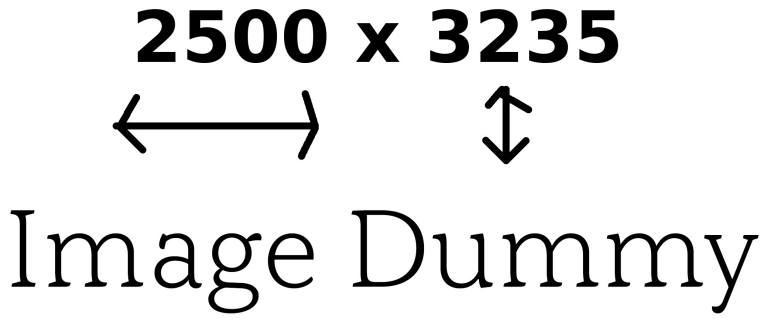
Previous Next

sorsha silvanya



Sorsha Silvanya

middle aged adult Elf
Neutral
Level 9/7 Artificer/Rogue Armorer/Spy

Pronouns -

She/her

Occupations -

Scientist/Spy

Armor Class -

19

Hit Points -

87 (TODO Hitdice)

Speed -

30.

STR

12 (+1)

DEX

18 (+4)

CON

14 (+2)

INT

19 (+5)

WIS

13 (+2)

CHA

19 (+5)

Saving Throws -

Skills -

{"High Elf Abilities"=>[{"Darkvision"=>"Can see 60 in dim light as though it was bright light and in darkness as if it was dim light", "Keen Senses"=>"Proficiency in Perception", "Fey Ancestry"=>"Advantage on saving throws against being charmed and immune to sleep magic", "Trance"=>"Doesn't need to sleep. Meditating for 4 hours couts as a long rest", "Elf Weapons Training"=>"Proficiency with the longsword, shortsword, longbow and shortbow", "Cantrip"=>"Minor Illusion"}], "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 Powered Armor as Spellcasting focus", "Spell DC"=>17, "Cantrip"=>"Mage Hand, Mending, Message", "1st Level"=>"Alarm, Detect Magic, Disguise Self, Identify", "2nd Level"=>"Alter Self, See Invisibility, Invisibility", "3rd Level"=>"Dispel Magic, Tiny Servant"}], "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"}], "Armorer Abilities"=>[{"Tool Proficiency"=>"Proficiency with Thieve's Tools, Smith's Tools and Heavy Armor", "Spellcasting"=>[{"Description"=>"Requires Powered Armor as Spellcasting focus", "Spell DC"=>17, "3rd Level"=>"Magic Missle, Shield", "5th Level"=>"Mirror Image, Shatter", "9th Level"=>"Hypnotic Patetrn, Lightning Bolt"}], "Power Armor"=>"Powered Armor ignores strength requirements, can be used as his spellcasting focus, cannot be removed against his will and covers his entire body", "Infiltrator Armor"=>"Powered armor has the Lightning Launcher, Powered Steps & Second Skin abilities", "Extra Attack"=>"Can take a second attack action each turn", "Armor Modifications"=>"Each part of his armor is consisdered seperate for the purpose of Infusion and the number of items he can infuse increases by 2 as long as theyre part of his armor"}], "Rogue Abilities"=>[{"Sneak Attack"=>"Once per turn she

can deal an extra 5d6 damage if she hits an attack with advantage", "Cunning Action"=>"Once per turn she can take a bonus action to Dash, Disengage or Hide", "Uncanny Dodge"=>"Can use her reaction to halve an attack's damage", "Evasion"=>"Dexterity saving throws to take half damage take no damage and failed throws take half damage"}], "Spy Abilities"=>[{"Tricks of the Trade"=>"Proficiency with Tinker's Tools, Thieve's Tools and Smith's Tools, Disguise, Forgery and Poison Kits and Gadget Box", "Imposter"=>"Has the ability to unerringly mimic another person's speech, writing and behavior after spending 3 hours studying those things and gains advantage on deception rolls to avoid detection"}], "Gadget Box"=>[{"Spellcasting"=>[{"Spell DC"=>16, "Cantrip"=>"Prestidigitation, Produce Flame", "1st Level"=>"Knock, Warding Bond", "2nd Level"=>"Locate, Sending, Scrying"}], "Self Destruct Mode"=>"Can choose a delay between 1 second and 24 hours. During this time the box cannot be opened by any means. At the end of the chosen duration the box detonates requiring all creatures within 60' to make a Con savings throw DC15 or take 7d6 force damage and be knocked prone. Successful throws recieve half damage and arent knocked prone. It takes one week to build a new one"}]}

Proficiencies -

Proficiency Mod -

+2

Languages -

Common Elvish Sylvan Gnomish Draconic Infernal Goblin

Adjectives -

Reserved, Cunning, Decietful,

Special Abilities

Special Equipment

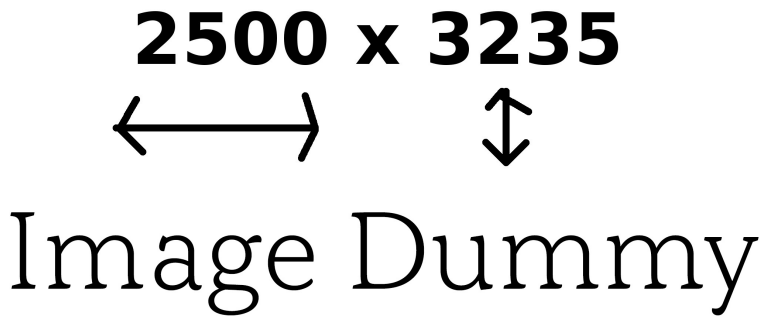
Combat Tactics

Actions

Factions

Collegium Imaginata

Role: *Scientist and Espionage/Communications Expert*



Roleplaying

Introduction

The sharp-featured Elf looks the short, fat Gnome up and down /"I've got the information you were looking for Oswald/"

Appearance

Short, thin and Sharp-featured, with pinned-up light-brown hair, a youthfulness the belies her actual age

Expressions

Information is the highest of currency

It's not who you know, it's what you know about who

I see you

Mannerisms

any mannerisms she has are for your benefit not hers

Motivations

Compiling as much information about everything as possible

Passions

Opening lines of mass public worldwide communication

Secrets

Passes information back to her poeple

Sorsha Silvanya

middle aged adult Elf
Neutral
Level 9/7 Artificer/Rogue Armorer/Spy

Pronouns -

She/her

Occupations -

Scientist/Spy

Armor Class -

19

Hit Points -

87 (TODO Hitdice)

Speed -

30.

STR

12 (+1)

DEX

18 (+4)

CON

14 (+2)

INT

19 (+5)

WIS

13 (+2)

CHA

19 (+5)

Saving Throws -

Saving Throws -

Skills -

{"High Elf Abilities"=>[{"Darkvision"=>"Can see 60 in dim light as though it was bright light and in darkness as if it was dim light", "Keen Senses"=>"Proficiency in Perception", "Fey Ancestry"=>"Advantage on saving throws against being charmed and immune to sleep magic", "Trance"=>"Doesn't need to sleep. Meditating for 4 hours couts as a long rest", "Elf Weapons Training"=>"Proficiency with the longsword, shortsword, longbow and shortbow", "Cantrip"=>"Minor Illusion"}], "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 Powered Armor as Spellcasting focus", "Spell DC"=>17, "Cantrip"=>"Mage Hand, Mending, Message", "1st Level"=>"Alarm, Detect Magic, Disguise Self, Identify", "2nd Level"=>"Alter Self, See Invisibility, Invisibility", "3rd Level"=>"Dispel Magic, Tiny Servant"}], "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"}], "Armorer Abilities"=>[{"Tool Proficiency"=>"Proficiency with Thieve's Tools, Smith's Tools and Heavy Armor", "Spellcasting"=>[{"Description"=>"Requires Powered Armor as Spellcasting focus", "Spell DC"=>17, "3rd Level"=>"Magic Missle, Shield", "5th Level"=>"Mirror Image, Shatter", "9th Level"=>"Hypnotic Patetrn, Lightning Bolt"}], "Power Armor"=>"Powered Armor ignores strength requirements, can be used as his spellcasting focus, cannot be removed against his will and covers his entire body", "Infiltrator Armor"=>"Powered armor has the Lightning Launcher, Powered Steps & Second Skin abilities", "Extra Attack"=>"Can take a second attack action each turn", "Armor Modifications"=>"Each part of his armor is consisdered seperate for the purpose of Infusion and the number of items he can infuse increases by 2 as long as theyre part of his armor"}], "Rogue Abilities"=>[{"Sneak Attack"=>"Once per turn she can deal an extra 5d6 damage if she hits an attack with advantage", "Cunning Action"=>"Once per turn she can take a bonus action to Dash, Disengage or Hide", "Uncanny Dodge"=>"Can use her reaction to halve an attack's damage", "Evasion"=>"Dexterity saving throws to take half damage take no damage and failed throws take half damage"}], "Spy Abilities"=>[{"Tricks of the Trade"=>"Proficiency with Tinker's Tools, Thieve's Tools and Smith's Tools, Disguise, Forgery and Poison Kits and Gadget Box", "Imposter"=>"Has the ability to unerringly mimic another person's speech, writing and behavior after spending 3 hours studying those things and gains advantage on deception rolls to avoid detection"}], "Gadget Box"=>[{"Spellcasting"=>[{"Spell DC"=>16, "Cantrip"=>"Prestidigitation, Produce Flame", "1st Level"=>"Knock, Warding Bond", "2nd Level"=>"Locate, Sending, Scrying"}], "Self Destruct Mode"=>"Can choose a delay between 1 second and 24 hours. During this time the box cannot be opened by any means. At the end of the chosen duration the box detonates requiring all creatures within 60' to make a Con savings throw DC15 or take 7d6 force damage and be knocked prone. Successful throws recieve half damage and arent knocked prone. It takes one week to build a new one"}]}

Proficiencies -

Languages -

Common Elvish Sylvan Gnomish Draconic Infernal Goblin

Adjectives -

Reserved, Cunning, Decietful,

Special Abilities

-

Special Equipment

-

-

-

-

-

-

-

Combat Tactics

Very reluctant to fight unless forced

Actions

-

Factions

Collegium Imaginata

Role: *Scientist and Espionage/Communications Expert*

Roleplaying

Introduction

The sharp-featured Elf looks the short, fat Gnome up and down /"I've got the information you were looking for Oswald/"

Appearance

Short, thin and Sharp-featured, with pinned-up light-brown hair, a youthfulness the belies her actual age

Expressions

> *Information is the highest of currency*

> *It's not who you know, it's what you know about who*

> *I see you*

Mannerisms

any mannerisms she has are for your benefit not hers

Motivations

Compiling as much information about everything as possible

Passions

Opening lines of mass public worldwide communication

Secrets

Passes information back to her poeple

Background Story

Sorsha Silvanya is roughly 400 years old and spent a long time as a spy for her people in lands of men. About 70 or so years ago, she discovered an interest in artifice, especially in communication technologies. She not only sees it as an avenue to improve her reconnaissance skills, but as a potential way to improve society as a whole and possibly make a significant amount of money. Her work in developing these technologies attracted the attention of Oswald Vardklemp and the Collegium, She saw it as an opportunity to advance her work and to keep an eye the other members and their work. She has a strong woking knowledge of communication magics but is attempting to develop communication technologies that don't require the use of magic (ie. telephony) so they are available for all people.