

Amielle Latimer

Level 10 Tiefling Gunsmith

ABILITIES

STR 10 (+0)

DEX 18 (+4)

CON 10 (+0)

INT 14 (+2)

WIS 12 (+1)

CHA 16 (+3)



Chain shirt



Saving Throws.

STR +4, DEX +4

Proficient Skills.

Acrobatics	+8
Athletics	+5
Deception	+7
Engineering	+6
Perception	+5
Stealth	+8

Combat.

You get two attacks per action, plus you can use a bonus action to attack with your off-hand weapon.

Melee.

Rapier +8 (1d8+4), or
Main-gauche (off-hand weapon) +8 (1d4)

Ranged.

Musket +10 (2d8+4, 60/180), or
Pistol +10 (1d10+4, 20/60), or
Grenade* (3d6 in 5-ft. radius; dex dc 12 negates. 20/60)

Courseur.

You practice a daring form of athleticism.

Climbing doesn't halve your speed, and you use Dexterity for Athletics checks to climb or jump.

You only need a 5-ft. start for a running jump.

You can stand by spending only 5 ft. of movement.

When you Dash, difficult terrain doesn't slow you.

When you make a melee attack against an enemy, you don't provoke opportunity attacks from that creature for the rest of the turn.

Racial and Family Traits. As a Danoran tiefling of the Latimer line, you have some useful inborn qualities.

You have resistance to fire damage.

You are immune to curses.

Twice per day, when a foe deals you damage, as a reaction you may wrathfully ignite that creature. It takes 2d6 fire damage and catches on fire. Each round thereafter it takes another 2d6 fire damage. At the end of its turn the creature can make a DEX save (DC 15) to put out the fires, or it can spend an action to automatically stop the flames. This ability recharges if the damage kills the foe.

Gunplay. Your firearms are the first of their kind, which you crafted yourself. Some kinks remain to be worked out.

Whenever you roll a natural 1 on an attack roll with a firearm, the gun misfires – nothing happens, and the gun remains loaded. Clearing the barrel requires an action, and makes the gun safe to use. You can continue using a misfired gun without clearing the barrel, but attacks with the weapon have disadvantage, and if you roll a second natural 1, the weapon suffers a mishap and explodes: it is destroyed and deals its base damage die to you (2d8 for the musket, 1d10 for a pistol).

After you attack with a firearm, smoke fills your square and each adjacent square, providing concealment until dispersed.

Reloading a firearm requires either an action or bonus action; it entails pouring a charge of firedust into the barrel, loading a lead ball, and inserting a ramrod to pack the shot firmly.

Equipment. You wear a mithral jerkin you took from a Risuri soldier in the war, but otherwise your main items of equipment are all hand-crafted masterpieces from Danor, including your rapier and main-gauche, a flintlock musket, four flintlock pistols, a flintlock lighter, and cigars. You have more than enough ammunition and firedust powder to complete this adventure without needing to replenish your supply.

You carry two explosive fragmentation grenades.*

You wear an electrum ring engraved inside the band with the words "One Bullet Kill."

* SEE NEXT PAGE FOR GRENADE RULES



Background.

You graduated valedictorian from the prestigious martial academy *Jierre Sciens d'Arms*. In the Second War for the Yerasol Isles you earned medal after medal as your keen aim and hand-crafted musket felled dozens of Risuri soldiers. The war ended a year ago in Danor's favor, and you could have retired to a life of aristocracy.

But you know war is destructive for both sides, and you want to have children and not give them a dangerous world to inherit. You have joined with like-minded intellectuals of Danor in a secret society devoted to bringing Risur and Danor closer together.

Now you see your chance. In the Risuri city of Flint, for decades a witch coven has gathered atop the mountain known as Cauldron Hill, spreading fear and madness, abducting children, and raising the walking dead. Spies report that Risur's King Lorcan plans a massive assault to defeat them.

The Risuri see you only as an enemy. They fear that your nation's technology may supplant their magic, and that your enlightened reason will cast down their superstitious religion. But you must make them see you as an ally.

SUGGESTED STARTING INTERACTIONS.

You'll arrive on your steamship *Hinc ad Aeternitatem* shortly after everyone else begins discussing their plans. You'll need to convince them to let you help.

Share this information with the king and his council:

An astronomer colleague of yours has calculated that tonight's lunar eclipse will be in conjunction with the dark planet Nem, creating a strong surge of necromantic mana. At 10:37 PM, the focus of that power will align with the peak of Cauldron Hill, so any magic performed at that time will be greatly enhanced.

You know the Risuri think eclipses are bad omens, but they cannot let superstition cause them to hesitate. They must strike tonight, before the eclipse reaches its maximum. You have rushed on Danor's fastest ship to warn them while there's still time.

CHARACTER GOAL.

Earn the trust of the monarch of Risur, and make the first steps to introducing Danoran technological industry to this superstitious nation.



***Grenades.** When you throw a grenade, choose a creature or an unoccupied 5-ft. square. (If the creature occupies more than one 5-ft. square, choose one of the squares it occupies.) Make an attack roll against AC 10. If the attack misses, the grenade veers off course, missing by 5 ft. in a random direction, or 10 ft. if the target area was at long range. Each creature in a 5-ft. radius of where the grenade lands must succeed a DEX save (DC 12) or else take 3d6 bludgeoning and piercing damage.

If you targeted a creature and the attack roll is a critical hit, the grenade directly strikes that creature (or the creature of your choice, if there are multiple). The grenade does double damage to that creature without allowing a save. Other creatures in the area are affected normally.