

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	12	14	10	10	
+2	+3	+1	+2	+0	+0	
HP	AC	DC	Init	Spd	HitD	Level
9	14	12	+3	25	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, boomstick
darkvision

Equipment

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

Weapons

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

Cantrips

Action
Detect Magic: For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any. 30 FT, CONCENTRATION, 10 MIN
Identify: You choose one object that you must touch throughout the casting of the spell. If it is a magic item or some other magic-imbued object, you learn its properties and how to use them, whether it requires Attunement to use, and how many Charges it has, if any. You learn whether any Spells are affecting the item and what they are. If the item was created by a spell, you learn which spell created it. TOUCH, INSTANTANEOUS.
Mending: You magically repair a nonmagical object. TOUCH, 1 MIN.

Special

Bonus Action
Reload You reload your boomstick.