





# SIMON DRUCKER

CHARACTER NAME

54	5'8"	195
AGE	HEIGHT	WEIGHT
Blue	Fair	Gray
EYES	SKIN	HAIR

I enjoy discussing ideas.

I am tolerant of others' values and ideas; but not necessarily of their actions.

PERSONALITY TRAITS

Freedom of the Press.

IDEALS

A printing press is an expensive piece of equipment that has to be protected along with the workshop.

BONDS

Outsiders take disadvantage in all interactions with Planars.

FLAWS

I come from one of the prime planes where there wasn't much magic, and where there may never have been any. I was young man when I started work for a small town newspaper. I did proofing, some layout, a little advertising copy, and an occasional article about a local dog show. It sat well with my hobby -- mechanical work restoring old style presses.

I got married to Ruti when I was 32 -- she wanted to advertise her small catering business, and got stuck with me. Three years later, our son Simon was born. By that point, I was the editor for the paper. Our second, a girl named Golda, had just been born. Ruti was seven years old, and this was about twelve years back. I was showing the new kid, Kim, how to collate the issues -- and despairing that I had hired someone who would actually need instruction in something so basic. Then I heard a strange mechanical noise in the workshop where the press was.

I couldn't understand what I saw. It was an eye, set in a round mechanical thing with spindly metal-and-gear arms and legs, which I now recognize as a gearhead. It simply bounded off expressing concern to itself 'Oh dear! Oh dear! I shall be late!' and looking at a pocket-watch attached to it by a chain. Very curious, and presuming that there would be some story here more interesting than the latest bake-sale, I followed to see it disappear into a hole in the ground. In another moment I went down after it, never once considering how in the world I was to get out again.

I never did catch up to it, and I never did get out again. I found myself in Sigil. A berk alone and friendless, and very confused. Many times in the first couple years I was here, i thought I saw the modron -- but they all look alike to me.

As they do, the factions tried to recruit me. I got along OK with the lost, takers, guvners, and signers. But joining one would be turning my back on my own world. Eventually, I wanted to make something of my old life here. I scraped some capital from a Fated dwarf named Hagen who, thankfully, was no jinkster. With his capital I started Druker Press; in addition to greeting cards and flyers, we print the Drucker -- a monthly paper, and much better than S.I.G.I.S. Members of more different factions than you'd expect drop information on deep background, or anonymously purchase advertising space.

### CHARACTER BACKSTORY

### ALLIES & ORGANIZATIONS

Slow Fall (-40 Damage): Reduce any falling damage you take by an amount equal to five times your monk level.

Deflect Missile (1d10+13): You can use your reaction to deflect or catch the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + your Dexterity modifier + your monk level. If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free.

Home plane: Prime +1 to one save of choice (Intelligence)

Evasion: your instinctive agility lets you dodge out of the way of certain area effects, such as a blue dragon's lightning breath or a fireball spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Immunity to Planar Magic: Outsiders gain immunity to all planar based magic such as summoning, banishing or protection spells.

Stillness of Mind: You can use your action to end one effect on yourself that is causing you to be charmed or frightened.

### ADDITIONAL FEATURES & TRAITS

Helm of Comprehending Languages (Uncommon): While wearing this helm, you can use an action to cast the comprehend languages spell from it at will.

Winged Boots (Uncommon, 240 charges): While you wear these boots, you have a flying speed equal to your walking speed. You can use the boots to fly for up to 4 hours, all at once or in several shorter flights, each one using a minimum of 1 minute from the duration. If you are flying when the duration expires, you descend at a rate of 30 feet per round until you land. The boots regain 2 hours of flying capability for every 12 hours they aren't in use.

### TREASURE

NOTES