



ARTIFICIAL HUMAN

Some leaders are born, others are made. Some more literal than others. Rainbow, formerly known as Experiment 313-δ, was created in a secret lab in their attempts for artificial evolution of the human species, the Darwin Project. Seen as a high-value asset during her experimental combat stages, she was kidnapped and reprogrammed by the underlying Rebellion against her former creators, OmniTech Inc. It took mere days to be trained to be the perfect soldier, but she still has *those* days, remembering her unfortunate past.

A CLEANED SLATE STILL HAS SMUDGES

Rainbow, despite her amicable and cheery personality, still has nightmares and flashbacks of her days as an Omnitech Enforcer. In times of extreme stress, she reverts back to her default programming, becoming a cold, emotionless being that only follows orders and nothing more.

RAINBOWS! COLORS EVERYWHERE!

Growing up in the dreary, clinical, cold environment during her days as an experimental subject, Rainbow gained an obsession with colors and painting of all kinds. After being freed, Experiment 313-δ adopted the name Rainbow, after seeing her first following her freedom, and grew to be an exceptional artist, specifically in coloring and painting. Wherever she has been, she has the habit of marking it with graffiti and hastily drawn doodles.

WATER?! WHAT DO YOU MEAN WATER?!

Rainbow, having grown up in a facility for most of her life, has never properly been introduced to water, or large bodies of it (it was never seen as a necessity, and decontamination sprays helped avoid it). With this lack of teaching on their part, Rainbow is hydrophobe, immediately becoming frightened with the introduction of water on contact. The most she can tolerate is a light shower without breaking down or reverting to her former soldier-esque mentality.



RAINBOW

Medium humanoid (human), chaotic good

Armor Class 16

Hit Points 121 (22d8 + 22)

Speed 40 ft. (60 ft., climb 30 ft. in urban environments)

STR	DEX	CON	INT	WIS	CHA
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15 (+2)	22 (+6)	13 (+1)	14 (+2)	13 (+1)	17 (+3)
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Saving Throws Str +6, Con +5, Wis +5

Skills Acrobatics +14, Stealth +10, Performance +7

Condition Immunities charmed, frightened, stunned

Senses truesight 10 ft., passive Perception 11

Languages Common

Challenge 11 (7,200 XP)

Dancing Blades. Rainbow is proficient with all bladed weapons. She can use Dexterity instead of Strength for her attack and damage rolls.

Freerunner. While in Urban environments, Rainbow can make jumps using her Dexterity.

Long Jump: 22 feet running, 11 feet standing.

High Jump: 9 feet running, 4 feet standing.

Indomitable Will (1/Day). When Rainbow is reduced to 0 hit points but not killed outright, she can drop to 1 hit point instead.

Innate Spellcasting (Psionics). Rainbow's innate spellcasting ability is Intelligence. Spellsave DC 14. She can innately cast the following spells, requiring no components:

At will: *dancing lights*, *faerie fire*

3/day each: *chromatic orb*, *color spray*

1/day each: *prismatic spray*, *prismatic wall*

Legendary Resistance (2/Day). If Rainbow fails a saving throw, she can choose to succeed instead.

Spell Slasher. Whenever Rainbow casts a spell, she can make one longsword attack as a bonus action.

Actions

Multiattack. Rainbow makes three longsword attacks. She can use her True Potential in place of one longsword attack.

Longsword. *Melee Weapon Attack:* +10 to hit; reach 5 ft., one target. *Hit* 10 (1d8 + 6) slashing damage.

True Potential (Recharge 5-6). Rainbow makes one Longsword attack and unleashes a crescent of energy. Each creature in a flat, 20-foot cone behind the target must succeed on a DC 15 Dexterity Saving throw or take 20 (3d12) force damage.

Blade Rush (Recharges after a Long Rest). Rainbow rushes toward a creature within 80 feet and attacks it. On a hit, they must succeed a DC 18 Dexterity Save or be attacked again. The attacks against the creature continue until they succeed the saving throw, and Rainbow falls prone behind the target.

Legendary Actions

Rainbow can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Rainbow regains spent legendary actions at the start of her turn.

Attack. Rainbow makes one Longsword attack.

Unleash Her Power (Costs 2 Actions). Rainbow uses her True Potential.

Move. Rainbow moves up to her speed without provoking opportunity attacks.

