

# 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  
**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 + 1 = 14	+2
Constitution	14 + 1 = 15	+2
Intelligence	18 + 1 = 19	+4
Charisma	14 + 1 + 1 = 16	+3

## Save Throws:

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

## 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:

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- 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:

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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"/>

## 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

## Spell list

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### Cantrips:

Create Bonfire

Guidance

Mage Hand

Minor Illusion

Prestidigitation

### 1st. Level Spells:

Healing Words

Ray of Sickness

Absorb Elements

Arcane Weapon

Catapult

Faerie Fire

Shield of Faith

Disguise Self

Colour Spray

Tasha's Hideous Laughter

# 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