

THALION OAKENHEART

Race: Half-Elf	Age: 38
Class: Artificer	Profession: Craftsman

Biography: Thalion Oakenheart was born to a human father and an elven mother, who were both traveling scholars. They settled in the up-and-coming town of Newharbor in Avaria when Thalion was still a child, and it was there that he discovered his love for tinkering. Thalion's first invention was a small mechanical owl named Orion, which he created when he was just ten years old. As he grew older, Thalion's tinkering skills only improved, and he began to create more and more complex machines. Despite his success as a craftsman, Thalion felt restless in Newharbor. He longed for new challenges and opportunities to grow his business. After much consideration, he decided to join a wagon train heading west. Thalion is determined to start his own business once he reaches the new frontier, and he hopes to use his tinkering skills to help build a better life for himself and others. Though he is excited about the journey ahead, Thalion is also nervous about the dangers that lie on the trail, especially the threat of bandits and dangerous creatures. Nonetheless, he is confident that his ingenuity and quick thinking will see him through any challenges that come his way.



Trail Health: 6/8	Trail Stamina: 4/8
Combat Health: 30/30	Starvation: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Skills					
Acrobatics: 1	Animal Handling: 0	Arcana: 1	Athletics: 1	Botany: 0	Carpentry: 3
Combat (Close): 2	Combat (Ranged): 5	Cooking: 0	Deception: 1	First Aid: 0	Fishing: 0
Hunting: 0	Intimidation: 0	Navigation: 3	Performance: 4	Perception: 0	Persuasion: 5
Religion: 0	Scavenging: 2	Sleight of Hand: 0	Stealth: 1	Tracking: 0	Tinkering: 2

Gold: 86					Inventory
Leather Armor	Rifle	20 Bullets	Dagger	Lockpicks 3	
Wrench	Tiny Mirror	Mechanical Bees in a Jar	Hammer	Rope 40ft	
Torch	Tinderbox	X	X	X	
X	X	X	X	X	
X	X	X	X	X	
X	X	X	X	X	
X	X	X	X	X	
X	X	X	X	X	
X	X	X	X	X	
X	X	X	X	X	

Effects	
Extended Loan	Must pay 75 gold in Wagonshire to avoid bounty hunters
X	X
X	X
X	X
X	X
X	X
X	X

Spells		
Cantrip	Acid Splash	Hurl an acid bubble. Choose up to two creatures you can see. If two, they must be within 5 feet.
Slot One (1-3)	X	X
Slot Two (4-6)	X	X
Slot Three (7-9)	X	X
Slot Four (Mega)	X	X