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rainbow

2500 x 3235
↔ ↕

Image Dummy

Rainbow

middle aged adult Gnome

Chaotic Neutral

Level 0 Civilian N/A

Pronouns -

they/them

Occupations -

Smith, proprietor of the town forge

Armor Class -

10

Hit Points -

8 (TODO Hitdice)

Speed -

25.

STR

16 (+3)

DEX

11 (+1)

CON

15 (+3)

INT

10 (+0)

WIS

9 (0)

CHA

7 (-1)

Saving Throws -

Skills -

{ "Rock Gnome Abilities"=>[{ "Gnome Cunning"=>"Advantage on all Intelligence, Wisdom and Charisma saving throws againts magic", "Darkvision"=>"can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray", "Artificers Lore"=>"Whenever you make an Intelligence (History) check related to magical, alchemical, or technological items, you can add twice your proficiency bonus instead of any other proficiency bonus that may apply", "Tinker"=>[{ "Description"=>"You have proficiency with artisan tools (tinker's tools). Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time. When you create a device, choose one of the following options -", "Clockwork Toy"=>"This toy is a clockwork animal, monster, or person, such as a frog, mouse, bird, dragon, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents.", "Fire Starter"=>"The device produces a miniature flame, which you can use to light a candle, torch, or campfire. Using the device requires your action.", "Music Box"=>"When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed."}]}}

Proficiencies -

Proficiency Mod -

Languages -

Common Gnomish {"id"=>"subscribes_to_bowls_and_pens_a_wood_stock_of_the_month_club_for_turners_",
"name"=>"Subscribes to Bowls and Pens, a wood stock-of-the-month club for turners."}

Adjectives -

Explosive, Hot-Tempered, Innovative,

Special Abilities

Special Equipment

Combat Tactics

Actions

Factions

2500 x 3235
↔ ↕

Image Dummy

Roleplaying

Introduction

Violent clangs ricochet up and down the street. A master smith hurls another horseshoe at the anvil in their shed.

Appearance

Tanned leather short shorts; top-heavy; doe eyes. A flamboyant shock of coloured curls radiates from their head.

Expressions

Rubbish!

Sard that!

Thou mollusc

Dotard

Fustilugs

Where is Of the Wind the Sussuration when I need her?

Mannerisms

Pounds solid objects; throws inferior work at dough-headed assistants.

Motivations

Rainbow seeks quality of product over renown. She'd rather have one customer elated with one product than to have the realms sing her praises.

Passions

Rainbow loves wood turning (hates iron and metalworking). Apprentice Of the Wind - the Sussuration is their only solace.

Secrets

N/A

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Languages -

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Adjectives -

Explosive, Hot-Tempered, Innovative,

Special Abilities

-

Special Equipment

-

Combat Tactics

Rainbow tries to avoid or escape combat as much as possible, aware of her lack of training.

Actions

-

Factions

Roleplaying

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Secrets

N/A

Background Story

The bustling multi-racial city of Everskaard [Any major multi-racial city] is famous for it's innovative mercantile classes and its capacities for importing and exporting goods of all kinds from throughout the region. The craftspeople of Everskaard never relent to traditional ways of fashioning goods and instead inspire one another, with their fervent work ethics and near constant invention, to recreate the ways that things get made. Rainbow is an exemplar of these ideals. While their lineage is that of smiths, Rainbow abandoned metals and forges in favor of finding ways in which to weave together hides and woods to be just as sturdy and effective as irons and steels. She operates as a very unorthodox 'Smithy', heating woods and hids in her alternate style forge to bend and shape and harden them into innovative, light, and durable armors and weapons.