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Oswald Vardklemp

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Oswald Vardklemp

Oswald Vardklemp

older adult Gnome

Neutral Good

Level 18 artificer Battle Smith

Pronouns -

he/him

Occupations -

Head and Founder of Collegium Imaginata

Armor Class -

16

Hit Points -

154 (TODO Hitdice)

Speed -

25.

STR

14 (+2)

DEX

17 (+4)

CON

16 (+3)

INT

26 (+8)

WIS

20 (+5)

CHA

19 (+5)

Saving Throws -

Skills -

{ "Rock Gnome Abilities"=>[{ "Gnome Cunning"=>"Advantage on all Intelligence, Wisdom and Charisma saving throws againts magic", "Darkvision"=>"Can see 60 in dim light as though it was bright light and in darkness as if it was dim light", "Artificers Lore"=>"Whenever making an History check related to magic items, alchemical objects and technological devices, add twice your proficiency bonus", "Tinker"=>"Proficiency with Tinker's Tools, can create clockwork divice with 1hr and 10gp worth of material - Clockwork Toy, Fire Starter, Music Box"}], "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"=>22, "Cantrip"=>"Guidance, Mage Hand, Mending, Message", "1st Level"=>"Arcane Weapon, Detect Magic, Identify, Catapult", "2nd Level"=>"Arcane Lock, Heat Metal, Levitate", "3rd Level"=>"Dispel Magic, Haste, Tiny Servant", "4th Level"=>"Fabricate, Stone Shape, Leomund's Secret Chest", "5th Level"=>"Animate Object"}], "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 throws", "Magic Item 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", "Magic Item Master"=>"Can attune to 6 magic items"}], "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"=>24, "3rd Level"=>"Heroism, Shield", "5th Level"=>"Branding Smite, Warding Bond", "9th Level"=>"Aura of Vitality, Conjure Barrage", "13th Level"=>"Aura of Purity, Fire Shield", "17th Level"=>"Banishing Smite, Mass Cure Wounds"}], "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", "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", "Improved Defender"=>"Steel Defender gets +2 to its AC and its Deflect Attack does 1d4 + Intelligence Modifier damage."}]}

Proficiencies -

Proficiency Mod -

+6

Languages -

Common Gnomish Draconic Sylvan

Adjectives -

Brilliant, Commanding, Reckless,

Special Abilities

Special Equipment

Combat Tactics

Actions

Factions

Collegium Imaginata

Role: *Founder and Leader*

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Image Dummy

Roleplaying

Introduction

/"OUT OF THE WAY!!!" shouts the fat bald gnome as the steam contraption smashes it's way down the street

Appearance

Short even by gnome standards, fat, bald and disheveled, wearing multi-lensed thick glasses and a tiny lab coat

Expressions

All science is magic to the untrained eye

I'll replace all work beasts with artifice, no more need of horses or oxen

Mannerisms

gesticulates wildly when he speaks. Constantly fiddles with his multi-lense glasses

Motivations

The pursuit of knowledge

Passions

Artifice!

Secrets

The Collegium Imaginata is secretly an extraplanar extension of Ravnica's Izzet League

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Proficiencies -

Languages -

Common Gnomish Draconic Sylvan

Adjectives -

Brilliant, Commanding, Reckless,

Special Abilities

-

Special Equipment

-

Combat Tactics

He'll go out of his way to avoid direct physical combat but will range attack with his firearms and send his Steel Defender in for close quarters combat. If his Steel Defender falls, he will run

Actions

-

Factions

Collegium Imaginata

Role: *Founder and Leader*

Roleplaying

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Background Story

Oswald Vardklemp is the founder, leader and head designer of the Collegium Imaginata, a group of loosely aligned artificers, mages and scientists dedicated to the technological advancement of society. Oswald had gradually made his name as an artificer, building his reputation throughout the land as great and dedicated, if slightly reckless, inventor. One day Oswald was visited in his laboratory by a strange traveller. That visitor was Ral Zarek, Guildmaster of the Izzet League from the plane of Ravnica, and renowned Planeswalker. Master Zarek spoke to Oswald and regaled him with tales of the Izzet and their great world-altering scientific discoveries back on Ravnica and convinced Oswald of the merits of creating a consortium of ideas and opening a permanent channel of communication with the Izzet League. Oswald then set about, with some financial aid from the Izzet, building Collegium compounds in most major cities throughout the world and inviting prominent artificers, mages and scientists to join, learn, work and share. He continues to function as the leader and spokesman for the Collegium while continuing his own research and development.