

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	DEX	CON	INT	WIS	CHA
19	14	14	19	18	11
(+5)	(+2)	(+2)	(+5)	(+4)	(+1)

### Saving Throws - Skills -

{ "Half-Wood Elf Abilities"=>[{ "Fey Ancestry"=>"Advantage on saving throws againsts 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 immediatly, Can infuse 3 Items"}, { "The Right Tool for the Job"=>"Can produce any set of artisan's tools with 1 hour work"}]}

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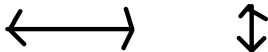


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produce any set of artisan's tools with 1 hour work"), {"Tool Expertise"=>"Smith's Tool proficiency bonus is doubled"}, {"Flash of Genius"=>"Can use a reaction to add intelligence modifier to his or another creature within 30' to ability checks or 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 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**  
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

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**Languages** - Common Elven Gnomish

reacher  
long tren  
clanking  
limps acr  
**Appear**  
Tall  
short, b  
pointed  
one leg a  
are sheat  
**Express**  
You  
seen the  
It's  
but I get  
It'll  
due time  
**Manner**  
walks  
pronounc  
clank  
**Motivat**  
rebuil  
**Passion**  
learn  
perfectin  
**Secrets**  
hides  
constantl

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*