

#### 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  | DEX  | CON  | INT  | WIS  | CHA  |
|------|------|------|------|------|------|
| 14   | 17   | 16   | 26   | 20   | 19   |
| (+2) | (+4) | (+3) | (+8) | (+5) | (+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", Level"=>"Animate Object"}], "Infuse Item"=>"Imbue mundane items with magical infusions, turnig them into magic items. Can

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Chest , Stri 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

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Appear Short standard dishevels

multi-len:

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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, Smith's Tools", Tools and "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, Wounds"}], "Battle Cure 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**

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

#### 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

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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