



# ge Dummy

**Proficiencies -**  
**Proficiency Mod - +2**

Special Abilities	-	-			
Special Equipment		-			
-	-	-	-	-	-
-	-	-	-	-	-
-	-				

### Combat Tactics

Loves a good fight, but he's more of a sneak in, do his job and sneak out kind of guy

### Actions

## Factions

 $\longleftrightarrow$ 

## Image Dumps

## ROLEPLAYING

## Introduction

The raptilian man barrels forward, diving to ground as he shouts /"Fire in the Hole!/" as the building behind explodes

### Appearance

Large and reptilian in a tailored vest and pants covered in pockets and bowler hat. Green scaled with a thick long tail

## Expressions

*This one's gonna be big, boys*

*Light em up!*

*You're gonna want to move... like nowish, fella*

## Mannerisms

cracks his knuckles and chews on match sticks

## Motivations

exterminating the undead, blowing things up

## Passions

## Fire

## Secrets

Accidentally killed his family when beginning his alchemy and is now trying to make up for it

Message, Record Sound or  
Odor, Create Picture or  
Text", "Dangerous  
Tinker"=>"Proficiency with  
Tinker's Tools, can create  
clockwork device with 1hr  
and 10gp worth of material  
- Arsonist's Friend, Blast  
Orb, Bomb Boy",  
"Spellcasting"=>  
[{"Description"=>"Requires  
Tinker's Tools as  
Spellcasting focus", "Spell  
DC"=>19,  
"Cantrip"=>"Create  
Bonfire, Mage Hand, Fire  
Bolt, Message", "1st  
Level"=>"Absorb Elements,  
Faerie Fire, Identify,  
Disguise Self", "2nd  
Level"=>"Continual Flame,  
Heat Metal, Pyrotechnics",  
"3rd Level"=>"Haste,  
Flame Arrows, Flame  
Stride", "4th  
Level"=>"Elemental  
Bane"}], "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. Can  
attune to 5 magic items"},  
"Alchemist Abilities"=>  
[{"Tool  
Proficiency"=>"Proficiency  
with Tinker's Tools, Thief's  
Tools and Alchemist's  
Supplies", "Spellcasting"=>  
[{"Description"=>"Requires  
Alchemist Supplies as  
Spellcasting focus", "Spell  
DC"=>19, "3rd  
Level"=>"Healing Word,  
Ray of Sickness", "5th  
Level"=>"Flaming Sphere,  
Melf's Acid Arrow", "9th  
Level"=>"Gaseous Form,  
Mass Healing Word", "13th  
Level"=>"Blight, Death  
Ward", "15th  
Level"=>"Cloudkill, Raise  
Dead"}], "Experimental  
Elixir"=>"Can produce 3  
experimental elixirs per  
long rest, rolling on the  
experimental elixir table for  
each elixir", "Alchemical  
Savant"=>"Whenever  
casting a spell using  
alchemical supplies as a  
focus, can add Intelligence  
Modifier bonus to either hit  
points restored or damage  
dealt", "Restorative  
Reagents"=>"Experimental  
Elixirs also give 2d6+7  
temporary HP. Can cast

## ROLEP

## Introduction

barrels for  
ground a  
/"Fire in th  
building b

## Appearance

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## Expressi

This  
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*Light*

You're  
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nowish, f

## Manneri

cracks  
and che  
sticks

## Motivati

undead,  
up

## Passions

## Secrets

family with his alchemist trying to n

**The Dead Hunters**  
Role: *Munitions Expert*

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Role: *Munitions Expert*

```
Lesser Restoration without
expending a spell slot using
Alchemists Supplies once
per long rest", "Chemical
Mastery"=="Resistance to
Acid and Poison damage
and immune to Poisoned
condition. Can cast Greater
Restoration and Heal
without expending a spell
slot using Alchemists
Supplies once per long
rest"}}
```

### Proficiencies -

## Languages -

Common Goblin Draconic

### Adjectives -

Excitable, Bold, Hot-Tempered,

## Special Abilities

### Special Equipment

## Combat Tactics

Loves a good fight,  
but he's more of a sneak  
in, do his job and sneak  
out kind of guy

**Actions** -

**Actions** -

## Factions

**The Dead Hunters**  
Role: *Munitions*  
*Expert*