

Thadeus Periwinkle

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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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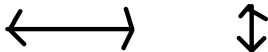


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Languages - Common Elven Gnomish Giant
Adjectives - Cautious, Methodical, Personable,

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

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** -

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Special Abilities

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Special Equipment

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Collegium

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