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Image Dummy

Ferdinand Von Lefthoff

middle aged adult Owlfolk
Lawful Neutral
Level 9 Artificer Battle Smith

Pronouns -

He/him

Occupations -

Aeronaut/Scientist

Armor Class -

17

Hit Points -

36 (TODO Hitdice)

Speed -

40.

STR

11 (+1)

DEX

16 (+3)

CON

13 (+2)

INT

19 (+5)

WIS

20 (+5)

CHA

16 (+3)

Saving Throws -

Skills -

{"Owlfolk Abilities"=>[{"Darkvision"=>"Can see 60 in dim light as though it was bright light and in darkness as if it was dim light", "Predator Senses"=>"Advantage on all Wisdom Perception checks", "Bone Eater"=>"Immune to disease and poisoning through food or drink", "Light Feathers"=>"Proficiency in Stealth when flying", "Talons"=>"Talons do 1d4+1 Slashing Damage", "Magic Sight"=>"Can cast Detect Magic as a ritual", "Nimble Flight"=>"When falling can use a reaction to make a Dexterity saving throw (DC10) to stop falling and fly in place"}], "Artificer 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", "Spellcasting"=>[{"Description"=>"Requires Tinker's Tools as Spellcasting focus, Spell DC 17", "Cantrip"=>"Mage Hand, Mending, Message", "1st Level"=>"Feather Fall, Detect Magic, Jump, Catapult", "2nd Level"=>"Rope Trick, Heat Metal, Levitate", "3rd Level"=>"Revivify, Haste"}], "Infuse Item"=>"Imbue mundane items with magical infusions, turnig them into magic items. Can attune to that item immediately, Knows 6 Infusions, Can Infuse 3 Items at a time", "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 throws"}], "Battle Smith Abilities"=>[{"Tool Proficiency"=>"Proficiency with Tinker's Tools, Thieve's Tools and Smith's Tools", "Spellcasting"=>[{"Description"=>"Requires Tinker's Tools as Spellcasting focus, Spell DC 17", "3rd Level"=>"Heroism, Shield", "5th Level"=>"Branding Smite, Warding Bond", "9th Level"=>"Aura of Vitality, Conjure Barrage"}], "Battle Ready"=>"Proficient with Martial Weapons. When attacking with magic weapons can add intelligence modifier instead of strength or dexterity modifier to attack and damage rolls", "Steel Defender"=>"Can build a clockwork creature with the Steel Defender Stat Block once per long rest. Ferdinand's Defender has wings instead of arms and can fly at a speed of 30 feet as well", "Extra Attack"=>"Can take a second attack action each turn", "Arcane Jolt"=>"Using a magic weapon or

Steel Defender he can add 4d6 force damage to attacks or restore 4d6 hit points to any creature or object within 30 feet"}]}

Proficiencies -

Proficiency Mod -

+3

Languages -

Common Elvish Sylvan

Adjectives -

Cunning, Daring, Bold,

Special Abilities

Special Equipment

Combat Tactics

Actions

Factions

Collegium Imaginata

Role: *Engineer and Aeronaut*

Roleplaying

Introduction

The tall feathered being leans over the railing and shouts, /"All aboard whats coming aboard!/"

Appearance

Tall and covered in white and brown feathers, dressed similar to a traditional British Naval Officers uniform in red

Expressions

All Hands on Deck!

Someday I'll get this tub to fly like me

Y'ever been to 20,000 feet?

Mannerisms

bird-like movments, ruffles feathers

Motivations

Completing his airship

Passions

Getting everyone to fly

Secrets

He was exiled from the Feywild for pursuing technology

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Languages -

Common Elvish Sylvan

Adjectives -

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Special Abilities

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Special Equipment

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Combat Tactics

He'll always try to fight at range or attack while flying

Actions

-

Factions

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Secrets

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Background Story

Ferdinand Von Lefthoff knows that flying is the best, safest and fastest way to travel. Having his own wings, he knows this from experience. As such, he has devoted his life to creating reliable commercial air transport. Realizing both the potential for financial gain and the advancement of science and society, Oswald Vardklemp invited Ferdinand to join the Collegium Imginata, offering him the resources to develop his airship. He grew up in the Feywild, but was exiled due to his rabid pusuit of science and technology. Ferdinand has gone through several iterations and designs for airship, but has yet to get a functioning prototype working that is capable of transporting more than a couple people at a time. He firmly believes hes close to a brektrhough though.