

Jeribon

player: Bernard HP Lockhart-Gilroy
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	STR	DEX	CON	INT	WIS	CHA
score	9	16	10	17	10	10
bonus	-1	+3	+0	+3	+0	+0
save	-1	+5	+0	+5§	+0§	+0§

§ gnomish cunning (advantage v. magic)



Passive Wisdom
 (Perception): **10**

Level	Experience
3	1053
Rogue – arcane trickster	
Rock gnome Sage	
Chaotic Good	
freelancer for Reclamation Guild	
member of Midnight Rangers	

AC (leather)	14
AC (cloth)	13
speed	25 ft / 5 boxes

initiative +3	
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HP (max 17)	<input type="text"/>						
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Hit Dice 3d8	<input type="text"/>	<input type="text"/>	<input type="text"/>
death saves	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Attacks

	weapon	abl	hit	range	dmg (+DEX)	damage type
•S	short sword	Dex	+5	contact	1d6 + 3	piercing; finesse
•S	short bow	Dex	+5	80 / 320	1d6 + 3	piercing; two-handed
•S	light crossbow	Dex	+5	80 / 320	1d8 + 3	piercing; two-handed; loading
•S	dagger	Dex	+5	20 / 60	1d6 + 3	piercing; finesse
	sneak attack			varies	+2d6	requires a hit w advantage or ally within 5 ft.
	shocking grasp	magic	+5	touch	1d8	lightning; advantage if target wearing metal
	sleep	magic		90 feet	5d8 sleep	hit points put to sleep

Saves

- 1 STR
- +5 DEX
- +0 CON
- +5 INT advantage v. magic (gnomish cunning)
- +0 WIS advantage v. magic (gnomish cunning)
- +0 CHA advantage v. magic (gnomish cunning)

Languages	Gnomish	Common	Dwarvish	Draconic	Thieves' cant
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Special abilities

sage background	(often) knows where to locate unknown info	artificer's lore	double proficiency on checks for magic, alchemy, tech items
dark vision	60 feet	gnomish cunning	advantage on saves v. magic for mental stats
cunning action	+bonus action (dash, disengage, hide; control <i>mage hand</i>)		

Jeribon - proficiencies

Proficiency Bonus		+2	
+3	Acrobatics	Dex	
+0	Animal Husbanding	Wis	
• +5	Arcana	Int	
-1	Athletics	Str	
+0	Deception	Cha	
• +5	History	Int	
•• +7	-- artificer's lore	Int	artificer's lore: magic items, alchemical objects, tech devices
• +2	Insight	Wis	
+0	Intimidation	Cha	
•• +7	Investigation	Int	rogue class benefit
+0	Medicine	Wis	
+3	Nature	Int	
• +2	Perception	Wis	
+0	Performance	Cha	
+0	Persuasion	Cha	
+3	Religion	Int	
• +5	Sleight of Hand	Dex	
+3	Stealth	Dex	
+0	Survival	Wis	
•• +7	Thieves' tools	Dex	rogue class benefit
•	light armor		rogue class benefit
•	simple weapons		rogue class benefit
•	short sword		rogue class benefit
•	hand crossbow		rogue class benefit

age	height	weight
approx. 180	3 foot 4 inches	50 lbs (plump)
eyes	hair	features
sapphire blue with copper ring around iris	spiky white forked salt-and-pepper beard	<ul style="list-style-type: none"> • has a long scar down his left forearm, from wrist to nearly the elbow. • left hand naturally rests curled into a fist, though he can open and use it • missing the lobe on his left ear. These all stem from an incident in his youth that he does not talk about.

Personality traits		Ideals	
	<ul style="list-style-type: none"> • voracious reader • generous • inquisitive • has a soft spot for second chances • is uneasy in or on bodies of water 		<ul style="list-style-type: none"> • believes that everyone is the author of their destiny. • distrusts institutions and organizations. • believes in the common welfare (good alignment) • but believes doing good has merit only when chosen. • Ultimately, the purpose of life is to choose, and there are few if any inflexible rules (chaotic alignment). • values loyalty and understands putting others first, but he thinks this has to be chosen, and continually so.
Bonds	<ul style="list-style-type: none"> • strong attachment to absent brother Bero and missing/deceased sister Amya 		
flaws	<ul style="list-style-type: none"> • must be seen as clever • antipathetic to authority • driven to rebuild collection of tomes 		

Jeribon - spellcasting

Spell save DC: **13** = 8 + 2 prof + 3 INT; spell attack: **+5** = 2 prof + 3 INT

Cantrip	Description
Mage Hand	1 action; 30 feet; VS; 1 minute A spectral floating hand appears until the spell expires or it is more than 30 feet away. legerdemain: can stow/retrieve objects; can make hand invisible; use thieves' tools; unseen if DEX (sleight of hand) check contested by WIS (perception).
Shocking Grasp	1 action; touch; VS; instantaneous Lightning springs to attack. Make a melee spell attack (advantage if target wears metal). Target takes 1d8 lightning damage and can't take reactions until the start of its next turn (more at 5 th , 11 th , 17 th)
True Strike	1 action; 30 feet; S; concentration up to 1 round Pick one target. On your next turn, you have advantage on first attack against it.

2	Spell Slots of	1st	Level
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Slots recover at the end of a **long** rest.

Spell	Level	Description
False Life	1	1 action; self; VSM; 1 hour Gain temporary hit points equal to 1d4 + 4 + 5 per higher slot
Illusory Script	1	1 minute; touch; SM; 10 days write a message on a suitable substrate. For self and designated creatures, the message is clear. For others, it appears written in an unknown/magical language or a different message.
Sleep	1	1 action; 90 feet; VSM; 1 minute Roll 3d8 + 2d8 per slot level . That many hit points of creatures within 20 feet of target point fall asleep

Jeribon – equipment and treasure

platinum pieces	electrum pieces	electrum pieces	silver pieces	copper pieces
0.1	0.5	1	10	100
		56	303	

Equipment

short sword	bag of caltrops (20)	waterskin					
leather armor	short bow	arrows					
thieves' tools	quiver						
backpack							
tinker's gizmo supplies							
quill	bottle, black ink	dagger					
common clothes	small knife	string	1 ft	1 ft	1 ft	1 ft	1 ft
bell			1 ft	1 ft	1 ft	1 ft	1 ft
crowbar		candles					
utility key (Riverhaven)	hammer	pitons					
small mirror with gold inlay (25 gp)							
rosewood box	tinderbox	flask of oil					
shawm		hempen rope	5 ft	5 ft	5 ft	5 ft	5 ft
unremarkable dice			5 ft	5 ft	5 ft	5 ft	5 ft
		ball bearings	100	100	100	100	100
<i>deck of illusions</i>			100	100	100	100	100
	needle, steel	thread	3 ft	3 ft	3 ft	3 ft	3 ft
			3 ft	3 ft	3 ft	3 ft	3 ft
		rations	1 dy	1 dy	1 dy	1 dy	1 dy
			1 dy	1 dy	1 dy	1 dy	1 dy
			1 dy	1 dy	1 dy	1 dy	1 dy
	cross-bow, light	bolts					
	bolt case						
		tinker gizmo	toy	firestarter	music box		
		tinker gizmo	toy	firestarter	music box		
		heal potions					

Library	Trophies	Off-site storage
recovered sacred text	elven sun-god dinnerware	dress shirt
stolen tome, <i>History of Kingdoms Before the Sundering, Part II</i>		dress pants
stolen tome, <i>Tales of the Fantastical for the Moral Improvement of the Young</i>		dress shoes

Jeribon's missing texts

These are the books Jeribon is most driven to recover.

<i>History of Kingdoms Before the Sundering, Part I</i> An in-depth treatment of the kingdoms that existed in the pre-Sundered world. It covers a period of time between 2000 and 500 years ago. Jeribon made off with Part II.	<i>Xanaphia's Book of Comedics</i> A philosophical treatment of the form and execution of comedy in ancient Elven literature.
<i>Bixton's Field Guide to Fiends</i> The definitive work on the types and powers of fiends.	<i>Pairings, Twinings, and Pleasures</i> A risqué work of the court of a fallen kingdom
<i>Annotated Nautical Atlas of the Western Sea</i> A block-printed collection of 24 maps detailing islands and territories found far to the West, possibly mythical.	<i>A Visual Summary of the Painted Works of Enna</i> A painstakingly-illuminated reproduction in full color of some Elven landscape paintings.
<i>Principles of Flight in Birds</i> An examination of the mechanism by which birds fly. Includes extensive diagrams and studies of wings in motion.	<i>Top Ten Heists of the Old Kingdom</i> A fast-paced, mostly irreverent tour through epic crimes of deception and thievery.
<i>Ganam's Comparative Anatomy of Humanoids</i> An atlas of renderings of the physiognomies of the various human-like races, drawn to scale.	<i>Alston's Practical Frivolities</i> A collection outlining various legendary trinkets and toys of gnomish craft
<i>Kathra's On Smithing and Symbology</i> A dwarfish tome examining the deeper philosophical aspects of smithing	<i>Fist of the Gods: The Memoir of Medrash, Tyrant of Barros</i>

Jeribon – experiences and backstory

Notable experiences

- Abducted by a ghaist
- Badly scored by gelatinous cube
- Nearly killed by animated armor

Full(?) name: Jeribon Emfan Davik Stoneleaf “Sparky”

Backstory:

Jeribon was a young gnome at the time of the Sundering (ten or so years old). His earliest memories are of escaping the chaos and destruction by fleeing westward. He has vague, nostalgia-tinted memories of bona fide gnomish communities, rather than the scattered and diffuse enclaves that exist now. A lot of his memories are sepia and warm and, he knows, probably idealized.

Jeribon was the youngest of three children. The middle child Amya (aged 35, or “teenaged” for gnomes) did not survive the passage to the west; her absence is a chasm between Jeribon and his oldest sibling, and was a millstone for his parents while they lived. Amya was lost in a manner that makes Jeribon sure she is dead, but there is some ambiguity. The eldest sibling, Bero, had just attained gnomish adulthood (40 years) and had been about to embark on his own independent life when the Sundering hit. Jeribon's parents were middle-aged (about 150) at the time.

After some time wandering as tinkers through the west, Jeribon's family ended up in Ironkeep, joining the small gnomish enclave there and offering their tinkering and inventing skills to the diverse population. Jeribon's mother eventually secured a place with a minor noble and the family

settled on the noble's land a short distance from Ironkeep. On reaching maturity (40 years or so old), Jeribon undertook the usual gnomish rumspringa, flitting from enclave to enclave to learn gnomish culture in the diaspora. During this time he picked up his scar and lost his earlobe, but he doesn't talk about it.

A couple of years later he returned to the noble's estate and settled in as part-time tinker and part-time archivist. He and the noble shared a minor obsession with the written or printed word, and both enjoyed amassing a store of "wisdom" both obscure and trivial. Bero, feeling constrained, eventually went off on adventures and he lost track of him. Both Jeribon's parents passed away a half-century or so after the Sundering – somewhat sooner than the usual gnomish lifespan. Though they had found peace and a semblance of joy in the diaspora, the loss of the gnomish homelands had diminished their spirits and they simply didn't hold onto life with as much gusto.

Jeribon remained at the estate through several more generations. He spent most of his time squirreled away in the family's library (ever-increasing, if at a slow rate), serving as archivist, librarian, and sometimes-tutor. Quick to dispense what knowledge he has (whether you asked for it or not), Jeribon was generally regarded more with amusement than respect, but since his role as tutor was informal and backed by no actual power, he was remembered fondly by the various scions of the noble family.

Alas for them, the family fortune declined with time. Almost imperceptibly, the noble line found itself shunted aside as the Iron Confederacy stabilized, recovered, and expanded. Their rough-hewn ideals fit less naturally into a maturing polity. Eventually, the line dwindled to a single female heir. When her parents died, she was foisted off on a fosterage and the lands confiscated by ruthless, but entirely legal, means. Jeribon found himself on the streets. He had enough means to live comfortably, but his beloved library (which, after all, wasn't actually his) was broken up and sold piecemeal.

Unimpressed by the niceties of the legalistic maneuvering, Jeribon made off with his two favorite volumes – one, a history of the kingdoms before the Sundering and the other, a compilation of swashbuckling fairy tales. Although he probably could have found a comfortable similar posting, he found himself repelled by the thought of settling back into a nice conventional life. He's seen the powerful make the rules to their favor and break them without a moment's hesitation, and he's decided he's going to be a free agent from now on. And if along the way, he can liberate some of the ill-gotten gain from the powerful and shameless, that's all to the better.