



# 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**  
**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

2500 x 3235



Image Dummy

# ROLEPLAYING

## Introduction

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

## Appearance

Short and chubby with a bald head,  
nose, a big bushy beard and thick m  
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  
glasses

## Motivations

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

## Passions

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

## Secrets

He's been slowly secretly building a  
clockwork man/Warforged for the la

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bald head, large nose, a big  
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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.

Factions

Artificer's Guild

Local Business  
Associations  
Clockmaster

few years

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

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