

Age: middle age

Race: mountain gnome

Pronouns: they/them

Occupation:

- Smith, proprietor of the town forge

Class: civilian

Level: 0

Alignment: chaotic neutral

Languages:

- Human
- gnome

Factions:

- [Subscribes to Bowls and Pens, a wood stock-of-the-month club for turners.](#)

Adjectives:

- Explosive

Armour Class: 10

Hit Points: 8

Speed: 25

STR 16	DEX 11	CON 15	INT 10	WIS 9	CHA 7
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Saving Throws TODO Saving Throws

# Role-Playing

## Improv

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.

## Acting

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:

Vulnerabilities: Violent temper; perfectionist; micromanager. Can't seem to keep an apprentice for more than a few days. Blames youths.

Special Abilities:

Attacks: Club/Cudgel

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

Special Equipment:

- Many exotic woods; doesn't know that their forge is actually the Sampo
- built by Ilmarinen the Everlasting Craftsman.

# 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.</p>

**Author notes for the artist:**

- Rainbow is definitely THEY / THEM.