

# Rasa

NG Warforged 5th-level Artificer

Strength 10 [+0]  
Dexterity 13 [+1]  
Constitution 14 [+2]  
Intelligence 16 [+3]  
Wisdom 6 [-2]  
Charisma 12 [+1]

Hit Points: 30

Armor Class: 20 (touch 11, FF 19)

Speed: 20 ft. (can't run)

Initiative: +1

## Saving Throws

Fortitude: +4  
Reflex: +3  
Will: +3

## Masterwork Morningstar

Attack: +4 melee  
Damage: 1d8

+1 Light Crossbow □□□□

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Attack: +6 ranged  
Damage: 1d8+1  
Critical: 19-20/x2  
Range Increment: 80 feet

Action Points □□□□

Craft Reserve: 80

## Class Features

Artificer Knowledge (DC 15 check, +8 to roll)  
Artisan Bonus  
Disable Trap  
Item Creation  
Retain Essence

## Skills

Climb -5  
Concentration, 6 ranks +8  
Craft (armorsmith), 7 ranks +10  
Craft (weaponsmith), 7 ranks +10  
Disable Device, 7 ranks +10  
Knowledge (arcana), 2 ranks +5  
Knowledge (engineering), 2 ranks +5  
Listen -2  
Open Lock, 8 ranks +9  
Search, 7 ranks +10  
Spellcraft, 2 ranks +5  
Spot -2  
Use Magic Device, 8 ranks +12

## Feats

Adamantine Body (+8 AC, DR 2/Adamantine)  
Attune Magic Weapon (+1 to attack/damage)  
Brew Potion  
Craft Magic Arms and Armor  
Craft Wondrous Item  
Scribe Scroll  
Skill Focus (Use Magic Device)

## Race Features

Living Construct  
25% fortification  
Immune to poison, sleep, paralysis, disease, nausea, energy drain, fatigue, and exhaustion.  
Half effect from healing spells  
At 0 hp, inert but not at risk of further injury  
At negative hp, inert but stable

## Languages

Common

*Rasa knows nothing of his past. He bears the markings of a warforged in the army of Cyre, but all of his memories were lost on the Day of Mourning, the disaster that destroyed the nation of Cyre. Two years later, the hobgoblin Goresh found the inert warforged while exploring the desolate Mournland. Goblin smiths restored the damaged 'forged to consciousness; his intellect was intact, but his memory was destroyed. Over the last two years, the self-named Rasa has created its own identity. Exploring the mysteries of its own construction, Rasa has found a natural gift for the arts of magical creation. Artificers are rare among the Dhakaani goblinoids, and Rasa has been welcomed by the community of the Kech Volaar. Knowing no other life, Rasa has formed a strong bond with Goresh and accompanies the soldier on most of his mission. The warforged is fascinated by the Dhakaani artifacts that have been recovered. But as rewarding as life with the Kech Volaar has been, Rasa still wonders about his own past. Is it important to discover his original purpose? Should he seek out other warforged – or does he truly belong with the goblins?*

## Infusions

1st (4/day)

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2nd (4/day)

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3rd (2/day)

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## Gear

Masterwork Buckler

Warforged repair kit (+2 to craft checks to repair

### **Circle of Sound**

Magical ring transfers a whispered message to everyone else wearing a matching ring, up to 220 feet.

### **Cloak of Resistance**

+1 to saving throws

### **Oil of Repair Moderate Damage** □

Repair 2d8+3 hit points.

### **Oil of Repair Light Damage** □

Repair 1d8+1 hit points.