

## RAINBOW

Middle Age Mountain Gnome  
Chaotic Neutral  
Level 0 Civilian

**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   | 11   | 15   | 10   | 9   |
| (+3) | (+1) | (+3) | (+0) | (0) |

**CHA**  
7  
(-1)

**Saving Throws**  
TODO Saving Throws  
**Skills**  
**Proficiencies**  
**Damage Immunities**  
TODO Damage Immunities  
**Condition Immunities**  
TODO Condition Immunities  
**Senses** TODO Senses  
**Languages** Human gnome  
**Adjectives** Explosive,

### 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

**Subscribes to Bowls and Pens, a wood stock-of-the-month club for turners.**



## 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

## RAINBOW

Middle Age Mountain Gnome  
Chaotic Neutral  
Level 0 Civilian

**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   | 11   | 15   | 10   | 9   |
| (+3) | (+1) | (+3) | (+0) | (0) |

**CHA**  
7  
(-1)

**Saving Throws**  
TODO Saving Throws  
**Skills** **Skills**

**Proficiencies** TODO

**Damage Immunities**  
TODO Damage Immunities  
**Condition Immunities**  
TODO Condition Immunities  
**Senses** TODO Senses  
**Languages** Human gnome  
**Adjectives** Explosive,

### 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

**Subscribes to Bowls and Pens, a wood stock-of-the-month club for turners.**

## 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

## BACKSTORY

The city of multi-races, it's innkeeper classes important of all kind region. Eversk tradition goods, another ethics, invention that this is an e.

While the of smiths, find metals and finding way together his just as stur irons and s as a very u heating wo alternate sl and shape into innova durable arr

