

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

lasan halfnight

2500 x 3235
↔ ↕

Image Dummy

Lasan Halfnight

young adult Human

Chaotic Neutral

Level 5 Artificer Battle Smith

Pronouns -

he/him

Occupations -

Merchant

Armor Class -

16

Hit Points -

45 (TODO Hitdice)

Speed -

30.

STR

8 (-1)

DEX

13 (+2)

CON

10 (+0)

INT

17 (+4)

WIS

14 (+2)

CHA

17 (+4)

Saving Throws -

Skills -

{ "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 13", "Cantrips"=>"Mage Hand, Mending", "1st Level"=>"Alarm, Disguise Self, Detect Magic, Identify", "2nd Level"=>"Invisibility, Heat Metal" }], "Infuse Item"=>"Imbue mundane items with magical infusions, turnig them into magic items. Can attune to that item immediately,", "Infusions Known"=>4 }, { "The Right Tool for the Job"=>"Can produce any set of artisan's tools with 1 hour work" }], "Battle Smith Abilities"=>[{ "Spellcasting"=>[{ "Description"=>"Requires Tinker's Tools as Spellcasting focus, Spell DC 13", "3rd Level"=>"Heroism, Shield", "5th Level"=>"Branding Smite, Warding Bond" }], "Battle Ready"=>"your combat training and your experiments with magic have paid off in two ways; - You gain proficiency with martial weapons. - When you attack with a magic weapon, you can use your Intelligence modifier, instead of Strength or Dexterity modifier, for the attack and damage rolls", "Steel Defender"=>"your tinkering has borne you a faithful companion, a steel defender. It's friendly to you and your companions, and it obeys your commands. See its game statistics in the Steel Defender stat block, which uses your proficiency bonus (PB) in several places. You determine the creature's appearance and whether it has two legs or four; your choice has no effect on its game statistics. In combat, the defender shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the defender can take any action of its choice, not just Dodge. If the Mending spell is cast on it, it regains 2d6 hit points. If it has died within the last hour, you can use your smith's tools as an action to revive it, provided you are within 5 feet of it and you expend a spell slot of 1st level or higher. The steel defender returns to life after 1 minute with all its hit points restored. At the end of a long rest, you can create a new steel defender if you have

smith's tools with you. If you already have a defender from this feature, the first one immediately perishes. The defender also perishes if you die", "Extra Attack"=>"Can attack twice each turn"}}}

Proficiencies -

Proficiency Mod -

+3

Languages -

Common Dwarven Elvish Goblin Undercommon N/A

Adjectives -

Shady, Detatched, Sly,

Special Abilities

Special Equipment

Combat Tactics

Actions

Factions

2500 x 3235
↔ ↕

Image Dummy

Roleplaying

Introduction

He blows into town hawking his wares out of a wagon. Always love to "set up shop" near the busiest intersection he can.

Appearance

Dressed well for a commoner, but it's nothing a noble would be caught dead in.

Expressions

Loves to be agreeable, always concludes with "Indeed", Not too much, and never too long

Mannerisms

He's always quick to change the subject away from anything complicated. He knows stuff, not events or politics.

Motivations

To unload merchandise, make coin, and get out of town before anyone knows that the stuff he's selling is no good.

Passions

Lasan loves his horse and takes great care of him. He also enjoys travelling and watching the constellations.

Secrets

His merchandise is faulty. He's using his artificer powers to put on a show, but as soon as he's gone, none of it works

Lasan Halfnight

young adult Human
Chaotic Neutral
Level 5 Artificer Battle Smith

Pronouns -

he/him

Occupations -

Merchant

Armor Class -

16

Hit Points -

45 (TODO Hitdice)

Speed -

30.

STR

8 (-1)

DEX

13 (+2)

CON

10 (+0)

INT

17 (+4)

WIS

14 (+2)

CHA

17 (+4)

Saving Throws -

Saving Throws -

Skills -

{ "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 13", "Cantrips"=>"Mage Hand, Mending", "1st Level"=>"Alarm, Disguise Self, Detect Magic, Identify", "2nd Level"=>"Invisibility, Heat Metal"}], "Infuse Item"=>"Imbue mundane items with magical infusions, turnig them into magic items. Can attune to that item immediately,", "Infusions Known"=>4}, {"The Right Tool for the Job"=>"Can produce any set of artisan's tools with 1 hour work"}], "Battle Smith Abilities"=> [{"Spellcasting"=>[{"Description"=>"Requires Tinker's Tools as Spellcasting focus, Spell DC 13", "3rd Level"=>"Heroism, Shield", "5th Level"=>"Branding Smite, Warding Bond"}], "Battle Ready"=>"your combat training and your experiments with magic have paid off in two ways; - You gain proficiency with martial weapons. - When you attack with a magic weapon, you can use your Intelligence modifier, instead of Strength or Dexterity modifier, for the attack and damage rolls", "Steel Defender"=>"your tinkering has borne you a faithful companion, a steel defender. It's friendly to you and your companions, and it obeys your commands. See its game statistics in the Steel Defender stat block, which uses your proficiency bonus (PB) in several places. You determine the creature's appearance and whether it has two legs or four; your choice has no effect on its game statistics. In combat, the defender shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the defender can take any action of its choice, not just Dodge. If the Mending spell is cast on it, it regains 2d6 hit points. If it has died within the last hour, you can use your smith's tools as an action to revive it, provided you are within 5 feet of it and you expend a spell slot of 1st level or higher. The steel defender returns to life after 1 minute with all its hit points restored. At the end of a long rest, you can create a new steel defender if you have smith's tools with you. If you already have a defender from this feature, the first one immediately perishes. The defender also perishes if you die", "Extra Attack"=>"Can attack twice each turn"}]}}

Proficiencies -

Languages -

Common Dwarven Elvish Goblin Undercommon N/A

Adjectives -

Shady, Detatched, Sly,

Special Abilities

-
-

Special Equipment

-
-
-

Combat Tactics

will only take opportunity attacks, otherwise he lets his Steel Defender fight for him

Actions

-

Factions

Roleplaying

Introduction

He blows into town hawking his wares out of a wagon. Always love to "set up shop" near the busiest intersection he can.

Appearance

Dressed well for a commoner, but it's nothing a noble would be caught dead in.

Expressions

Loves to be agreeable, always concludes with "Indeed", Not too much, and never too long

Mannerisms

He's always quick to change the subject away from anything complicated. He knows stuff, not events or politics.

Motivations

To unload merchandise, make coin, and get out of town before anyone knows that the stuff he's selling is no good.

Passions

Lasan loves his horse and takes great care of him. He also enjoys travelling and watching the constellations.

Secrets

His merchandise is faulty. He's using his artificer powers to put on a show, but as soon as he's gone, none of it works

Background Story

Lasan is the son of a merchant who did the same thing he does today. Make items that work for a short period of time, sell them for more than their worth, and get out of Dodge before any one is the wiser. His dad died not too long ago, and he's still trying to cope with it. He took up adventuring for a time, but it complicated him with too many attachments, he just wasn't ready for.