



17

ARMOR CLASS

HIT POINTS

53

AMIELLE LATIMER

TIEFLING GUNSMITH

ABILITIES

STR 12 (+1)

DEX 18 (+4)

CON 8 (-1)

INT 14 (+2)

WIS 12 (+3)

CHA 16 (+3)

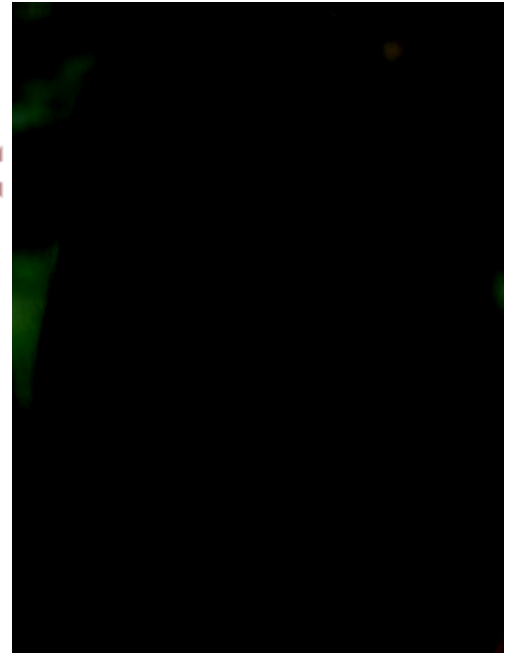
ATTRIBUTES

Initiative +1

Speed 40 feet

Hit Dice 10d10

- Bluff +1d6
- Climb +1d8
- Firearms +1d10
- Jump +1d8
- Sneak +1d6
- Spot +1d6



COMBAT

Rapier +7 (3d8+4), **Main-Gauche** +7 (3d4)

Musket +7 (5d12+2), 3 actions to reload

Pistols +7 (5d8), 2 actions to reload

Dueling, Shooting, and Beast-Hunting

You can fight with a weapon in each hand. With a main-gauche, you can use your reaction to impose disadvantage on one enemy’s melee attack.

If you roll a 1-4 on an attack with a firearm, the barrel is fouled. If you roll 1-4 again without spending a minute to clean the barrel, it explodes, dealing damage to you.

When you damage but don’t kill a foe, you deal +1d6 damage to it the next time you deal damage to it before the end of your next turn.

You can use your reaction to halve damage from an attack by a Large creature.

You climb and jump at full speed, not half speed.

Racial Traits

Fire resistance. When a foe injures you, you can spend a hit die to deal 1d12 fire damage. It makes Dex save (DC 16) or catches on fire.

Unnatural senses grant you blindsense within 25 ft. You can ignore disadvantage from not being able to see targets if you know their location.

You are immune to curses.

BACKGROUND

You are respected and famous in Danor, but these Risuri see you only as an enemy. After apprenticing in your family’s firearm workshop, you studied and 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 felled Risuri soldiers on land and sea. The war ended in Danor’s favor, and you could have retired young, famous, and rich.

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. The witch coven of Cauldron Hill has terrorized Risuri the city of Flint for decades, and spies report King Lorcan plans a massive assault. You will offer your skills in battle, as well as your highly advanced flintlock firearms.

Indeed, you would love to leave Flint with the trust and respect of King Lorcan, but you have a more pressing goal. Lorcan is said to be close to announcing as his successor the green knight Melissa Gahlot. Her loyalty to Risur’s Old Faith and its fey allies will mean Danoran industry will find no foothold in Risur.

You will try to be discreet if possible, make it appear an accident perhaps, but your mission is to ensure Dame Melissa does not return from Cauldron Hill.

EQUIPMENT & TREASURE

Rapier. Main-gauche. Flintlock musket. Four flintlock pistols. Flintlock lighter, cigars. Mithral jerkin you took from a Risuri soldier.