

# 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
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## Stats:

**Hit points:** 45/45  
**Hit dice available:** 6/6  
**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	12	+1
Dexterity	19	+4
Wisdom	14	+2
Constitution	15	+2
Intelligence	19	+4
Charisma	16	+3

## Save Throws:

- Dexterity
  - Constitution
  - Intelligence
- Spell save DC =  $8 + 2 + 4 = 14$

## Weapons:

- Saber (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.

## Chooosen Abilities and Traits:

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- Pirate
  - Bad Reputation
- Expertise
  - Intimidation
  - Medicine
- Sneak Attack
  - 1d6
- 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, Swifttness, Resilience,
  - Boldness, Flight, Transformation
- Mage Hand Legerdemain

## Spell Slots:

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- |                |                          |
|----------------|--------------------------|
| 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"/> |
| 2nd level slot | <input type="checkbox"/> |
| 3rd level slot | <input type="checkbox"/> |
| 3rd level slot | <input type="checkbox"/> |
| 3rd level slot | <input type="checkbox"/> |

## Item Proficiencies:

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- 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

# "Spellbook"

<b>Cantrips</b>		
Create Bonfire		
Guidance		
Mage Hand		
Minor Illusion		
Prestidigitation		
<b>1st. Level Spells</b>		
Healing Words		✓
Ray of Sickness		✓
Absorb Elements		✓
Arcane Weapon		✓
Catapult		✓
Faerie Fire		✓
Shield of Faith		✓
<b>2nd. Level Spells</b>		
Crown of Madness		✓
<b>3rd. Level Spells</b>		
Fear		✓
Haste		✓
<b>4th. Level Spells</b>		
<b>5th. Level Spells</b>		

# 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	
Scale Mail	
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