

Uha 'Boomer' Bannock

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Young Adult Viashino Chaotic Good Level 15/15 Fighter/Artificer Gunslinger/Alchemist

Pronouns - he/him Occupations - Dead Hunter Armor Class - 17 Hit Points - 169 (TODO Hitdice)

STR DEX CON INT WIS CHA
18 22 16 23 18 14
(+4) (+6) (+3) (+7) (+4) (+2)

Saving Throws -Skills -

Speed - 40.

Skills -

{"Viashino Traits"=>[{"Bite"=>"can make an unarmed strike for 1d4+4 piercing damage", "Lashing Tail"=>"Prehensile tail tipped with a bony blade. As a reaction, when a creature within 5 feet deals damage to him, he can make a melee attack dealing 1d6+4 slashing damage on a hit", "Wiry Frame"=>"Proficient in Acrobatics and Stealth"}], "Fighter Abilities"=>[{"Fighting Style"=>"Archery", "Second Wind"=>"Bonus Action to regain 1d10 + Fighter Level", "Action Surge"=>"Once every short/long rest can take an extra action", "Extra Attack"=>"Can attack twice each turn", "Indomitable"=>"Can reroll 1 saving throw per long rest"}], "Gunslinger Traits"=>[{"Firearm Proficiency"=>"Add proficiency to firearm attacks", "Gunsmith"=>"Proficent with tinker's toolsand can use them to craft ammunition at half price, repair damaged firearms and design and craft new firearms", "Adept Marksman"=>"3 Grit, Trick Shot DC19", "Quickdraw"=>"Adds proficiancy

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Young Adult Viashino Chaotic Good Level 15/15 Fighter/Artificer Gunslinger/Alchemist

Pronouns - he/him Occupations -Dead Hunter Armor Class - 17 Hit Points -169 (TODO Hitdice) Speed - 40.

STR DEX CON INT WIS 18 22 16 23 18 (+4)(+6)(+3)(+7)(+4)

CHA 14 (+2)

> Saving Throws -Saving Throws -Skills -

{"Viashino Traits"=> [{"Bite"=>"can make an unarmed strike for 1d4+4 piercing damage", "Lashing Tail"=>"Prehensile tipped with a bony blade. As a reaction, when a creature within 5 feet deals damage to him, he can make a melee attack dealing 1d6+4 slashing damage on a hit", "Wiry Frame"=>"Proficient Acrobatics and Stealth"}], "Fighter Abilities"=> [{"Fighting

Style"=>"Archery",
"Second Wind"=>"Bonus
Action to regain 1d10 +
Fighter Level", "Action
Surge"=>"Once every
short/long rest can take an
extra action", "Extra
Attack"=>"Can attack twice
each turn",
"Indomitable"=>"Can reroll
1 saving throw per long

1 saving throw per long rest"}], "Gunslinger Traits"=>[{"Firearm Proficiency"=>"Add

proficiency to firearm attacks",

"Gunsmith"=>"Proficent
with tinker's toolsand can
use them to craft
ammunition at half price,
repair damaged firearms
and design and craft new
firearms", "Adept
Marksman"=>"3 Grit, Trick
Shot DC19",
"Quickdraw"=>"Adds

proficiancy bonus to initiative. can stow and draw a firearm as a single object interaction", "Rapid Repair"=>"Can spend one Grit Point to attempt to repair a misfired firearm as a bonus action", "Lightning Reload"=>"Can reload a firearm as a bonus action". "Trick Shots"=>"Deadeye Shot, Disarming Shot, Forceful Shot, Piercing Shot, Violent Shot"}], "Artificer Abilities"=>[{"Magical Tinkering"=>"Can invest a

spark of magic into

2500 x 323 mundane objects with a touch - Bright Light, Record

500 x 3235 ge Dummy

firearm as a single object interaction", "Rapid Repair"=>"Can spend one Grit Point to attempt to repair a misfired firearm as a bonus action", "Lightning Reload"=>"Can reload a firearm as a bonus action". "Trick Shots"=>"Deadeve Shot. Disarming Shot. Forceful Shot, Piercing Shot, Violent Shot"}], Abilities"=>[{"Magical Tinkering"=>"Can invest a spark of magic into mundane objects with a touch - Bright Light, Record Message, Record Sound or Odor, Create Picture or Text". "Dangerous Tinker"=>"Proficiency with Tinker's Tools, can create clockwork divice with 1hr and 10gp worth of material - Arsonist's Friend, Blast Bomb Boy", "Spellcasting"=> [{"Description"=>"Requires Tinker's Tools as Spellcasting focus", "Spell DC"=>19, "Cantrip"=>"Create Bonfire, Mage Hand, Fire Bolt. Message". "1st Level"=>"Absorb Elements, Faerie Fire, Identify, Disguise Self", "2nd Level"=>"Continual Flame, Heat Metal, Pyrotechnics", "3rd Level"=>"Haste, Flame Arrows, Flame Stride", Level"=>"Elemental Bane"}], Stride", "Infuse Item"=>"Imbue mundane items with magical infusions, turnig them into magic items. Can attune to that item immediately,", "The Right Tool for the Job"=>"Can produce any set of artisan's tools with 1 hour work", "Tool Expertise"=>"Smith's Tool proficiency bonus is doubled", "Flash of Genius"=>"Can use a reaction to add intelligence modifier to his or another creature within 30' to ability checks or saving Item throws", "Magic Adept"=>"Crafting items of common or uncommon takes a quarter of the normal time and half the normal cost", "Spell Storing Item"=>"Can store a spell in and object once per long rest". "Magic Item Savant"=>"Can attune to any magic item regardless of class. race, spell and level requirements. Can attune to 5 magic items"}], "Alchemist Abilities"=> [{"Tool Proficiency"=>"Proficiency with Tinker's Tools, Thieve's Tools and Alchemist's Supplies". "Spellcasting"=> [{"Description"=>"Requires Alchemist Supplies as Spellcasting focus", "Spell DC"=>19, "3rd Level"=>"Healing Word, Ray of Sickness", "5th Level"=>"Flaming Sphere, Melf's Acid Arrow", "9th Level"=>"Gaseous Form, Mass Healing Word", "13th Level"=>"Blight, Death Ward", "15th Level"=>"Cloudkill, Raise Dead"}], "Experimental Elixir"=>"Can produce 3 experimantal elixirs per long rest, rolling on the experimantal elixir table for each elixir", "Alchemical Savant"=>"Whenever casting a spell using alchemical supplies as a focus, can add Intelligence Modifier bonus to either hit points restored or damage dealt", "Restorative Reagents"=>"Experimental Elixirs also give 2d6+7 temporary HP. Can cast Lesser Restoration without expending a spell slot using Alchemists Supplies once per long rest", "Chemical Mastery"=>"Resistance to Acid and Poison damage and immune to Poisoned condition. Can cast Greater Restoration and Heal without expending a spell slot using Alchemists Supplies once per long rest"}]} Proficiencies -

Proficiency Mod - +2

Languages - Common Goblin Draconic Adjectives - Excitable, Bold, Hot-Tempered,

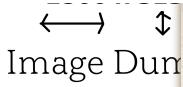
Special Abilities

Special Equipment

Combat Tactics Loves a good fight, but he's more of a sneak in, do his job and sneak out kind of guy

Actions

Factions



ROLEPLAYING

Introduction

The raptilian man barrels forward, diving to ground as he shouts /"Fire in the Hole!/" as the building behind explodes

Appearance

Large and reptilian in a tailored vest and pants covered in pockets and bowler hat. Green scaled with a thick long tail

Expressions

This one's gonna be big, boys

Light em up!

You're gonna want to move... like nowish, fella

Mannerisms

cracks his knuckles and chews on match

Motivations

exterminating the undead, blownig things up

Passions

Fire

Secrets

Accidently killed his family when beginning his alchemy and is now trying to make up for it

ROLEP

Message, Record Sound or

Odor, Create Picture or

Tinker"=>"Proficiency with

Tinker's Tools, can create

clockwork divice with 1hr

and 10gp worth of material

- Arsonist's Friend, Blast

[{"Description"=>"Requires

Spellcasting focus", "Spell

Bonfire, Mage Hand, Fire

Message",

Level"=>"Absorb Elements,

Disguise Self", "2nd

Level"=>"Continual Flame.

Heat Metal, Pyrotechnics",

Item"=>"Imbue mundane

infusions, turnig them into

magic items. Can attune to

that item immediately,",

"The Right Tool for the

Job"=>"Can produce any

set of artisan's tools with 1

hour work". "Tool

Expertise"=>"Smith's Tool

reaction to add intelligence

modifier to his or another

creature within 30' to ability

checks or saving throws",

Adept"=>"Crafting items of

common or uncommon

takes a quarter of the

normal time and half the normal cost", "Spell Storing

Item"=>"Can store a spell

in and object once per long

"Magic

Savant"=>"Can attune to

any magic item regardless

of class, race, spell and

level requirements. Can

attune to 5 magic items"}],

"Alchemist Abilities"=>

Proficiency"=>"Proficiency

with Tinker's Tools, Thieve's

Tools and Alchemist's

Supplies", "Spellcasting"=>

[{"Description"=>"Requires

Alchemist Supplies as

Spellcasting focus", "Spell

Ray of Sickness", "5th

Level"=>"Flaming Sphere,

Melf's Acid Arrow", "9th

Level"=>"Gaseous Form. Mass Healing Word", "13th Level"=>"Blight,

Level"=>"Cloudkill, Raise

Dead"}], "Experimental Elixir"=>"Can produce 3 experimantal elixirs per

long rest, rolling on the

experimantal elixir table for each elixir", "Alchemical Savant"=>"Whenever casting a spell using alchemical supplies as a

focus, can add Intelligence

Modifier bonus to either hit

points restored or damage

Reagents"=>"Experimental

Elixirs also give 2d6+7

temporary HP. Can cast

"Restorative

Genius"=>"Can use

bonus

"Flash

a

Item

Item

"3rd

Word.

Death

"15th

Level"=>"Elemental

items with

proficiency

doubled",

"Magic

rest",

looT"}]

DC"=>19,

Ward".

Level"=>"Healing

Level"=>"Haste,

Arrows, Flame

"Infuse

magical

Tools

Bomb

"Spellcasting"=>

"Cantrip"=>"Create

Text"

Orb,

Tinker's

DC"=>19.

Bolt,

"3rd

Flame

Stride",

Bane"}].

"Dangerous

Boy",

Introduc

The barrels for ground /"Fire in th building b

Appeara

Large a tailored covered i bowler ha with a thic

Express

This be big, b

Light

You'r want to nowish, t

Manneri cracks

and che sticks

Motivati extern

undead.

Passion

Secrets Accide family w his alcher

trying to n

The Dead Hunters

Role: Munitions Expert

Lesser Restoration without expending a spell slot using Alchemists Supplies once per long rest", "Chemical Mastery"=>"Resistance to Acid and Poison damage and immune to Poisoned condition. Can cast Greater Restoration and Heal without expending a spell slot using Alchemists Supplies once per long rest"}]}

Proficiencies -

Languages -

Common Goblin Draconic

Adjectives -

Excitable, Bold, Hot-Tempered,

Special Abilities

Special Equipment

Combat Tactics

Loves a good fight, but he's more of a sneak in, do his job and sneak out kind of guy

Actions

Factions

The Dead Hunters

Role: Munitions

Expert