



Francis Summerpike

CARTOGRAPHER

"I prefer the safety of my shop, so I can draw without being involved in any action"

"No one else will get lost, if I just make sure that my maps are perfectly accurate!"

"No map is ever finished – there can't be enough details"

FRANCIS IS A YOUNG GNOME CARTOGRAPHER RUNNING A LITTLE MAPMAKER'S SHOP CALLED SUMMERPIKE'S QUILL & COMPASS.

She grew up in a small community where the Summerpikes were a respected family. Her father Gorban was known for his cartography skills, and people gladly turned to her mother Xola, the town's artificer, whenever they needed small enchantments or a handy new invention.

As a child, Francis loved to sit on her mother's lap by the fireplace, playing with Atlas, the little clockwork swallow Xola had made her, and listening to her father's adventure stories. From the moment she could hold a charcoal pen, she emulated their work, drawing little blueprints and maps. Her own small inventions showed promise, but her heart belonged to mapmaking, dreaming of the wonders the world would hold for her to discover one day.

Things changed when her father set out to find a long-forgotten pass over the nearby mountains and never returned. Xola did her best to provide for the small family with her artificer skills, but the loss of her beloved husband and fear of losing her daughter to the same fate turned her overprotective, leading Francis to fear the very world she had always dreamt of exploring.

When Francis finally left home as a young adult, this fear kept her from the wilds and instead led her to the city, where she started her own shop safe within its walls. While she had become quite skilled as an artificer under her mother's guidance, she decided to honor her father's legacy by working as a mapmaker. Summerpike's Quill & Compass is well known due to Francis' talent for infusing magic into her maps.

FRANCIS SECRET

She collects snow globes of places she would love to visit, if only she could find the courage to go there herself.

Since she is too afraid to undertake cartography missions herself, her mechanical sparrow Atlas has become her eyes and ears, giving her a unique perspective on the world that is reflected in the extraordinary maps she creates. And through Atlas' eyes, Francis still hopes to someday see her father returning.

FRANCIS SUMMERPIKE

SMALL HUMANOID, LAWFUL GOOD

Armor Class 14

Hit Points 18

Speed 25ft

STR	DEX	CON	INT	WIS	CHA
8	15	10	17	13	12
(-1)	(+2)	(+0)	(+3)	(+1)	(+1)

Saving Throws Dex +4, Int +5, Wis +3, Cha +3

Skills Nature +4, Survival +3, Investigation +5,

Languages Common, Gnomish, Elvish

Challenge 2 (450 XP) **Proficiency Bonus** +2

SPELLCASTING

Francis is a level 3 spellcaster and can cast prepared artificer spells using Intelligence as spellcasting modifier (Spell DC 13, Spell Attack +5) and prepared artificer spells as rituals if they have the ritual tag.

PREPARED SPELLS

Cantrips. Minor Illusion, Guidance, Mage Hand
1st Level (3 Slots). Healing Word, Expeditious Retreat, Detect Magic, Feather Fall, Longstrider, Ray of Sickness

KNOWN INFUSIONS

Homunculus Servant, Replicate Magic Item, Returning Weapon, Mind Sharpener

CLASS FEATURES

Magical Tinkering. Francis can imbue a Tiny nonmagical object with a magical property of her choice: 5ft. radius light, up to 6 second long recorded message, emits odor or nonverbal sound, static visual effect including up to 25 words of text. Francis can affect a maximum of 3 objects at a time. *Casting time 1 Action, 3 Uses per long rest*

Infuse Item. Whenever Francis finishes a long rest, she can touch up to 2 nonmagical objects, imbuing each of them with one of her artificer infusions, turning it into a magic item. Francis can attune herself to the item the instant she infuses it, or she can forgo attunement so that someone else can attune to the item.

The infusion remains in an item indefinitely, but when Francis dies, the infusion vanishes after 3 days. The infusion also vanishes if Francis gives up her knowledge of the infusion or she exceeds her maximum number of infusions. *Infuse Item: 2 items*

ACTIONS

Dagger. Melee Weapon Attack +4 to hit, reach 5 ft, one target. Hit: 4 (1d4 +2) piercing damage.

Light Crossbow. Ranged Weapon Attack +4 to hit, range 80/320ft, one target. Hit: 6 (1d8 +2) piercing damage.

Magical Tinkering. Francis can imbue a Tiny nonmagical object with a magical property of her choice.



