

Fergus Grimboodle

5th Level Rock Gnome Barbarian

Strength	+2	14
Dexterity	+2	14
Constitution	+4	18
Intelligence	+0	10
Wisdom	+0	10
Charisma	+0	10



Max Hit Points: 56

Armor Class: 16 (18 with shield)

Proficiency Bonus: +3

Rage Damage: +2

Melee/Ranged Attack Bonus: +5

Move: 35'

Armor: Light Armor, Medium Armor, Shields Weapons: Simple Weapons, Martial Weapons

Tools: Tinker's Tools

Saving Throws: Strength, Constitution (Advantage vs. Magic for INT, WIS, CHA & Advantage for DEX vs. against Effects that you can see)

Skills: Arcana, Athletics, History, Perception

Fergus Grimboole of the Highport Grimboodles is the last child of Harriet Grimboodle, a famous alchemist in Highport known for her powerful glues and solvents. Her preparations are world-famous, making the Grimboodle name synonymous with grit and dedication. Fergus' father's bachelor name was Finnbuckle making Fergus the grandson of the honored mage Eleanor Finnbuckle, and cousin of Ellie Finnbuckle.

Fergus grew up in his mother's laboratory, learning a bit about alchemy and tinkering. He bucked the stereotype of gnome men being homebodies who are expected to prepare meals and look after the children. Fergus is valuable to a party because not only is he a bit of a tinkerer and alchemist, he is also able to enter what he calls his "badger rage" to become a formidable fighter swinging his hand axes with gusto.

Fergus insists on being taken seriously despite the fact that he is tiny (even by gnomish standards) and probably kind of baby-yoda pug-dog ugly-cute.

Darkvision

Accustomed to life Underground, you have superior vision in dark and dim Conditions. You can see in dim light within 60 feet of you as if it were bright light, and in Darkness as if it were dim light. You can't discern color in Darkness, only Shades of Gray.

Gnome Cunning

You have advantage on all Intelligence, Wisdom, and Charisma Saving Throws against magic.

Languages

You can speak, read, and write Common and Gnomish. The Gnomish language, which uses the Dwarvish script, is renowned for its technical treatises and its catalogs of knowledge about the natural world.

Artificer's Lore

Whenever you make an Intelligence (History) check related to magic items, alchemical objects, or technological devices, you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply.

Tinker

You have proficiency with artisan's tools (tinker's tools). Using those tools, you can spend 1 hour and 10 gp worth 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 options:

- **Clockwork Toy**

This toy is a clockwork animal, monster, or person, such as a frog, mouse, bird, dragon, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents.

- **Fire Starter**

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 moderate volume. The box stops playing when it reaches the song's end or when it is closed.

Background: Sage - Alchemist's Apprentice

Skill Proficiencies: Arcana, History

Languages: Two of your choice

Researcher

When you attempt to learn or recall a piece of lore, if you do not know that information, you often know where and from whom you can obtain it. Usually, this information comes from a library, scriptorium, university, or a sage or other learned person or creature. Your DM might rule that the knowledge you seek is secreted away in an almost inaccessible place, or that it simply cannot be found. Unearthing the deepest secrets of the multiverse can require an adventure or even a whole campaign.

Rage

In battle, you fight with primal ferocity. On Your Turn, you can enter a rage as a Bonus Action. While raging, you gain the following benefits if you aren't wearing heavy armor:

- You have advantage on Strength Checks and Strength Saving Throws.
- When you make a melee weapon Attack using Strength, you gain a +2 bonus to the damage roll. This bonus increases as you level.
- You have Resistance to bludgeoning, piercing, and slashing damage.
- If you are able to cast Spells, you can't cast them or concentrate on them while raging.

Your rage lasts for 1 minute. It ends early if you are knocked Unconscious or if Your Turn ends and you haven't attacked a Hostile creature since your last turn or taken damage since then. You can also end your rage on Your Turn as a Bonus Action.

Once you have raged three times, you must finish a Long Rest before you can rage again.

Unarmored Defense

While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a Shield and still gain this benefit.

Danger Sense

At 2nd Level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on Dexterity Saving Throws against Effects that you can see, such as traps and Spells. To gain this benefit, you can't be Blinded, Deafened, or Incapacitated.

Reckless Attack

Starting at 2nd Level, you can throw aside all concern for defense to Attack with fierce desperation. When you make your first Attack on Your Turn, you can decide to Attack recklessly. Doing so gives you advantage on melee weapon Attack rolls using Strength during this turn, but Attack rolls against you have advantage until your next turn.

Primal Path: Totem Warrior - Badger

At 3rd level when you adopt this path, you gain the ability to cast the Beast Sense and Speak with Animals spells, but only as rituals. While raging, you have resistance to all damage except psychic damage. The spirit of the badger makes you tough enough to stand up to any punishment.

Ability Score Improvement

When you reach 4th Level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two Ability Scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. Added +2 Constitution.

Extra Attack

Beginning at 5th Level, you can Attack twice, instead of once, whenever you take the Attack action on Your Turn.

Fast Movement

Starting at 5th Level, your speed increases by 10 feet while you aren't wearing Heavy Armor.

Equipment

Three handaxes - 1D6 Slashing Light, thrown (range 20/60)

Four javelins - 1D6 Piercing Thrown (range 30/120)

Warhammer - 1D8 Bludgeoning Versatile (1D10)

Round shield with the Grimboodle Logo

Explorer's Pack

- a Backpack
- a Bedroll
- a Mess kit
- a Tinderbox
- 10 torches
- 10 days of Rations
- a Waterskin
- 50 feet of Hempen rope

Tinker's Tools

- A variety of hand tools such as pliers, hammer, saw
- A variety of gauges of wire
- Needles, nails, and screws
- Small crowbar
- A whetstone
- A series of rasps
- Scraps of cloth and leather

Hand Crossbow - 1D6 Piercing , light, loading, (range 30/120)

Four applications of Grimboodle Glue

Four applications of Grimboodle's Solvent