

The Monster

THE MONSTER

N/A Reborn
Chaotic Good
Level 19 Artificer Alchemist

Pronouns - it/they
Occupations - Experiment
Armor Class - 17
Hit Points - 137 (TODO Hitdice)
Speed - 25.

STR	DEX	CON	INT	WIS	CHA
20	20	18	8	10	9
(+5)	(+5)	(+4)	(-1)	(+0)	(0)

Saving Throws - Skills -

{ "Note - If Roderick regains his mind use the following stats"=> { "str"=>20, "dex"=>20, "con"=>18, "int"=>24, "wis"=>18, "cha"=>"12 - The Monster cannot use any Artificer or Alchemist or Legendary abilities unless Roderick has regained control" } }
{ "Reborn Abilities"=> [{ "Faded Memories"=>"Has no memory of their previous life other than random flashes"}, { "Darkvision"=>"can see in dim light within 60ft." }, { "Deathless Nature"=>["Advantage on saving throws against disease and being poisoned and resistance to poison damage", "Advantage on Death saving throws", "Doesn't need to eat, drink or breathe", "Doesn't need to sleep and uneffected by sleep magic. Long rest only takes 4 hours as long as inactive. Retains consciousness during long rest"] }, { "Knowledge from a Past Life"=>"When making a an ability check that uses a skill, roll a d6 and add it to the check roll. Can use this a number of times equal to proficiency bonus each long rest" } }
{ "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"=>"Requires Tinker's Tools as Spellcasting focus, Spell DC 19",

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{Alchemist Abilities"=>[{"Tool Proficiency"=>"Proficiency with Tinker's Tools, Thieve's Tools and Alchemist's Supplies"}, {"Spellcasting"=>"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", "17th Level"=>"Cloudkill, Raise Dead"}, {"Experimental Elixir"=>"Can produce 4 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+8 temporary HP. Can cast Lesser Restoration without expending a spell slot using Alchemists Supplies once per long rest"}]}

Proficiencies -

Proficiency Mod - +6

Languages - Common Gnomish

Adjectives - Confused, Angry, Empathetic,

Special Abilities - - -

- - -

Special Equipment - -

Combat Tactics

The Monster: Straigh ahead rage fight
Roderick Holmestar: will try to avoid fighting at as much as possible, but if required he will do his best to outthink his opponents

Actions -

Factions

Collegium Imaginata
Role: *Escaped Experiment*

ROLEPLAYING

Introduction

A massive patchwork man shambles out of the shadows, mumbling to himself as he quickly closes the distance

Appearance

Huge and muscled in a stitched together patchwork of flesh and metal in torn and soiled rags of what used to be a cloak

Expressions

N/A

Mannerisms

a slow, shambling, limping gait

Motivations

remembering who they are

Passions

he doesn't know

Secrets

The Monster was Roderick Holmestar

Elemental Bane, Summon Construct", "5th Level"=>"Animate Object, Transmute Rock"}, {"Infuse Item"=>"Imbue mundane items with magical infusions, turnig them into magic items. Can attune to that item immediately, Knows 12 Infusions and can Infuse 6 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"}, {"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 6 magic items"}]}

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Role: Escaped
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