

Vidarrrh Burheim

Personality:

Race: Human
Sex: Male
Class: Rogue and Artificer
Level: 4: 2 R, 2 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
- <Language>

Stats:

Hit points: 35/35
Hit dice available: 4/4
Armour class: 16
Initiative: +4
Speed: 30
Passive Wisdom: 12
Proficiency bonus: 2
Spells Prepared: 5
Exp: 2700/6500

Skill Proficiencies:

- Intimidation
- Medicine
- Deception
- Performance

Attributes:

Category:	Value:	Mod:
Strength	12	+1
Dexterity	19	+4
Wisdom	14	+2
Constitution	16	+3
Intelligence	19	+4
Charisma	15	+2

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

Chooosen Abilities and Traits:

- Expertise
 - Intimidation
 - Medicine
- Sneak Attack
 - 1d6
- Thieves' Cant
- Cunning Action
- Magical Tinkering
 - Shed Light
 - Recorded Message
 - Odour or Sound
 - Visual Effect
- Infuse Item
 - Enhanced Defence
 - Repeating Shot

Spell Slots:

1st level slot ☐
1st level slot ☐

Item Proficiencies:

- Light Armour
- Medium Armour
- Shields
- Simple Weapons
- Pistols
- Sabres/Rapiers
- Bombs
- Alchemist's Supplies
- Thieves' Tools
- Tinker's Tools

"Spellbook"

Cantrips	
<Spell>	
<Spell>	
<Spell>	
1st. Level Spells	
<Spell>	<input type="checkbox"/>
<Spell>	<input type="checkbox"/>
<Spell>	<input checked="" type="checkbox"/>
<Spell>	<input checked="" type="checkbox"/>
<Spell>	<input checked="" type="checkbox"/>
<Spell>	<input checked="" type="checkbox"/>
2nd. Level Spells	
3rd. Level Spells	
4th. Level Spells	
5th. Level Spells	
6th. Level Spells	
7th. Level Spells	
8th. Level Spells	
9th. Level Spells	

Items

Item	Weight [kg]
<Items>	<Weight>
<Nr. of Gold pieces> gp	
Sum	<Weight>

Carrying capacity:

Category	Weight [kg]
Lightly encumbered	0 - $\langle 5 * \text{Strength} / 2 \rangle$
Encumbered	$\langle 5 * \text{Strength} / 2 \rangle$ - $\langle 10 * \text{Strength} / 2 \rangle$
Heavily encumbered	$\langle 10 * \text{Strength} / 2 \rangle$ - $\langle 15 * \text{Strength} / 2 \rangle$