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eugene vardklemp

**2500 x 3235**  
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# Image Dummy

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Eugene Vardklemp

## Eugene Vardklemp

**adolescent Goliath**

**Lawful Good**

**Level 1/1 Artificer/Cleric Armorer/Life Domain**

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**Pronouns -**

He/him

**Occupations -**

Lab Assistant/Healer

**Armor Class -**

17

**Hit Points -**

36 (TODO Hitdice)

**Speed -**

30.

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**STR**

20 (+5)

**DEX**

14 (+2)

**CON**

18 (+4)

**INT**

14 (+2)

**WIS**

14 (+2)

**CHA**

16 (+3)

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**Saving Throws -**

**Skills -**

{ "Goliath Abilities"=>[{ "Natural Athlete"=>"Proficient in Athletics", "Stones Endurance"=>"Once per short rest when he takes damage he can use a reaction to reduce that damage by 1d12+4", "Powerful Build"=>"Counts as one size larger detemining carrying capacity", "Mountain Born"=>"Resistance to cold damage. Acclimated to high altitude including elevations above 20,000 feet."}], "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 14", "Cantrip"=>"Mage Hand, Mending", "1st Level"=>"Detect Magic, Identify"}]}, "Cleric Abilities"=>[{ "Spellcasting"=>[{ "Description"=>"Requires Tinker's Tools as Spellcasting focus, Spell DC 14", "Cantrip"=>"Guidance, Light, Spare the Dying", "1st Level"=>"Bless, Healing Word"}]}, "Life Domain Abilities"=>[{ "Disciple of Life"=>"Whenever he uses a spell to Restore Hit Points to a creature, that creature regains additional hit points equal to 2+ the spell's level", "Spellcasting"=>[{ "Description"=>"Requires Tinker's Tools as Spellcasting focus, Spell DC 14", "Cantrip"=>"Light", "1st Level"=>"Bless, Cure Wounds"}]}]}

**Proficiencies -**

**Proficiency Mod -**

+2

**Languages -**

Common Gnomish Giant

**Adjectives -**

Genuine, Helpful, Hard Working,

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**Special Abilities**

**Special Equipment**

**Combat Tactics**

**Actions**

**Factions**

**Collegium Imaginata**

Role: *Assistant and Healer*

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# Image Dummy

## Roleplaying

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### Introduction

The massive gray-skinned beast of a man pokes his head through the door /"Hey dad, where do you want these put/"

### Appearance

Tall and massively muscled with gray skin with random, black, calloused stripes on his bald head and rough armor.

### Expressions

*Can you show me how you did that?*

*let me fix you up a little there*

*I'm hoping my dad'll teach me more*

### Mannerisms

Wide-eye with a consant bright smile. Which looks odd on a goliath.

**Motivations**

Learning and pleasing his father

**Passions**

Helping people, Artifice and Medicine

**Secrets**

He has seen his dad talking to an odd stranger that disaapeared in a flash of lightning afterwards a few time

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Proficiencies -

Languages -

Common Gnomish Giant

Adjectives -

Genuine, Helpful, Hard Working,

Special Abilities

-

Special Equipment

-

-

-

-

Combat Tactics

Really has no interest in fighting

Actions

-

## Factions

### Collegium Imaginata

Role: *Assistant and Healer*

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# Background Story

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Eugene Vardkelmp was found as a very young boy, abandoned and wandering in the mountains. He was taken in and adopted by Oswald Varfklemp. As he's grown Oswald has begun teaching him the ways of an artificer. Eugene has also taken a strong interest in medicine and healing and has taken up the studies of a Life Domain Cleric to further his interests.

In order to learn more about his chosen paths, he splits his time between studying artifice with his adopted father and biology with Ulther Hapwath and Thadeus Periwinkle.