gerhardt klippstein

2500 x 3235

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Image Dummy

Gerhardt Klippstein

middle aged adult Vedalken
Lawful Neutral
Level 16 artificer Armorer

Pronouns -

he/him

Occupations -

Board of Directors of Collegium Imaginata

Armor Class -

18

Hit Points -

138 (TODO Hitdice)

Speed -

35.

STR

9 (0)

DEX

17 (+4)

CON

13 (+2)

INT

27 (+9)

WIS

24 (+7)

CHA

16 (+3)

Saving Throws -

Skills -

{"Vedalken Abilities"=>[{"Vedalken Dispassion"=>"Advantage on all Intelligence, Wisdom and Charisma saving throws", "Tireless Precision"=>"Proficient in Arcana and with Tinker's Tool and add 1d4 to any checks with those skills", "Partially Amphibious"=>"Can breathe underwater for up to 1hr per long rest", "Aether Lore"=>"When making an intelligence (history) check related to magic items or technological devices, adds twice his proficiency bonus"}], "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 23", "Cantrip"=>"Shocking Grasp, Mage Hand, Mending, Create Bonfire, Fire Bolt", "1st Level"=>"Arcane Weapon, Detect Magic, Identify, Expedition Retreat, Grease", "2nd Level"=>"Arcane Lock, Continual Flame, Levitate, Magic Weapon", "3rd Level"=>"Dispel Magic, Haste, Tiny Servant, Fly", "4th Level"=>"Fabricate, Stone Shape, Summon Construct"}], "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"}], "Armorer Abilities"=>[{"Tool Proficiency"=>"Proficiency with Thieve's Tools, Smith's Tools and Heavy Armor", "Spellcasting"=>[{"Description"=>"Requires Smith's Tools as Spellcasting focus, Spell DC 23", "3rd Level"=>"Magic Missle, Shield", "5th Level"=>"Mirror Image, Shatter", "9th Level"=>"Hypnotic Patetrn, Fire Ball", "13th Level"=>"Fire Sheild, Greater Invisibility"}], "Power Armor"=>"Powered Armor ignores strength requirements, can be used as his spellcasting focus, cannot be removed against his will and covers his entire body", "Infiltrator Armor"=>"His

powered armor has the Fire Launcher, Powered Steps & Second Skin abilities", "Extra Attack"=>"Can take a second attack action each turn", "Armor Modifications"=>"Each part of his armor is consisdered seperate for the purpose of Infusion and the number of items he can infuse increases by 2 as long as theyre part of his armor", "Perfected Armor"=>"Successful Fire Launcher attacks he makes cause targets to glimmer with light giving the next attack roll against it by another creature advantage and does an extra 1d6 Fire Damage"}]}

Proficiencies -

Proficiency Mod -

+5

Languages -

Common Vedalken Gnomish Elvish

Adjectives -

Calculating, Cold, Intelligent,

Special Abilities

Special Equipment

Combat Tactics

Actions

Factions

Collegium Imaginata

Role: *Director and Lead Designer*

2500 x 3235

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Image Dummy

Roleplaying

Introduction

/"Oswald! Zat ees not ze most efficient way to approach zat problem/" says the blue-skinned man to the fat bald gnome

Appearance

Tall, rail-thin, bald and blue-skinned. Four arms and dressed in full plate armor under a lab coat and tall top hat

Expressions

Mine Fire ees most efficient, No?

Mine steam engine ees the future of travel

Artifice is the future now!

Mannerisms

His movements are all very quick and efficient

Motivations

Knowledge

Passions

Efficiency and Perfection

Secrets

He thinks he deserves Oswald Vardklemp's position as leader

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Proficiencies -

Languages -

Common Vedalken Gnomish Elvish

Adjectives -

Calculating, Cold, Intelligent,

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: *Director and Lead Designer*

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Background Story

Gerhardt Klippstein is a brilliant and driven artificer and armorer. He had worked in the past throughout his career with Oswald Vardklemp on developing the propulsion engine for his patented Steam Wagon. So when he was approached by Oswald with an offer of unlimited funding, people to work with and a compound to continue his work, he jumped at the chance. Working with the Collegium Imaginata has been a dream come true for him. As an efficient researcher and administrator, Gerhardt was an easy choice for Oswald to make his second in command. Gerhardt likes Oswald, but has always believed that he is the smarter of the two men and that he should be in charge of the Collegium