



500 x 3235



# Image Dummy

bonus to initiative. Can slow and draw a firearm as a single object interaction", "Rapid Repair"=>"Can spend one Grit Point to attempt to repair a misfired firearm as a bonus action", "Lightning Reload"=>"Can reload a firearm as a bonus action", "Trick Shots"=>"Deadeye Shot, Disarming Shot, Forceful Shot, Piercing Shot, Violent Shot"}, "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", "Dangerous Tinker"=>"Proficiency with Tinker's Tools, can create clockwork device with 1hr and 10gp worth of material - Arsonist's Friend, Blast Orb, Bomb Boy", "Spellcasting"=>[{"Description"=>"Requires Tinker's Tools as Spellcasting focus", "Spell DC"=>19, "Cantrip"=>"Create Bonfire, Mage Hand, Fire Bolt, Message", "1st Level"=>"Absorb Elements, Faerie Fire, Identify, Disguise Self", "2nd Level"=>"Continual Flame, Heat Metal, Pyrotechnics", "3rd Level"=>"Haste, Flame Arrows, Flame Stride", "4th Level"=>"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 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"=>"Experimantal 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 - +2**

**Languages -** Common Goblin Draconic  
**Adjectives -** Excitable, Bold, Hot-Tempered,

<b>Special Abilities</b>	-	-
<b>Special Equipment</b>	-	-
-	-	-
-	-	-
-	-	-
<b>Combat Tactics</b>		
Loves a good fight, but he's more of a sneak in, do his job and sneak out kind of guy		
<b>Actions</b>	-	
<b>Factions</b>		

<b>ROLEPLAYING</b>	
<b>Introduction</b>	The raptilian man barrels forward, diving to ground as he shouts <i>"Fire in the Hole!"</i> as the building behind explodes
<b>Appearance</b>	Large and reptilian in a tailored vest and pants covered in pockets and bowler hat. Green scaled with a thick long tail
<b>Expressions</b>	<i>This one's gonna be big, boys</i>  <i>Light em up!</i>  <i>You're gonna want to move... like nowish, fella</i>
<b>Mannerisms</b>	cracks his knuckles and chews on match sticks
<b>Motivations</b>	exterminating the undead, blowning things up
<b>Passions</b>	Fire
<b>Secrets</b>	Accidently killed his family when beginning his alchemy and is now trying to make up for it

Message, Record Sound or Odor, Create Picture or Text", "Dangerous Tinker"=>"Proficiency with Tinker's Tools, can create clockwork device with 1hr and 10gp worth of material - Arsonist's Friend, Blast Orb, Bomb Boy", "Spellcasting"=>[{"Description"=>"Requires Tinker's Tools as Spellcasting focus", "Spell DC"=>19, "Cantrip"=>"Create Bonfire, Mage Hand, Fire Bolt, Message", "1st Level"=>"Absorb Elements, Faerie Fire, Identify, Disguise Self", "2nd Level"=>"Continual Flame, Heat Metal, Pyrotechnics", "3rd Level"=>"Haste, Flame Arrows, Flame Stride", "4th Level"=>"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 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"=>"Experimantal Elixirs also give 2d6+7 temporary HP. Can cast

**ROLEPLAYING**

**Introduction**

The raptilian man barrels forward, diving to ground as he shouts *"Fire in the Hole!"* as the building behind explodes

**Appearance**

Large and reptilian in a tailored vest and pants covered in pockets and bowler hat. Green scaled with a thick long tail

**Expressions**

*This one's gonna be big, boys*

*Light em up!*

*You're gonna want to move... like nowish, fella*

**Mannerisms**

cracks his knuckles and chews on match sticks

**Motivations**

exterminating the undead, blowning things up

**Passions**

Fire

**Secrets**

Accidently killed his family when beginning his alchemy and is now trying to make up for it

**The Dead Hunters**  
Role: *Munitions Expert*

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Role: *Munitions Expert*

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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 -

## Languages -

Common Goblin Draconic

### Adjectives -

Excitable, Bold, Hot-Tempered,

## Special Abilities

### Special Equipment

## Combat Tactics

Loves a good fight,  
but he's more of a sneak  
in, do his job and sneak  
out kind of guy

**Actions** -

## Factions

**The Dead Hunters**  
Role: *Munitions*  
*Expert*