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Kranker

2500 x 3235
↔ ↕

Image Dummy

Kranker

older adult Goblin

Chaotic Good

Level 2 Artificer Artillerist

Pronouns -

he/him

Occupations -

Lab Assistant

Armor Class -

15

Hit Points -

38 (TODO Hitdice)

Speed -

30.

STR

14 (+2)

DEX

17 (+4)

CON

12 (+1)

INT

18 (+4)

WIS

11 (+1)

CHA

10 (+0)

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"}], "Infuse Item"=>"Imbue mundane items with magical infusions, turnig them into magic items. Can attune to that item immediately, Knows 4 Infusions and can Infuse 2 items"}] }

Proficiencies -

Proficiency Mod -

+2

Languages -

Common Goblin

Adjectives -

Creative, Jovial, Reckless,

Special Abilities

Special Equipment

Combat Tactics

Actions

Factions

Collegium Imaginata

Role: *Lab Assistant*

2500 x 3235
↔ ↕

Image Dummy

Roleplaying

Introduction

The small red goblin in his tiny lab coat, struggles to carry some kind of large contraption down the hall, swearing.

Appearance

Short with red skin, pointy nose and a missing ear with a tiny lab coat covered in random stains and grease marks

Expressions

I'm carry that for you sir?

Kranker likes work for Mr. Oswald sir

I learns to splode things, boom!

Mannerisms

scratches the place where his missing ear would be

Motivations

Learning and helping his boss

Passions

Making things explode

Secrets

Loves fire but is afraid of it

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Proficiencies -

Languages -

Common Goblin

Adjectives -

Creative, Jovial, Reckless,

Special Abilities

-
-

Special Equipment

-
-

Combat Tactics

Tries to avoid violence but will fight if needed

Actions

-

Factions

Roleplaying

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Background Story

Kranker 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. Kranker grew up with an affinity for artifice and creating. Many of his clan's members have been invited to work with the Collegium Imaginata in various capacities, himself included. Kranker has become the trusted personal assistant of Collegium founder Oswald Vardklemp and works closely with him helping to train his son Eugene. In his spare time, he likes to study and advnce his own skills as an artificer