

Rainbow

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	DEX	CON	INT	WIS
16 (+3)	11 (+1)	15 (+3)	10 (+0)	9 (0)

Saving Throws -
Skills -
 {"Rock Gnome Abilities"=>[{"Gnome Cunning"=>"Advantage Intelligence, Wisdom and Charisma saving throws against "Darkvision"=>"can see in dim light within 60 feet of you as if it were 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 add twice your proficiency bonus instead of any other proficiency bonus that may apply", "Tinker"=>{"Description"=>"You have proficiency with tools (tinker's tools). Using those tools, you can spend 1 hour and 10 gp 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 creature types for the device to resemble: aboleth, bird, dragon, frog, mouse, reptile, or soldier. The device moves 5 feet across the ground on each of your turns in a random direction and makes noises as appropriate to the creature it represents."}, {"Clockwork Toy"=>"This toy is a clockwork animal, monster, or person. It can be as small as a frog, mouse, bird, dragon, or soldier. When placed on the ground, it moves 5 feet across the ground on each of your turns in a random direction and makes noises as appropriate to the creature it represents."}, {"Music Box"=>"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 medium volume. The box stops playing when it reaches the song's end or when you close it."}]}]
Proficiencies -
Proficiency Mod - +2

Languages -
 Common
 {"id"=>"subscribes_to_bowls_and_pens_a_wood_stock_of_the_month_club", "name"=>"Subscribes to Bowls and Pens, a wood stock-of-the-month club"}
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

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

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	DEX	CON
16 (+3)	11 (+1)	15 (+3)

Saving Throws - **Saving Throws** -
Skills -
 {"Rock Gnome Abilities"=>[{"Gnome Cunning"=>"Advantage Intelligence, Wisdom and Charisma saving throws against "Darkvision"=>"can see in dim light within 60 feet of you as if it were 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 add twice your proficiency bonus instead of any other proficiency bonus that may apply", "Tinker"=>{"Description"=>"You have proficiency with tools (tinker's tools). Using those tools, you can spend 1 hour and 10 gp 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 creature types for the device to resemble: aboleth, bird, dragon, or soldier. The device moves 5 feet across the ground on each of your turns in a random direction and makes noises as appropriate to the creature it represents."}, {"Clockwork Toy"=>"This toy is a clockwork animal, monster, or person. It can be as small as a frog, mouse, bird, dragon, or soldier. When placed on the ground, it moves 5 feet across the ground on each of your turns in a random direction and makes noises as appropriate to the creature it represents."}, {"Music Box"=>"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 medium volume. The box stops playing when it reaches the song's end or when you close it."}]}]
Proficiencies -
Proficiency Mod - +2

Languages -
 Common
 {"id"=>"subscribes_to_bowls_and_pens_a_wood_stock_of_the_month_club", "name"=>"Subscribes to Bowls and Pens, a wood stock-of-the-month club"}
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