

Vidarrrh Burheim

Personality:

Race: Human
Sex: Male
Class: Rogue and Artificer
Level: 6: 3 R, 3 A
Age: 67 years old
Height: 1.73 meters tall
Muscle Mass: Medium
Colour: Pink skin tone
Mass: 88 kg
Nature: Chaotic Neutral

Backstory:

Born into a family of pirates, he learned the ways of the other side of the law. However, he was more interested in the making of different bombs and ventured out to learn the art of the chemist. This lead him to teaching and he is now a retired chemist teacher seeking adventure in his old days.

Languages:

- Common
- Thieves' Cant
- Orc

Stats:

Hit points: 45/45
Hit dice available: 6/6 d8
Armour class: 16
Initiative: +4
Speed: 30
Passive Wisdom: 12
Proficiency bonus: 3
Spells Prepared: 5
Exp: 6500/14000

Skill Proficiencies:

- Intimidation
- Medicine
- Deception
- Performance
- Athletics
- Perception

Attributes:

Category:	Value:	Mod:
Strength	11 + 1 = 12	+1
Dexterity	18 + 1 = 19	+4
Wisdom	12 + 1 = 13	+1
Constitution	14 + 1 = 15	+2
Intelligence	18 + 1 = 19	+4
Charisma	14 + 1 = 15	+2

Save Throws:

- Dexterity
 - Constitution
 - Intelligence
- Spell save DC = $8 + 3 + 4 = 14$

Weapons:

- Sabre (proficient) 1d8 slashing damage
 - Pistol (proficient) 1d10 piercing damage
 - Bombs (proficient) 3d6 fire damage
 - Cutlass (proficient) 1d6 slashing damage
 - Belaying Pin 1d4 bludgeoning damage
- Hit = $1d20 + \text{ab. mod.} + \text{prof.}$
Damage = W.D. + ab. mod.

Chosen Abilities and Traits:

- Pirate
 - Bad Reputation
- Expertise
 - Intimidation
 - Medicine
- Sneak Attack
 - 2d6
- Thieves' Cant
- Cunning Action
- Magical Tinkering
 - Shed Light
 - Recorded Message
 - Odour or Sound
 - Visual Effect
- Infuse Item
 - Enhanced Arcane Focus
 - Enhanced Weapon
 - Enhanced Defence
 - Repeating Shot
- Experimental Elixir
 - Healing, Swiftmess, Resilience,
 - Boldness, Flight, Transformation
- Mage Hand Legerdemain

Spell Slots:

1st level slot	<input type="checkbox"/>
1st level slot	<input type="checkbox"/>
1st level slot	<input type="checkbox"/>
1st level slot	<input type="checkbox"/>
2nd level slot	<input type="checkbox"/>
2nd level slot	<input type="checkbox"/>

Item Proficiencies:

- Light Armour
- Medium Armour
- Shields
- Simple Weapons
- Pistols
- Sabres/Rapiers
- Scimitar/Cutlass
- Bombs
- Alchemist's Supplies
- Thieves' Tools
- Navigator's tools
- Vehicles (water)
- Brewer's supplies

Spell list

Cantrips:

- Create Bonfire (A)
- Guidance (A)
- Mage Hand (R)
- Minor Illusion (R)
- Prestidigitation (R)

1st. Level Spells:

- Healing Words (A)
- Ray of Sickness (A)
- Absorb Elements (A)
- Catapult (A)
- Faerie Fire (A)
- Shield of Faith (A)
- Colour Spray (R)
- Disguise Self (R)
- Identify (R)

2nd. Level Spells:

- Levitate (A)

Items

Item	Weight [kg]
A belaying pin	
50 feet of silk rope	
A foreign golden coin	
A set of common clothes	
A pouch	
A Saber	
A pistol	
20 bullets	
Backpack	
A Crowbar	
A Hammer	
10 pitons	
10 torches	
A tinderbox	
10 days of rations	
A waterskin	
50 feet of hemp rope	
2 daggers	
Studded Leather	
Thieves' tools	
Cutlass	
Alchemist's supplies	
5 bombs	
20 gp	
Sum	

Carrying capacity:

Category	Weight [kg]
Lightly encumbered	0 - 30
Encumbered	30 - 60
Heavily encumbered	60 - 90