

# AMIELLE LATIMER

## TIEFLING GUNSMITH



18

ARMOR CLASS

HIT POINTS

53

### ABILITIES

STR 12 (+1)

DEX 18 (+4)

CON 8 (-1)

INT 14 (+2)

WIS 12 (+1)

CHA 16 (+3)

### ATTRIBUTES

Initiative +4

Speed 40 feet

Hit Dice 10d10

- Bluff +1d12
- Climb +1d6
- Engineering +1d10
- Jump +1d6
- Stealth +1d8
- Spot +1d10



### COMBAT

**Rapier** +7 (1d8+4), **Main-Gauche** +7 (1d4)  
**Musket** +7 (3d12), 3 actions to reload, 80/320  
**Pistols** +7 (3d8), 2 actions to reload, 30/120

#### Dueling, Shooting, and Courseur

You can fight with a weapon in each hand. With a rapier or main-gauche, you can use your reaction to add +3 to your AC against a melee attack.

If you roll a 1-4 on an attack with a firearm, the gun jams. If it happens again, it explodes, dealing damage to you. Cleaning takes a minute.

You can make an extra ranged attack during any action, but your enemies have advantage to attack you and you have disadvantage on Dexterity saves until your next turn.

You climb at double speed and can use your Dexterity for climb and jump checks. Running long jump 10 ft. (DC 10 for 15 ft, DC 20 for 20 ft.).

#### Racial Traits

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

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

You take half damage from fire. You are immune to curses.

### 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 in the coming weeks to defeat them.

But 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 10:37pm the focus of that power will align with the peak of Cauldron Hill. You have rushed on Danor's fastest ship to warn them while there's still time.

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.

### EQUIPMENT & TREASURE

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