

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	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:

- 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, Swifttness, 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

"Spellbook"

Cantrips	
Create Bonfire	
Guidance	
Mage Hand	
Minor Illusion	
Prestidigitation	
1st. Level Spells	
Healing Words	<input checked="" type="checkbox"/>
Ray of Sickness	<input checked="" type="checkbox"/>
Absorb Elements	<input checked="" type="checkbox"/>
Arcane Weapon	<input checked="" type="checkbox"/>
Catapult	<input checked="" type="checkbox"/>
Faerie Fire	<input checked="" type="checkbox"/>
Shield of Faith	<input checked="" type="checkbox"/>
Disguise Self	<input checked="" type="checkbox"/>
Colour Spray	<input checked="" type="checkbox"/>
Tasha's Hideous Laughter	<input checked="" type="checkbox"/>
2nd. Level Spells	
3rd. Level Spells	
4th. Level Spells	
5th. Level Spells	

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