

Orica Zarkova

ORICA ZARKOVA

Middle Aged Adult Orc  
Neutral Good  
Level 15 Artificer Alchemist

**Pronouns** - she/her  
**Occupations** - Scientist/Researcher  
**Armor Class** - 12  
**Hit Points** - 107 (TODO Hitdice)  
**Speed** - 30.

STR	DEX	CON	INT	WIS	CHA
16	13	15	24	21	13
(+3)	(+2)	(+3)	(+7)	(+6)	(+2)

**Saving Throws - Skills -**

{ "Orc Abilities"=>[{"Primal Intuition"=>"Proficient in Medicine and Nature", "Darkvision"=>"Can see 60 in dim light as though it was bright light and in darkness as if it was dim light", "Powerful Build"=>"Counts as one size larger for determining carrying capacity", "Relentless Endurance"=>"Once per long rest, when reduced to 0hp but not outright killed, can drop to 1hp instead", "Savage Attack"=>"When scoring a critical hit on a melee weapon attack, can roll an additional damage dice of the weapons type and add it to the total", "Peaceful Magic"=>"Can cast Purify Food and Water, Sanctuary and Barkskin once per long rest with a DC 16"}], "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 Tinker's Tools as Spellcasting focus", "Spell DC"=>19, "Cantrip"=>"Acid Splash, Mage Hand, Fire Bolt, Mending", "1st Level"=>"Absorb Elements, Detect Magic, Identify, Catapult", "2nd Level"=>"Continual Flame, Heat Metal, Levitate", "3rd Level"=>"Dispel Magic, Protection from Energy, Tiny Servant", "4th Level"=>"Fabricate, 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

ORICA ZARKOVA

Middle Aged Adult Orc  
Neutral Good  
Level 15 Artificer Alchemist

**Pronouns** - she/her  
**Occupations** - Scientist/Researcher  
**Armor Class** - 12  
**Hit Points** - 107 (TODO Hitdice)  
**Speed** - 30.

STR	DEX	CON	INT	WIS
16	13	15	24	21
(+3)	(+2)	(+3)	(+7)	(+6)

CHA  
13  
(+2)

**Saving Throws - Saving Throws - Skills -**

{ "Orc Abilities"=>[{"Primal Intuition"=>"Proficient in Medicine and Nature", "Darkvision"=>"Can see 60 in dim light as though it was bright light and in darkness as if it was dim light", "Powerful Build"=>"Counts as one size larger for determining carrying capacity", "Relentless Endurance"=>"Once per long rest, when reduced to 0hp but not outright killed, can drop to 1hp instead", "Savage Attack"=>"When scoring a critical hit on a melee weapon attack, can roll an additional damage dice of the weapons type and add it to the total", "Peaceful Magic"=>"Can cast Purify Food and Water, Sanctuary and Barkskin once per long rest with a DC 16"}], "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 Tinker's Tools as Spellcasting focus", "Spell DC"=>19, "Cantrip"=>"Acid Splash, Mage Hand, Fire Bolt, Mending", "1st Level"=>"Absorb Elements, Detect Magic, Identify, Catapult", "2nd Level"=>"Continual Flame, Heat Metal, Levitate", "3rd Level"=>"Dispel Magic, Protection from Energy, Tiny Servant", "4th Level"=>"Fabricate, 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

2500 x 323  
Image Dimension

ROLEP

**Introduc**  
/"Don't  
snaps the  
lady, snat  
aggressive

**Appeara**  
Tall  
with gray  
brown hai  
filed-down  
long lab co  
**Expressi**

# 300 x 3235

# → ↓

# ge Dummy

"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 experimantal elixirs per long rest, rolling on the experimantal 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** - +5

**Languages** - Common Orcish Gnomish  
**Adjectives** - Fierce, Driven, Indignant,

**Special Abilities** -

**Special Equipment** - -

**Combat Tactics**  
Generally isn't interested in fighting but will use her spellcasting or her poisoned daggers if pushed

**Actions** -

**Factions**  
**Collegium Imaginata**  
Role: *Scientist and Researcher*

## ROLEPLAYING

**Introduction**  
/"Don't drink that!/" snaps the the tall orc lady, snatching the vial aggressively

**Appearance**  
Tall and muscular with gray skin and long brown hair. Pointed ears, filed-down tusks and a long lab coat

**Expressions**  
*Careful, that ones not good for you*  
*This'll give you a little boost*  
*Just don't get in my way*

**Mannerisms**  
Chews on the ends of her pencils

**Motivations**  
the pursuit of knowledge

**Passions**  
The Elixir of Life

**Secrets**  
She doesn't trust Oswald or Gerhard and thinks they want to steal her work

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 experimantal elixirs per long rest, rolling on the experimantal 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** - +5

**Languages** - Common Orcish Gnomish  
**Adjectives** - Fierce, Driven, Indignant,

**Special Abilities** -

**Special Equipment** - -

**Combat Tactics**  
Generally isn't interested in fighting but will use her spellcasting or her poisoned daggers if pushed

**Actions** -

**Factions**  
**Collegium**

**Mannerisms**  
Chews on her pencils  
**Motivations**  
the knowledge  
**Passions**  
The Elixir of Life  
**Secrets**  
She Oswald or Gerhard and thinks the her work

**Conregium**  
**Imaginata**  
Role: *Scientist and*  
*Researcher*