

# Xakrumar Stormborn

*Level 6 Scundruze Fusilier*



Xakrumar has experienced nearly 50 summers and spent half of that time sailing the seas of Zyathe. When questioned by fellow Scundruze, he claims to be “3 and 50” years old, signifying his 50th year in his third lifespan. To others, he is simply 50. However, his personal beliefs clash with the reclusive Scundruze society, who worship Malu'thuk, the god of death. Xakrumar is a Child of Visrii, a group of Scundruze with heretical views that challenge the ruling body on Shardengloom, an island held by the Scundruze.

To conceal his beliefs and appear devout, Xakrumar enlisted in Shardengloom's military as a Marine. He served with distinction aboard the “Shadow Chaser” for many years and was chosen for training with a Flowlock Fusil, an honor reserved for the elite. Xakrumar's bravery earned him the Black Star medal when he saved Captain Orbenhaeuk during an enemy boarding attack.

During his service, Xakrumar witnessed disturbing actions by the crew. He discovered that they were capturing prisoners on the continent for Shardengloom, which left him feeling vulnerable and isolated. Despite these challenges, he persevered, hoping for an opportunity to break free. That chance came two

years ago during a violent storm off Verdestia's southern coast. The ship lost its way and crashed onto the rocks of an island in the Blueshine Archipelago. Xakrumar found himself stranded on the island, clutching his fusil tightly, his uniform in tatters, and his hat lost to the sea. Survival, it seemed, did not bring the salvation he longed for.

Not everyone welcomed him with open arms, but to his surprise, Xakrumar encountered a priestly Myruun who took him in and aided his recovery. While it only took a few days to physically recuperate, Xakrumar stayed with the priest for months, eager to learn how to survive beyond the confines of Shardengloom. He mastered the common language, adapted to the diverse groups in Verdestia, and acquired essential skills that others often took for granted. This period became one of the most fulfilling times of his life, as he began to believe in the possibility of freedom and exploring the places he had only seen from the ship's deck. He even took on Stormborn as his last name, as he was in many ways, truly born during the storm that almost killed him. Xakrumar worked as a free trader on a ship, traveling the Archipelago and making the most of shore leave. However, this lifestyle was short-lived, as his desire to venture further inland into Verdestia proper grew. Since then, he has wandered the continent, embracing the vast landscapes and seeking his own path.

## **SECRET:**

Xakrumar has been careful to keep away from the gaze of other Scundruze. However, doing so has not been easy. He has had to dispose of agents sent by the ruling council of Shardengloom, leaving a trail of bodies behind him.

## **PERSONALITY TRAIT:**

I am friendly and jovial with everyone I meet, in the hopes that they will not be scared of me.

## **IDEAL:**

I wish everyone could have the freedom to be who they wish to be.

## **BOND:**

I worry for my little sister, who is still upon Shardengloom.

## **FLAW:**

I am often deceptive, hiding the full truth of my past and my nature behind tall tales.



© 2023, Gooney Cube LLC. All rights reserved.



**Character Name**  
**Xakrumar Stormborn**

**Class & Level**  
Level 6 Flowlock Sniper Fusilier

**Race / Background**  
Scundruze / Sailor

**Alignment**  
Lawful Neutral

**Languages**  
Common, Scundruze, Myruunish

#### Attacks & Spellcasting

Name	ATK	Damage
Fusil (Xanthous Core) Crit Range 19-20	+11	1d10+6 Lightning
Fusil (Cerulean Core) Crit Range 19-20	+10	1d10+6 Cold
Dagger	+8	1d4+5 Piercing
Chill Touch	+5	2d8 Necrotic
Vampiric Touch	+5	3d6 Necrotic
Hunter's Mark	-	1d6 See Spell

#### Equipment

**Weapons:** Flowlock Fusil (Range 80/240, Two-Handed), Dagger (Finesse, light, thrown (range 20/60))

**Armor:** Leather

**Gear:** L3 Xanthous Core, L2 Cerulean Core, Shading Hat, Red Bag Containing Lentils, Backpack, Bedroll, Mess Kit, Tinderbox, Torch x10, Rations x10, Waterskin, 50' Hempen Rope, 50' Silk Rope, Traveler's Garb, Belaying Pin, Belt-pouch Containing 10gp, Jeweler's Tools

**Proficiency Bonus**  
**+3**

**Inspiration**

**Passive Perception**  
**15**

**-1**



**-1**

**Saving Throws**  
**Athletics**

**9**

**Strength**

**+5**



**+10**

**Saving Throws**



**+8**

**Acrobatics**



**+5**

**Sleight of Hand**



**+8**

**Stealth**

**+3**



**+3**

**Saving Throws**

**16**

**Constitution**

**+1**



**+1**

**Saving Throws**



**+1**

**Arcana**



**+1**

**History**



**+1**

**Investigation**



**+1**

**Nature**



**+1**

**Religion**

**+2**



**+7**

**Saving Throws**



**+2**

**Animal Handling**



**+2**

**Insight**



**+2**

**Medicine**



**+5**

**Perception**



**+2**

**Survival**

**+1**



**+1**

**Saving Throws**



**+4**

**Deception**



**+4**

**Intimidation**



**+1**

**Performance**



**+1**

**Persuasion**

**12**

**Charisma**

**Armor Class**

**16**

**Initiative**

**+5**

**Speed**

**30 ft.**

**MAX HP**

**51**

**Current HP**

**Temporary Hit Points**

**Hit Dice**

**6 (d8)**

**Total** \_\_\_\_\_

**Death Saves**

**Success-** ○ ○ ○  
**Failures** ○ ○ ○

**Spellcasting Ability**

**WIS**

**Spell Save DC**

**13**

**Spell Attack Bonus**

**+5**

#### Proficiencies

**Armor:** Light armor, Medium armor

**Weapons:** Simple Weapons, Martial Weapons, Fusils

**Saving Throws:** Dexterity, Wisdom

**Tools:** Navigator's Tools, Water Vehicles, Jeweler's Tools

(Note: Resistant to Psychic and Necrotic damage.)

#### Notes

---

---

---

---

---

---

---

---

---

---

---

---



# Xakrumar Stormborn

## Level 6 Special Abilities (Page 1 of 1)



### XANTHOUS CORE CHARGES - 15/LONG REST



### CERULEAN CORE CHARGES - 10/LONG REST



**SUPERIOR DARKVISION** - You have superior vision in dark and dim conditions. You can see in dim light within 120 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.

**DISJOINTED SOUL** - Due to your body's odd connection to your soul, you gain advantage on all saving throws from spells or effects that would cause you to die without taking hit point damage, or would cause you to die upon reaching 0 hit points, and you do not automatically die if you take massive damage.

**BODY OF MAL'UTHUK** - The thin, nearly skeletal bodies created by Mal'uthuk are resilient and designed to keep souls from departing into the afterlife. If you roll a 1 on a death saving throw, it only counts as a single failed save, rather than two.

**BIRTH RITUAL: GIFT OF VIANA** - Your parentage has placed you in a part of society that opposes the current ruling order of Sharden-gloom, and you have endured many close escapes as a result. You have developed a strong intuition that warns you when hostile forces are closing in, and you've kept your head through grueling interrogations. You gain a +2 bonus to Dexterity and Wisdom saving throws.

**SCUNDRUZE RESISTANCES** - You are resistant to Psychic and Necrotic damage.

**SHIP'S PASSAGE** - When you need to, you can secure free passage on a sailing ship for yourself and your adventuring companions. You might sail on the ship you served on, or another ship you have good relations with (perhaps one captained by a former crewmate). Because you're calling in a favor, you can't be certain of a schedule or route that will meet your every need. Your GM will determine how long it takes to get where you need to go. In return for your free passage, you and your companions are expected to assist the crew during the voyage.

**SPELLCASTING** - As a Fusilier, you channel Zyanthuusic energy through your weapon. The fusil to which you are attuned is your spellcasting focus, and you must have it in hand to cast your Fusilier spells. In addition, the fusil core loaded in the fusil must have a number of charges remaining equal to the level of the spell you wish to cast. For example, if you wish to cast a 3rd-level spell, the fusil core must have at least 3 charges remaining. Casting a spell does not expend charges from the fusil core, and you may cast cantrips even if the loaded Flowstone core has no remaining charges. Charges are only expended from the Flowstone core when the fusil is fired. After a long rest, such cores replenish back up to their maximum charge.

**FUSIL CORE SPELLS** - In addition to the normal Fusilier spells that you know, you have access to a number of other spells, depending upon what type of fusil core you have loaded into your fusil. A bonus action is needed to switch out fusil cores.

You have a Tier 3 Xanthous fusil core, which is yellow and deals lightning damage, granting you the following spells: *Detect Magic*

You have a Tier 2 Cerulean fusil core, which is blue and deals cold damage, granting you the following spells: *Heroism*

**FUSIL ACCURACY** - You gain a +2 bonus to attack rolls you make with ranged weapons, including fusils.

**SUPERIOR STEADY FOCUS** - If you do not move at all during your turn, whether before or after taking an action, you may add 1d6 to the first attack roll you make that turn. Also your attacks cause critical hits on the roll of a natural 19 or 20 while wielding a two-handed fusil.

**REPLENISH CORE** - You can channel arcane energy back into a fusil core. As an action on your turn, you can expend one spell slot while touching a fusil core to add a number of charges equal to the expended slot's level. The fusil core can never store more charges than its maximum; any charges added to the fusil core that are in excess of its maximum charges are lost.

# Xakrumar Stormborn

*Level 6 Special Abilities (Page 2 of 2)*



**FLOWLOCK FUSIL EXTRA ATTACK** - You can attack twice with your fusil, instead of once, whenever you take the Attack action on your turn.

**FLOWLOCK SNIPER DIVISION** - The flowlock fusils favored by snipers offer death at incredible distances but require those with an unshakable demeanor. Those showing such promise can hone their skills to become deadly sharpshooters in the tradition of the original Sarth sniper division, who perfected the art of killing at a distance.

**HORIZONTAL THREAT** - Lying prone no longer poses disadvantage on your ranged attack rolls with a fusil. While you are prone, attack rolls made with a two-handed fusil add 1d4 to the ranged attack roll. If you score a critical hit while firing from the prone position, the target must succeed on a Constitution saving throw against your spell save DC or be knocked prone. Attack rolls made by you with a two-handed fusil are not made at disadvantage against prone targets. Finally, standing from prone only requires 5 feet of movement from you.

**SHADING HAT** - Normally, as a Scundruze, you have an aversion to light that inflicts a -1 penalty to attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight. However, Xakrumar has come into possession of a wide-brimmed hat that negates this condition.



# Xakrumar Stormborn

## Level 6 Spells (Page 1 of 2)



### CANTRIPS (UNLIMITED)

#### MENDING/MEND CONSTRUCT (TRANSMUTATION)

**Casting Time:** 1 minute

**Range:** Touch

**Target:** A single break or tear in an object you touch

**Components:** V, S, M (Two lodestones)

**Duration:** Instantaneous

**Description:** This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage. This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

**Note:** Mending can also be used to restore hit points to a construct such as an Inzandra'az with a casting time of 1 action. You mend one construct for 1d4+ your spellcasting modifier hit points.

#### CHILL TOUCH (NECROMANCY)

**Casting Time:** 1 action

**Range:** 120 feet

**Target:** The space of a creature within range

**Components:** V, S

**Duration:** 1 round

**Description:** You create a ghostly, skeletal hand in the space of a creature within range. Make a ranged spell attack against the creature to assail it with the chill of the grave. On a hit, the target takes 2d8 necrotic damage, and it can't regain hit points until the start of your next turn. Until then, the hand clings to the target. If you hit an undead target, it also has disadvantage on attack rolls against you until the end of your next turn.

### RESISTANCE (ABJURATION)

**Casting Time:** 1 action

**Range:** Touch

**Target:** One willing creature

**Components:** V, S, M (A miniature cloak)

**Duration:** Concentration, Up to 1 minute

**Description:** You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one saving throw of its choice. It can roll the die before or after making the saving throw. The spell then ends.

### LEVEL 1 (3 SLOTS) ☐ ☐ ☐

#### DETECT MAGIC (DIVINATION)

##### WITH XANTHOUS FUSIL CORE EQUIPPED

**Casting Time:** 1 action

**Range:** Self (30 Foot Square)

**Target:** Self

**Components:** V, S

**Duration:** 10 minutes (Concentration)

**Description:** For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

#### HEROISM (ENCHANTMENT)

##### WITH CERULEAN FUSIL CORE EQUIPPED

**Casting Time:** 1 action

**Range:** Touch

**Target:** A willing creature you touch

**Components:** V, S

**Duration:** Concentration, Up to 1 minute

**Description:** A willing creature you touch is imbued with bravery. Until the spell ends, the creature is immune to being frightened and gains temporary hit points equal to your spellcasting ability modifier at the start of each of its turns. When the spell ends, the target loses any remaining temporary hit points from this spell.

#### HUNTER'S MARK (TRANSMUTATION)

**Casting Time:** 1 bonus action

**Range:** 90 feet

**Target:** A creature that you can see within range

**Components:** V

**Duration:** Concentration, Up to 1 hour

**Description:** You choose a creature you can see within range and mystically mark it as your quarry. Until the spell ends, you deal an extra 1d6 damage to the target whenever you hit it with a weapon attack, and you have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find it. If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to mark a new creature.

**At Higher Levels:** When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your Concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.

# Xakrumar Stormborn

## Level 6 Spells (Page 2 of 2)



### LEVEL 1 (CONTINUED)

#### FAERIE FIRE (EVOCATION)

**Casting Time:** 1 action

**Range:** 60 feet

**Target:** Each object in a 20-foot cube within range

**Components:** V

**Duration:** Concentration, Up to 1 minute

**Description:** Each object in a 20-foot cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the spell is cast is also outlined in light if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-foot radius. Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

#### THUNDERWAVE (EVOCATION)

**Casting Time:** 1 action

**Range:** Self (15-foot cube)

**Target:** Self (15-foot cube)

**Components:** V, S

**Duration:** Instantaneous

**Description:** A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed. In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.