# RAINBOW

Speed 25.

middle age mountain gnome chaotic neutral Level 0 civilian

Pronouns: they/them
Occupations:
Smith, proprietor of the town f
Armor Class 10
Hit Points 8 (TODO Hitdice)

STR DEX CON INT WIS

16 11 15 10 9

CHA

7

Saving Throws TODO Saving Throws 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**

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

# **Combat Tactics**

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

**Actions** 

Club/Cudgel

**Factions** 

# ROLEPLAYING

# Introduction

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

# **Appearance**

Tanned leather short short top-heavy; doe eyes. A flamboyant shock of coloucurls radiates from their he

### **Expressions**

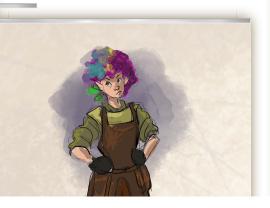
"Rubbish!"; "Sard that!"; "1 mollusc": "Dotard": "Fustil

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middle age mountain gnome chaotic neutral Level 0 civilian

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Hit Points 8 (TODO Hit Speed 25.





16 11 15 10 (+3) (+1) (+3) (+0)



Cell3 **Mannerisms** 

> Pounds solid objects; throv inferior work at dough-hea

"Where is Of the Wind the Sussuration when I need h

product over renown. She' rather have one customer elated with one product th to have the realms sing he

#### **Passions**

Rainbow loves wood turnin Sussuration is their only solace.

Secrets

assistants.

### **Motivations**

Rainbow seeks quality of praises.

(hates iron and metalwork Apprentice Of the Wind - t

BACKGROUND STORY The bustling multi-racial c of Everskaard [Any major mul racial city] is famous for it's innovative mercantile classes its capacities for importing ar exporting goods of all kinds for throughout the region. The craftspeople of Everskaard ne relent to traditional ways of fashioning goods and instead inspire one another, with thei fervent work ethics and near constant invention, to recreat the ways that things get mad Rainbow is an exemplar of the ideals.While their lineage is that of smiths, Rain abandoned metals and forges favor of finding ways in which weave together hides and wo to be just as sturdy and effect as irons and steels. She opera as a very unorthodox 'Smithy' heating woods and hids in he alternate style forge to bend shape and harden them into innovative, light, and durable armors and weapons.

# CHA

7 (-1)

> **Saving Throws TODO Saving Throws** Skills **Proficiencies Damage Immunities TODO Damage Immunit Condition Immunities TODO Condition Immuni** Senses TODO Senses Languages Human gni

Adjectives Explosive,

## **Special Abilities**

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# **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

Personality
The bustling multi-racial of Everskaard [Any major mul racial city] is famous for it's innovative mercantile classes its capacities for importing ar exporting goods of all kinds fithroughout the region. The craftspeople of Everskaard ne relent to traditional ways of fashioning goods and instead inspire one another, with thei fervent work ethics and near constant invention, to recreat the ways that things get mad Rainbow is an exemplar of the ideals. /p>While their lineage is that of smiths, Rain abandoned metals and forges favor of finding ways in which weave together hides and wo to be just as sturdy and effect as irons and steels. She opera as a very unorthodox 'Smithy heating woods and hids in he alternate style forge to bend shape and harden them into innovative, light, and durable armors and weapons.