

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

Orica Zarkova

2500 x 3235
↔ ↕

Image Dummy

Orica Zarkova

Orica Zarkova

middle aged adult Orc

Neutral Good

Level 15 Artificer Alchemist

Pronouns -

she/her

Occupations -

Scientist/Researcher

Armor Class -

12

Hit Points -

107 (TODO Hitdice)

Speed -

30.

STR

16 (+3)

DEX

13 (+2)

CON

15 (+3)

INT

24 (+7)

WIS

21 (+6)

CHA

13 (+2)

Saving Throws -

Skills -

{ "Orc Abilities" => [{ "Primal Intuition" => "Proficient in Medicine and Nature", "Darkvision" => "Can see 60 in dim light as though it was bright light and in darkness as if it was dim light", "Powerful Build" => "Counts as one size larger for determining carrying capacity", "Relentless Endurance" => "Once per long rest, when reduced to 0hp but not outright killed, can drop to 1hp instead", "Savage Attack" => "When scoring a critical hit on a melee weapon attack, can roll an additional damage dice of the weapons type and add it to the total", "Peaceful Magic" => "Can cast Purify Food and Water, Sanctuary and Barkskin once per long rest with a DC 16" }], "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" => 19, "Cantrip" => "Acid Splash, Mage Hand, Fire Bolt, Mending", "1st Level" => "Absorb Elements, Detect Magic, Identify, Catapult", "2nd Level" => "Continual Flame, Heat Metal, Levitate", "3rd Level" => "Dispel Magic, Protection from Energy, Tiny Servant", "4th Level" => "Fabricate, 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 experimental elixirs per long rest, rolling on the experimental 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"=>"Experimental 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 -

+5

Languages -

Common Orcish Gnomish

Adjectives -

Fierce, Driven, Indignant,

Special Abilities

Special Equipment

Combat Tactics

Actions

Factions

Collegium Imaginata

Role: *Scientist and Researcher*

2500 x 3235

A diagram showing the dimensions 2500 x 3235. Below the number 2500 is a horizontal double-headed arrow. Below the number 3235 is a vertical double-headed arrow.

Image Dummy

Roleplaying

Introduction

/"Don't drink that!/" snaps the the tall orc lady, snatching the vial aggressively

Appearance

Tall and muscular with gray skin and long brown hair. Pointed ears, filed-down tusks and a long lab coat

Expressions

Careful, that ones not good for you

This'll give you a little boost

Just don't get in my way

Mannerisms

Chews on the ends of her pencils

Motivations

the pursuit of knowledge

Passions

The Elixir of Life

Secrets

She doesn't trust Oswald or Gerhardt and thinks they want to steal her work

Orica Zarkova

middle aged adult Orc
Neutral Good
Level 15 Artificer Alchemist

Pronouns -

she/her

Occupations -

Scientist/Researcher

Armor Class -

12

Hit Points -

107 (TODO Hitdice)

Speed -

30.

STR

16 (+3)

DEX

13 (+2)

CON

15 (+3)

INT

24 (+7)

WIS

21 (+6)

CHA

13 (+2)

Saving Throws -

Saving Throws -

Skills -

{ "Orc Abilities"=>[{ "Primal Intuition"=>"Proficient in Medicine and Nature", "Darkvision"=>"Can see 60 in dim light as though it was bright light and in darkness as if it was dim light", "Powerful Build"=>"Counts as one size larger for determining carrying capacity", "Relentless Endurance"=>"Once per long rest, when reduced to 0hp but not outright killed, can drop to 1hp instead", "Savage Attack"=>"When scoring a critical hit on a melee weapon attack, can roll an additonal damage dice of the weapons type and add it to the total", "Peaceful Magic"=>"Can cast Purify Food and Water, Sanctuary and Barkskin once per long rest with a DC 16"}], "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"=>19, "Cantrip"=>"Acid Splash, Mage Hand, Fire Bolt, Mending", "1st Level"=>"Absorb Elements, Detect Magic, Identify, Catapult", "2nd Level"=>"Continual Flame, Heat Metal, Levitate", "3rd Level"=>"Dispel Magic, Protection from Energy, Tiny Servant", "4th Level"=>"Fabricate, 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 -

Languages -

Common Orcish Gnomish

Adjectives -

Fierce, Driven, Indignant,

Special Abilities

-

Special Equipment

-
-

Combat Tactics

Generally isn't interested in fighting but will use her spellcasting or her poisoned daggers if pushed

Actions

-

Factions

Collegium Imaginata

Role: *Scientist and Researcher*

Roleplaying

Introduction

/"Don't drink that!/" snaps the the tall orc lady, snatching the vial aggressively

Appearance

Tall and muscular with gray skin and long brown hair. Pointed ears, filed-down tusks and a long lab coat

Expressions

Careful, that ones not good for you

This'll give you a little boost

Just don't get in my way

Mannerisms

Chews on the ends of her pencils

Motivations

the pursuit of knowledge

Passions

The Elixir of Life

Secrets

She doesn't trust Oswald or Gerhardt and thinks they want to steal her work

Background Story

Orica Zarkova grew up in a tribe of Ondonti Orcs. Growing up with a belief in the balance of nature, celebrating strength, survival, family and peace. She was taught healing magic early in life and has continued to pursue that into her career. She has become adept at alchemy especially the creation of healing potions, but through her research has learned to make pretty much any kind of potion, oil, acid or poison. The ultimate goal of her research is to develop what she calls The Elixir of Life; a potion that will both grant immortality as well as restore life to the dead and the undead. So far she has been unsuccessful in her pursuit, but continues her research undeterred.