

[Previous](#)[Next](#)

uha boomer bannock

2500 x 3235
↔ ↕

Image Dummy

Uha 'Boomer' Bannock

Young Adult Viashino

Chaotic Good

Level 15/15 Fighter/Artificer Gunslinger/Alchemist

Pronouns -

he/him

Occupations -

Dead Hunter

Armor Class -

17

Hit Points -

169 (TODO Hitdice)

Speed -

40.

STR

18 (+4)

DEX

22 (+6)

CON

16 (+3)

INT

23 (+7)

WIS

18 (+4)

CHA

14 (+2)

Saving Throws -

Skills -

{ "Viashino Traits"=>[{ "Bite"=>"can make an unarmed strike for 1d4+4 piercing damage", "Lashing Tail"=>"Prehensile tail tipped with a bony blade. As a reaction, when a creature within 5 feet deals damage to him, he can make a melee attack dealing 1d6+4 slashing damage on a hit", "Wiry Frame"=>"Proficient in Acrobatics and Stealth"}], "Fighter Abilities"=>[{ "Fighting Style"=>"Archery", "Second Wind"=>"Bonus Action to regain 1d10 + Fighter Level", "Action Surge"=>"Once every short/long rest can take an extra action", "Extra Attack"=>"Can attack twice each turn", "Indomitable"=>"Can reroll 1 saving throw per long rest"}], "Gunslinger Traits"=>[{ "Firearm Proficiency"=>"Add proficiency to firearm attacks", "Gunsmith"=>"Proficent with tinker's toolsand can use them to craft ammunition at half price, repair damaged firearms and design and craft new firearms", "Adept Marksman"=>"3 Grit, Trick Shot DC19", "Quickdraw"=>"Adds proficiancy bonus to initiative. can stow and draw a firearm as a single object interaction", "Rapid Repair"=>"Can spend one Grit Point to attempt to repair a misfired firearm as a bonus action", "Lightning Reload"=>"Can reload a firearm as a bonus action", "Trick Shots"=>"Deadeye Shot, Disarming Shot, Forceful Shot, Piercing Shot, Violent Shot"}], "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", "Dangerous Tinker"=>"Proficiency with Tinker's Tools, can create clockwork divice 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, Thieve'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 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 -

Proficiency Mod -

+2

Languages -

Common Goblin Draconic

Adjectives -

Excitable, Bold, Hot-Tempered,

Special Abilities

Special Equipment

Combat Tactics

Actions

Factions

The Dead Hunters

Role: *Munitions Expert*

2500 x 3235

A diagram showing the dimensions 2500 x 3235. Below the number 2500 is a horizontal double-headed arrow. Below the number 3235 is a vertical double-headed arrow.

Image Dummy

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, blowinig things up

Passions

Fire

Secrets

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

Uha 'Boomer' Bannock

Young Adult Viashino

Chaotic Good

Level 15/15 Fighter/Artificer Gunslinger/Alchemist

Pronouns -

he/him

Occupations -

Dead Hunter

Armor Class -

17

Hit Points -

169 (TODO Hitdice)

Speed -

40.

STR

18 (+4)

DEX

22 (+6)

CON

16 (+3)

INT

23 (+7)

WIS

18 (+4)

CHA

14 (+2)

Saving Throws -

Saving Throws -

Skills -

{ "Viashino Traits" => [{ "Bite" => "can make an unarmed strike for 1d4+4 piercing damage", "Lashing Tail" => "Prehensile tail tipped with a bony blade. As a reaction, when a creature within 5 feet deals damage to him, he can make a melee attack dealing 1d6+4 slashing damage on a hit", "Wiry Frame" => "Proficient in Acrobatics and Stealth" }], "Fighter Abilities" => [{ "Fighting Style" => "Archery", "Second Wind" => "Bonus Action to regain 1d10 + Fighter Level", "Action Surge" => "Once every short/long rest can take an extra action", "Extra Attack" => "Can attack twice each turn", "Indomitable" => "Can reroll 1 saving throw per long rest" }], "Gunslinger Traits" => [{ "Firearm Proficiency" => "Add proficiency to firearm attacks", "Gunsmith" => "Proficient with tinker's tools and can use them to craft ammunition at half price, repair damaged firearms and design and craft new firearms", "Adept Marksman" => "3 Grit, Trick Shot DC19", "Quickdraw" => "Adds proficiency bonus to initiative. can stow and draw a firearm as a single object interaction", "Rapid Repair" => "Can spend one Grit Point to attempt to repair a misfired firearm as a bonus action", "Lightning Reload" => "Can reload a firearm as a bonus action", "Trick Shots" => "Deadeye Shot, Disarming Shot, Forceful Shot, Piercing Shot, Violent Shot" }], "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", "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, turn 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, Thieve'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 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

-

Factions

The Dead Hunters

Role: *Munitions Expert*

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, blownig things up

Passions

Fire

Secrets

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

Background Story

Uha "Boomer" Bannock was enamored with fire at a very early age. Not an unusual thing for Viashino, but him moreso than most. Very early he began experimenting with combustibles and heading down the path of an alchemist. At the age of 12 one of his experiments went awry and burned down his house, killing his entire family, yet he managed to escape without a scratch. In an effort to atone for his fatal mistake he began to use his skills against beings that he considered evil. Monsters, fiends, undead. As an extension of his alchemical pursuits, he stumbled his was into discovering and mastering firearms. During a failed attempt to take out a den of ghouls, Boomer was found, being overwhelmed, by The Phantom, who saved his life and invited him to join his fledgling organization. Finding a new focus for his guilt, he happily joined The Dead Hunters and devoted his life to the gods of good and building towards his redemption.