Taluleh Jett

Dwarf | Artificer | Engineer | Good

Backstory/Flavor

I have always believed that we can invent our way out of this mess.

Bond

Greta's flightiness is infuriating, but I can always count on my twin brother Lurreth.

Str	Dex	Con	Int	**Wis**	**Cha**		Exp.
14	16	14	14	10	10		
+2	**+3**	**+2**	**+2**	**+0**	**+0**		_____
HP	AC	DC	Init	Spd	HitD		Level
10	14	12	+3	30	d8		1

Inspiration Point: ❑

Health

Hit dice used (1d8): ❑

Current HP: _____ Temporary HP: _____

Death Saves: ✓❑ ✓❑ ✓❑   ✗❑ ✗❑ ✗❑

Skills

		prof?	
Acrobatics	(Dex)		+3
Arcana	(Int)	✓	+4
Athletics	(Str)		+2
Animal Handling	(Wis)		+0
Deception	(Cha)		+0
History	(Int)	✓	+3
Insight	(Wis)		+0
Intimidation	(Cha)		+0
Investigation	(Int)	✓	+4
Medicine	(Wis)		+0
Nature	(Int)		+2
Perception	(Wis)		+0
Performance	(Cha)		+0
Persuasion	(Cha)		+0
Religion	(Int)		+2
Sleight of Hand	(Dex)	✓	+5
Stealth	(Dex)		+3
Survival	(Wis)		+0

Proficiencies

light armor, simple weapons, shields
darkvision

Equipment

_____   _____

_____   _____

Healing Potion(s): ___   +2d4 +2 HP, ACTION

Weapons

Wrench (+4)
1d6 +2 bludgeoning. heavy
Boomstick (+5)
2d6 +3 piercing. ranged, heavy, 2-handed, loading, (150/500)

Spells

Action
Detect Magic 1/day

You bless up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw. 30, CONCENTRATION, 1 MIN
Identify 1/day
1d8 + Wis modifier to HP. TOUCH, INSTANTANEOUS.

Cantrips

Action
Mending: you magically repair a nonmagical object. TOUCH, 1 MIN.

Special

Bonus Action
Reload You reload your boomstick.