

Oswald Vardklemp

Oswald VARDKLEMP

Older Adult Gnome
Neutral Good
Level 18 Artificer Battle Smith

Pronouns - he/him
Occupations -
Head and Founder of Collegium Imaginata
Armor Class - 16
Hit Points - 154 (TODO Hitdice)
Speed - 25.

STR	DEX	CON	INT	WIS	CHA
14	17	16	26	20	19
(+2)	(+4)	(+3)	(+8)	(+5)	(+5)

Saving Throws - Skills -
{ "Rock Gnome Abilities"=>[{"Gnome Cunning"=>"Advantage on all Intelligence, Wisdom and Charisma saving throws againsts magic", "Darkvision"=>"Can see 60 in dim light as though it was bright light and in darkness as if it was dim light", "Artificers Lore"=>"Whenever making an History check related to magic items, alchemical objects and technological devices, add twice your proficiency bonus", "Tinker"=>"Proficiency with Tinker's Tools, can create clockwork divice with 1hr and 10gp worth of material - Clockwork Toy, Fire Starter, Music Box"}], "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"=>22, "Cantrip"=>"Guidance, Mage Hand, Mending, Message", "1st Level"=>"Arcane Weapon, Detect Magic, Identify, Catapult", "2nd Level"=>"Arcane Lock, Heat Metal, Levitate", "3rd Level"=>"Dispel Magic, Haste, Tiny Servant", "4th Level"=>"Fabricate, Stone Shape, Leomund's Secret Chest", "5th Level"=>"Animate Object"}], "Infuse Item"=>"Imbue mundane items with magical infusions, turnig them into magic items. Can

Oswald VARDKLEMP

Older Adult Gnome
Neutral Good
Level 18 Artificer Battle Smith

Pronouns - he/him
Occupations -
Head and Founder of Collegium Imaginata
Armor Class - 16
Hit Points -
154 (TODO Hitdice)
Speed - 25.

STR	DEX	CON	INT	WIS
14	17	16	26	20
(+2)	(+4)	(+3)	(+8)	(+5)

CHA
19
(+5)

Saving Throws - Skills -
{ "Rock Gnome Abilities"=>[{"Gnome Cunning"=>"Advantage on all Intelligence, Wisdom and Charisma saving throws againsts magic", "Darkvision"=>"Can see 60 in dim light as though it was bright light and in darkness as if it was dim light", "Artificers Lore"=>"Whenever making an History check related to magic items, alchemical objects and technological devices, add twice your proficiency bonus", "Tinker"=>"Proficiency with Tinker's Tools, can create clockwork divice with 1hr and 10gp worth of material - Clockwork Toy, Fire Starter, Music Box"}], "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"=>22, "Cantrip"=>"Guidance, Mage Hand, Mending, Message", "1st Level"=>"Arcane Weapon, Detect Magic, Identify, Catapult", "2nd Level"=>"Arcane Lock, Heat Metal, Levitate", "3rd Level"=>"Dispel Magic, Haste, Tiny Servant", "4th Level"=>"Fabricate, Stone Shape, Leomund's Secret Chest", "5th Level"=>"Animate Object"}], "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

2500 x 323
Image Dimension

ROLE

Introdu
/ "OUT
WAY!!!/"
bald gno
contrapti
way down
Appear
Short
standard
dishevel
multi-len

500 x 3235
→ ↔
Age Dummy

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", "Magic Item Master"=>"Can attune to 6 magic items"}}, "Battle Smith Abilities"=>[{"Tool Proficiency"=>"Proficiency with Tinker's Tools, Thieve's Tools and Smith's Tools", "Spellcasting"=>[{"Description"=>"Requires Tinker's Tools as Spellcasting focus", "Spell DC"=>24, "3rd Level"=>"Heroism, Shield", "5th Level"=>"Branding Smite, Warding Bond", "9th Level"=>"Aura of Vitality, Conjure Barrage", "13th Level"=>"Aura of Purity, Fire Shield", "17th Level"=>"Banishing Smite, Mass Cure Wounds"}]}, "Battle Ready"=>"Proficient with Martial Weapons. When attacking with magic weapons can add intelligence modifier instead of strength or dexterity modifier to attack and damage rolls", "Steel Defender"=>"Can build a clockwork creature with the Steel Defender Stat Block once per long rest", "Extra Attack"=>"Can take a second attack action each turn", "Arcane Jolt"=>"Using a magic weapon or Steel Defender he can add 4d6 force damage to attacks or restore 4d6 hit points to any creature or object within 30 feet", "Improved Defender"=>"Steel Defender gets +2 to its AC and its Deflect Attack does 1d4 + Intelligence Modifier damage."}}]

Proficiencies -
Proficiency Mod - +6

Languages -
Common Gnomish Draconic Sylvan
Adjectives - Brilliant, Commanding, Reckless,

- 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: *Founder and Leader*

ROLEPLAYING

Introduction

/!OUT OF THE WAY!!!/" shouts the fat bald and disheveled, wearing multi-lensed thick glasses and a tiny lab coat

Appearance

Short even by gnome standards, fat, bald and disheveled, wearing multi-lensed thick glasses and a tiny lab coat

Expressions

All science is magic to the untrained eye

I'll replace all work beasts with artifice, no more need of horses or oxen

Mannerisms

gesticulates wildly when he speaks. Constantly fiddles with his multi-lense glasses

Motivations

The pursuit of knowledge

Passions

Artifice!

Secrets

The Collegium Imaginata is secretly an extraplanar extension of Ravnica's Izzet League

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", "Magic Item Master"=>"Can attune to 6 magic items"}}, "Battle Smith Abilities"=>[{"Tool Proficiency"=>"Proficiency with Tinker's Tools, Thieve's Tools and Smith's Tools", "Spellcasting"=>[{"Description"=>"Requires Tinker's Tools as Spellcasting focus", "Spell DC"=>24, "3rd Level"=>"Heroism, Shield", "5th Level"=>"Branding Smite, Warding Bond", "9th Level"=>"Aura of Vitality, Conjure Barrage", "13th Level"=>"Aura of Purity, Fire Shield", "17th Level"=>"Banishing Smite, Mass Cure Wounds"}]}, "Battle Ready"=>"Proficient with Martial Weapons. When attacking with magic weapons can add intelligence modifier instead of strength or dexterity modifier to attack and damage rolls", "Steel Defender"=>"Can build a clockwork creature with the Steel Defender Stat Block once per long rest", "Extra Attack"=>"Can take a second attack action each turn", "Arcane Jolt"=>"Using a magic weapon or Steel Defender he can add 4d6 force damage to attacks or restore 4d6 hit points to any creature or object within 30 feet", "Improved Defender"=>"Steel Defender gets +2 to its AC and its Deflect Attack does 1d4 + Intelligence Modifier damage."}}]

Proficiencies -

Languages -
Common Gnomish Draconic Sylvan
Adjectives -
Brilliant, Commanding, Reckless,

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

and a tin

Express

All
magic
untrained

I'll
work
artifice,
need o
oxen

Manner

gestic
when
Constant
his multi-

Motivat

The
knowledge

Passion

Secrets

The
Imaginat
extraplan
Ravnica's

Steel Defender falls, he will run

Actions -

Factions

Collegium

Imaginata

Role: *Founder and Leader*