

Tall,
and blue
arms and
plate arm
coat and t

500 x 3235

→↕

Age Dummy

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"}, {"Armorer Abilities"=>[{"Tool Proficiency"=>"Proficiency with Thieve's Tools, Smith's Tools and Heavy Armor", "Spellcasting"=>[{"Description"=>"Requires Smith's Tools as Spellcasting focus, Spell DC 23", "3rd Level"=>"Magic Missile, Shield", "5th Level"=>"Mirror Image, Shatter", "9th Level"=>"Hypnotic Patetrn, Fire Ball", "13th Level"=>"Fire Sheild, Greater Invisibility"}]}, "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"=>"His powered armor has the Fire 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", "Perfected Armor"=>"Successful Fire Launcher attacks he makes cause targets to glimmer with light giving the next attack roll against it by another creature advantage and does an extra 1d6 Fire Damage"}]}

Proficiencies -

Proficiency Mod - +5

Languages -

Common Vedalken Gnomish Elvish

Adjectives - Calculating, Cold, Intelligent,

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: *Director and Lead Designer*

ROLEPLAYING

Introduction

/Oswald! Zat ees not ze most efficient way to approach zat problem/" says the blue-skinned man to the fat bald gnome

Appearance

Tall, rail-thin, bald and blue-skinned. Four arms and dressed in full plate armor under a lab coat and tall top hat

Expressions

Mine Fire ees most efficient, No?

Mine steam engine ees the future of travel

Artifice is the future now!

Mannerisms

His movements are all very quick and efficient

Motivations

Knowledge

Passions

Efficiency and Perfection

Secrets

He thinks he deserves Oswald Vardklemp's position as leader

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