

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

thadeus periwinkle

2500 x 3235
↔ ↕

Image Dummy

Thadeus Periwinkle

Thadeus Periwinkle

middle age adult Half-Elf

Chaotic Good

Level 7/9 Ranger/Artificer Monster Slayer/Artillerist

Pronouns -

He/him

Occupations -

Biological Artificer

Armor Class -

17

Hit Points -

137 (TODO Hitdice)

Speed -

30.

STR

19 (+5)

DEX

14 (+2)

CON

14 (+2)

INT

19 (+5)

WIS

18 (+4)

CHA

11 (+1)

Saving Throws -

Skills -

{ "Half-Wood Elf Abilities"=>[{ "Fey Ancestry"=>"Advantage on saving throws againts charm and immune to sleep magic"}, { "Darkvision"=>"Can see 60 in dim light as though it was bright light and in darkness as if it was dim light"}, { "Mask of the Wild"=>"Can attempt to hide even when only lightly obscured by natural phenomenon"}, { "Wood Elf Magic"=>"Once per long rest can cast Guidance, Longstrider and Pass Without Trace without expending a spell slot. Spell DC 15"}] }
{ "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"=>"Requires Tinker's Tools as Spellcasting focus, Spell DC 16", "Cantrip"=>"Fire Bolt, Mage Hand, Mending", "1st Level"=>"Disguise Self, Detect Magic, Faerie Fire, Catapult", "2nd Level"=>"Lesser Restoration, Heat Metal, Enlarge/Reduce", "3rd Level"=>"Flame Arrow, Haste"}, { "Infuse Item"=>"Imbue mundane items with magical infusions, turnig them into magic items. Can attune to that item immediately, Can infuse 3 Items"}, { "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"}] }
{ "Arterialist Abilities"=>[{ "Tool Proficiency"=>"Proficiency with Tinker's Tools, Thieve's Tools, and Smith's Tools"}, { "Spellcasting"=>"Requires Smith's Tools as Spellcasting focus, Spell DC 16", "3rd Level"=>"Shield, Thunderwave", "5th Level"=>"Scorching Ray, Shatter", "9th Level"=>"Fireball, Wind Wall"}, { "Eldritch Cannon"=>"Metalic Magic Cannon centered onihs chest plate with AC18 and 45HP, that he can alternate between a Flamethrower, Force Ballista or Protector Ray"}, { "Arcane Firearm"=>"A metal rod carved with arcane ruins attached to his robotic arm that acts as a focus for Artificer Spells and add 1d8 to damage rolls for those spells"}, { "Explosive Cannon"=>"Add 1d8 his cannon's damage rolls." }

Can detach and and detonate his cannon within 60 feet causing 3d8 force damage to each creature within 20 feet on a failed Dex Save"}}

{"Ranger Abilities"=>[{"Favored Enemy"=>"Giants, Monstrosities"}, {"Natural Explorer"=>"Favored Terrain - Forest, Swamp"}, {"Spellcasting"=>"Spell DC 15", "1st Level"=>"Animal Friendship, Hunter's Mark, Speak with Animals, Detect Magic", "2nd Level"=>"Locate Object, Silence"}, {"Fighting Style"=>"Archery"}, {"Primal Awareness"=>"Can spend a spell slot to sense the following types of creatures within 1 mile (6 mile in favored terrain) - Aberrations, Celestials, Dragons, Elementals, Fey, Fiends and Undead"}, {"Extra Attack"=>"Can take a second attack action each turn"}]}

{"Monster Hunter Abilities"=>[{"Spellcasting"=>"Spell DC 15", "3rd Level"=>"Protection from Evil and Good", "5th Level"=>"Zone of Truth"}, {"Hunters Sense"=>"Can look at a creature within 60 feet and know if the creature has any damage immunities, resistances or vulnerabilities"}, {"Slayers Prey"=>"Once per short rest can designate a creature as a bonus action and deal 1d6 extra damage to his first weapon attack each turn"}, {"Supernatural Defense"=>"Whenever his Slayer's Prey forces him to make a saving throw or an ability check to escape it grapple, add 1d6 to that roll"}]}

Proficiencies -

Proficiency Mod -

+2

Languages -

Common Elven Gnomish Giant

Adjectives -

Cautious, Methodical, Personable,

Special Abilities

Special Equipment

Combat Tactics

Actions

Factions

Collegium Imaginata

Role: *Scientist and Researcher*

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 tall, lithe weathered half-elf in a long trench coat makes a clanking noise as he limps across the room

Appearance

Tall and thin with short, blonde hair and pointed ears. One arm, one leg and half his chest are sheathed in metal

Expressions

You should have seen the other guy

It's not perfect, but I get by

It'll get fixed in due time

Mannerisms

walks with a pronounced limp and clank

Motivations

rebuilding his body

Passions

learning and perfecting his work

Secrets

hides that he's constantly in pain

Thadeus Periwinkle

middle age adult Half-Elf
Chaotic Good
Level 7/9 Ranger/Artificer Monster Slayer/Artillerist

Pronouns -

He/him

Occupations -

Biological Artificer

Armor Class -

17

Hit Points -

137 (TODO Hitdice)

Speed -

30.

STR

19 (+5)

DEX

14 (+2)

CON

14 (+2)

INT

19 (+5)

WIS

18 (+4)

CHA

11 (+1)

Saving Throws -

Saving Throws -

Skills -

{ "Half-Wood Elf Abilities"=>[{ "Fey Ancestry"=>"Advantage on saving throws againts charm and immune to sleep magic"}, { "Darkvision"=>"Can see 60 in dim light as though it was bright light and in darkness as if it was dim light"}, { "Mask of the Wild"=>"Can attempt to hide even when only lightly obscured by natural phenomenon"}, { "Wood Elf Magic"=>"Once per long rest can cast Guidance, Longstrider and Pass Without Trace without expending a spell slot. Spell DC 15"}}] }
{ "Artificer Abilites"=>[{ "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"=>"Requires Tinker's Tools as Spellcasting focus, Spell DC 16", "Cantrip"=>"Fire Bolt, Mage Hand, Mending", "1st Level"=>"Disguise Self, Detect Magic, Faerie Fire, Catapult", "2nd Level"=>"Lesser Restoration, Heat Metal, Enlarge/Reduce", "3rd Level"=>"Flame Arrow, Haste"}, { "Infuse Item"=>"Imbue mundane items with magical infusions, turnig them into magic items. Can attune to that item immediately, Can infuse 3 Items"}, { "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"}}] }
{ "Arterialist Abilities"=>[{ "Tool Proficiency"=>"Proficiency with Tinker's Tools, Thieve's Tools, and Smith's Tools"}, { "Spellcasting"=>"Requires Smith's Tools as Spellcasting focus, Spell DC 16", "3rd Level"=>"Shield, Thunderwave", "5th Level"=>"Scorching Ray, Shatter", "9th Level"=>"Fireball, Wind Wall"}, { "Eldritch Cannon"=>"Metalic Magic Cannon centered onih's chest plate with AC18 and 45HP, that he can alternate between a Flamethrower, Force Ballista or Protector Ray"}, { "Arcane Firearm"=>"A metal rod carved with arcane ruins attached to his robotic arm that acts as a focus for Artificer Spells and add 1d8 to damage rolls for those spells"}, { "Explosive Cannon"=>"Add 1d8 his cannon's damage rolls. Can detach and detonate his cannon within 60 feet causing 3d8 force damage to each creature within 20 feet on a failed Dex Save"}}] }
{ "Ranger Abilities"=>[{ "Favored Enemy"=>"Giants, Monstrosities"}, { "Natural Explorer"=>"Favored Terrain - Forest, Swamp"}, { "Spellcasting"=>"Spell DC 15", "1st Level"=>"Animal Friendship, Hunter's Mark, Speak with Animals, Detect Magic", "2nd Level"=>"Locate Object, Silence"}, { "Fighting Style"=>"Archery"}, { "Primal Awareness"=>"Can spend a spell slot to sense the following types of creatures within 1 mile (6 mile in favored terrain) - Aberrations, Celestials, Dragons, Elementals, Fey, Fiends and Undead"}, { "Extra Attack"=>"Can take a second attack action each turn"}}] }
{ "Monster Hunter Abilities"=>[{ "Spellcasting"=>"Spell DC 15", "3rd Level"=>"Protection from Evil and Good", "5th Level"=>"Zone of Truth"}, { "Hunters Sense"=>"Can look at a creature within 60 feet and know if the creature has any damage immunities, resistances or vulnerabilities"}, { "Slayers Prey"=>"Once per short rest can designate a creature as a bonus action and deal 1d6 extra damage to his first weapon attack each turn"}, { "Supernatural Defense"=>"Whenever his Slayer's Prey forces him to make a saving throw or an ability check to escape it grapple, add 1d6 to that roll"}}] }

Proficiencies -

Languages -

Common Elven Gnomish Giant

Adjectives -

Cautious, Methodical, Personable,

Special Abilities

-

-

Special Equipment

-

-

-

-

-

Combat Tactics

Won't go out of his way to pick fights, but will fight, preferably at range, if necessary

Actions

-

Factions

Collegium Imaginata

Role: *Scientist and Researcher*

Roleplaying

Introduction

The tall, lithe weathered half-elf in a long trench coat makes a clanking noise as he limps across the room

Appearance

Tall and thin with short, blonde hair and pointed ears. One arm, one leg and half his chest are sheathed in metal

Expressions

You should have seen the other guy

It's not perfect, but I get by

It'll get fixed in due time

Mannerisms

walks with a pronounced limp and clank

Motivations

rebuilding his body

Passions

learning and perfecting his work

Secrets

hides that he's constantly in pain

Background Story

Thadeus Periwinkle came by his biological research in the most unfortunate fashion. Growing up as a monster hunter and tracker, his party were tracking a den of Trolls that had been terrorizing local villages. The party was taken by surprise and Thadeus was the only survivor. When he was found by travellers, he had lost his left arm and left leg and a good sized chunk of the flesh from his chest. He was healed and revived but what was gone was gone. In his search to rebuild his body, he stumbled across the lore of artifice and began to study its skills and processes. After learning some of the secrets, he began to rebuild his broken body from steel and magic. He has given himself a mechanical arm, leg and armored the missing parts of his chest. Because of his skill in developing mechanized prosthetics and his studies into biology, Thadeus was recruited into the Collegium by Oswald Vardklemp where he has continued develop his research