

500 x 3235
 $\rightarrow \quad \updownarrow$
 Age Dummy

```

Thieve's Tools and Smith's Tools",
"Spellcasting"=>[{"Description"=>"Requires
Tinker's Tools as Spellcasting focus, Spell DC
17", "3rd Level"=>"Heroism, Shield", "5th
Level"=>"Branding Smite, Warding Bond",
"9th Level"=>"Aura of Vitality, Conjure
Barrage"}], "Battle Ready"=>"Proficient with
Martial Weapons. When attacking with magic
weapons can add intelligence modifier instead
of strength or dexterity modifier to attack and
damage rolls", "Steel Defender"=>"Can build
a clockwork creature with the Steel Defender
Stat Block once per long rest. Ferdinand's
Defender has wings instead of arms and can
fly at a speed of 30 feet as well", "Extra
Attack"=>"Can take a second attack action
each turn", "Arcane Jolt"=>"Using a magic
weapon or Steel Defender he can add 4d6
force damage to attacks or restore 4d6 hit
points to any creature or object within 30
feet"}]]}

```

Proficiencies -
Proficiency Mod - +3

Languages - Common Elvish Sylvan
Adjectives - Cunning, Daring, Bold,

Special Abilities

Special Equipment

Combat Tactics

He'll always try to fight at range or
attack while flying

Actions

Factions

Collegium Imaginata

Role: *Engineer and Aeronaut*

Tall and covered in white and brown feathers, dressed similar to a traditional British Naval Officers uniform in red

Expressions

All Hands on Deck!

Someday I'll get this tub to fly like me

Y'ever been to 20,000 feet?

Mannerisms

bird-like movements, ruffles feathers

Motivations

Completing his airship

Passions

Getting everyone to fly

Secrets

He was exiled from the Feywild for pursuing technology

```

modifier to his or another
creature within 30' to ability
checks or saving throws"}},
"Battle Smith Abilities"=>
[{"Tool
Proficiency"=>"Proficiency
with Tinker's Tools, Thief's
Tools and Smith's Tools"}
"Spellcasting"=>
[{"Description"=>"Requires
Tinker's Tools as
Spellcasting focus, Spell DC
17",
"3rd
Level"=>"Heroism, Shield",
"5th Level"=>"Branding
Smite, Warding Bond",
"9th
Level"=>"Aura of Vitality,
Conjure Barrage"}], "Battle
Ready"=>"Proficient with
Martial Weapons. When
attacking with magic
weapons can add
intelligence modifier
instead of strength or
dexterity modifier to attack
and damage rolls", "Steel
Defender"=>"Can build a
clockwork creature with the
Steel Defender Stat Block
once per long rest.
Ferdinand's Defender has
wings instead of arms and
can fly at a speed of 30 feet
as well", "Extra
Attack"=>"Can take a
second attack action each
turn", "Arcane
Jolt"=>"Using a magic
weapon or Steel Defender
he can add 4d6 force
damage to attacks or
restore 4d6 hit points to
any creature or object
within 30 feet"}]}

```

Languages -
Common Elvish Sylvan

Adjectives -
Cunning, Daring, Bold,

Special Abilities

Special Equipment

Combat Tactics

He'll always try to fight at range or attack while flying

Actions

Factions

Collegium

Imaginata

Role: *Engineer and Aeronaut*

Manner
bird-like
ruffles feathers

Motivati

Comp

Passion
Gettir
fly

Secrets