2500 x 3235

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Image Dummy

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

20 (+5)

DEX

20 (+5)

CON

18 (+4)

INT

8 (-1)

WIS

10 (+0)

CHA

9 (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", "Cantrip"=>"Acid Splash, Mage Hand, Fire Bolt, Mending", "1st Level"=>"Absorb Elements, Detect Magic, Identify, Catapult", "2nd Level"=>"Continual Flame, Heat Metal, Levitate", "3rd Level"=>"Dispel Magic, Protection from Energy, Tiny Servant", "4th Level"=>"Fabricate, 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"}]]
{"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"}, {"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 -

+6

Languages -

Common Gnomish

Adjectives -

Confused, Angry, Empathetic,

Special Abilities

Special Equipment

Combat Tactics

Actions

Factions

Collegium Imaginata

Role: *Escaped Experiment*

2500 x 3235

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Image Dummy

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

The Monster

N/A Reborn
Chaotic Good
Level 19 Artificer Alchemist

Pronouns -

it/they

Occupations -

Experiment

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Proficiencies -

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

Background Story

The Monster is The Collegium Imaginata's dirty little secret. Roderick Holmestar was a brilliant chemist and alchemist and a founding member and board member of the Collegium, personally recruited by Oswald Vardklemp for his brilliant mind. He was kidnapped and tortured by a cult in an attempt to force him to create an immortality elixir for them. Failing to do so, they chose to sacrifice him to their patron gods. Oswald and the Collegium attempted to track them down but arrived too late to save him. After dispatching the members of the cult, the Collegium collected Rodericks remains, took them back to their compound and rebuilt him. Using their collective knowledge of chemistry, biology, mechanics and artificer's magic, they managed to restore him to a semblance of life. Unfortunately, as much machine as he is undead man, his brilliant mind seems to be all but gone. He can't speak but has an animal ferocity and strength. The Collegium has tried to keep The Monster locked up, safe, but comfortable until they can figure out how to bring their friend back. But The Monster has escaped!