

500 x 3235
→ ↕
Image Dummy

Ferdinand Von Lefthoff

FERDINAND VON
LEFTHOFF

Middle Aged Adult Owlfolk
Lawful Neutral
Level 9 Artificer Battle Smith

Pronouns - He/him
Occupations - Aeronaut/Scientist
Armor Class - 17
Hit Points - 36 (TODO Hitdice)
Speed - 40.

STR	DEX	CON	INT	WIS	CHA
11	16	13	19	20	16
(+1)	(+3)	(+2)	(+5)	(+5)	(+3)

Saving Throws -
Skills -

{ "Owlfolk Abilities"=>[{"Darkvision"=>"Can see 60 in dim light as though it was bright light and in darkness as if it was dim light", "Predator Senses"=>"Advantage on all Wisdom Perception checks", "Bone Eater"=>"Immune to disease and poisoning through food or drink", "Light Feathers"=>"Proficiency in Stealth when flying", "Talons"=>"Talons do 1d4+1 Slashing Damage", "Magic Sight"=>"Can cast Detect Magic as a ritual", "Nimble Flight"=>"When falling can use a reaction to make a Dexterity saving throw (DC10) to stop falling and fly in place"}], "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 17", "Cantrip"=>"Mage Hand, Mending, Message", "1st Level"=>"Feather Fall, Detect Magic, Jump, Catapult", "2nd Level"=>"Rope Trick, Heat Metal, Levitate", "3rd Level"=>"Revivify, Haste"}], "Infuse Item"=>"Imbue mundane items with magical infusions, turnig them into magic items. Can attune to that item immediately, Knows 6 Infusions, Can Infuse 3 Items at a time", "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"}], "Battle Smith Abilities"=>[{"Tool Proficiency"=>"Proficiency with Tinker's Tools,

FERDINAND
VON LEFTHOFF

Middle Aged Adult Owlfolk
Lawful Neutral
Level 9 Artificer Battle
Smith

Pronouns - He/him
Occupations -
Aeronaut/Scientist
Armor Class - 17
Hit Points -
36 (TODO Hitdice)
Speed - 40.

STR	DEX	CON	INT	WIS
11	16	13	19	20
(+1)	(+3)	(+2)	(+5)	(+5)

CHA
16
(+3)

Saving Throws -
Saving Throws -
Skills -

{ "Owlfolk Abilities"=>[{"Darkvision"=>"Can see 60 in dim light as though it was bright light and in darkness as if it was dim light", "Predator Senses"=>"Advantage on all Wisdom Perception checks", "Bone Eater"=>"Immune to disease and poisoning through food or drink", "Light Feathers"=>"Proficiency in Stealth when flying", "Talons"=>"Talons do 1d4+1 Slashing Damage", "Magic Sight"=>"Can cast Detect Magic as a ritual", "Nimble Flight"=>"When falling can use a reaction to make a Dexterity saving throw (DC10) to stop falling and fly in place"}], "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 17", "Cantrip"=>"Mage Hand, Mending, Message", "1st Level"=>"Feather Fall, Detect Magic, Jump, Catapult", "2nd Level"=>"Rope Trick, Heat Metal, Levitate", "3rd Level"=>"Revivify, Haste"}], "Infuse Item"=>"Imbue mundane items with magical infusions, turnig them into magic items. Can attune to that item immediately, Knows 6 Infusions, Can Infuse 3 Items at a time", "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

2500 x 323

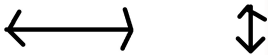


Image Dummy

ROLEPLAYING

Introduction

The tall feathered being leans over the railing and shouts, /"All aboard whats coming aboard!/"

Appearance

ROLEPLAYING

Introduction

The being le railing a aboard aboard!/"

Appearance

Tall white feathers, to a tr Naval Offi red

Expression

All Deck!

Som this tub me

Y've 20,000 t

```

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-li
ruffles fea

Motivat
Comp

Passion
Gettin
fly

Secrets
He w
the Feyw
technolog