to pick fights

Actions

-

Factions

Role: *Lab Assistant*

# Roleplaying

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# Background Story

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Huber grew up in a clan that were former slaves and currently closely related to the naturally tinkering Rock Gnomes. The Gremlin Clan are different than other goblins because of their relationship with the gnomes. Huber grew up jealous of his fellow gremlins who have a natural affinity for artifice and creating. Many of his clan's members have been invited to work with the Collegium Imaginata in various capacities, having asserted his jealous dominance within his clan, he was brought in to supervise the Collegium's retinue of goblin lackeys. He leads with more anger and bluster than actual efficiency