

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	DEX	CON	INT	WIS	CHA
12	18	14	19	13	19
(+1)	(+4)	(+2)	(+5)	(+2)	(+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 counts 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, turning 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

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	DEX	CON	INT	WIS
12	18	14	19	13
(+1)	(+4)	(+2)	(+5)	(+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 counts 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, turning 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"}],

2500 x 323

↔

↕

Image Dimensions

ROLEPLAY

Introduction

The sheet looks th

500 x 3235
→ ↕
ge Dummy

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 Missile, 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 considered 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		
	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

"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 Missile, Shield", "5th Level"=>"Mirror Image, Shatter", "9th Level"=>"Hypnotic Patetrn, Lightnning 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 considered 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 -

Gnome (

/"I've got

you were

Oswald/"

Appear

Short,

featured,

light-brow

youthfulne

her actual

Expressi

Inform

the h

currency.

It's n

know, it'

know abo

I see

Manneri

any m

has are f

not hers

Motivati

Compi

informatio

everything

Passions

Openir

public

communic

Secrets

Passes

back to he

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