

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,

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		

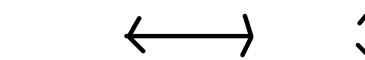


Image Dummy

ROLEPLAYING

Introduction
The raptilian man barrels forward, diving to ground as he shouts <i>"Fire in the Hole!"</i> 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
<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>
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

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

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The Dead Hunters
Role: *Munitions Expert*

The Dead Hunters
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
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Proficiencies -

Languages -

Common Goblin Draconic

Adjectives -

Excitable, Bold, Hot-Tempered,

Special Abilities

Special Equipment

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Combat Tactics

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

Actions

Actions

Factions

The Dead Hunters

Role: *Munitions*

Expert