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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,

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2500 x 3235

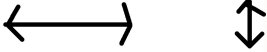


Image Dummy

## ROLEPLAYING

### Introduction

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

### Appearance

## ROLEPLAYING

### Introduction

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

### Appearance

Tall and slender, the being has white feathers, a small tuft of white feathers on its head, and a small tuft of white feathers on its tail.

### Express

All aboard!

Some of the tub me

Ye've 20,000 f

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*

I am 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 movments, 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, Thieve's Tools and Smith's Tools", "Spellcasting"=>[{"Description"=>"Requires Tinker's Tools as Spellcasting focus, Spell DC 17", "5th Level"=>"Heroism, Shield", "9th 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" ]}]

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