



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

-

Special Equipment

Combat Tactics

Hickle largely avoids combat unless cornered.

Actions

-

Factions

Artificer's Guild

Local Business Associations
Clockmaster

2500 x 3235



Image Dummy

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, 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 has a large collection of clocks

Secrets

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

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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,
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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

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Actions

Unarmed

Factions

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BACKGROUND STORY

BACK