



ge Dummy

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firearm as a single object interaction"; "Rapid Repair"==>"Can spend one Grit Point to attempt to repair a misfired firearm as a bonus action", "Lightning Reload"==>"Can reload a firearm as a bonus action", "Trick Shots"==>"Deadeye Shot, Disarming Shot, Forceful Shot, Piercing Shot, Violent Shot"]],
"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", "Dangerous Tinker"==>"Proficiency with Tinker's Tools, can create clockwork device with 1hr and 10gp worth of material - Arsonist's Friend, Blast Orb, Bomb Boy", "Spellcasting"==>[{"Description"==>"Requires Tinker's Tools as Spellcasting focus", "Spell DC"==>19, "Cantrip"==>"Create Bonfire, Mage Hand, Fire Bolt, Message", "1st Level"==>"Absorb Elements, Faerie Fire, Identify, Disguise Self", "2nd Level"==>"Continual Flame, Heat Metal, Pyrotechnics", "3rd Level"==>"Haste, Flame Arrows, Flame Stride", "4th Level"==>"Elemental Bane"}]], "Infuse Item"==>"Imbue mundane items with magical infusions, turnig them into magic items. Can attune to that item immediately.", "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 Depth"==>"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 5 magic items"}]], "Alchemist Abilities"==>[{"Tool Proficiency"==>"Proficiency with Tinker's Tools, Thief's Tools and Alchemist's Supplies", "Spellcasting"==>[{"Description"==>"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"==>"Cloudkill, Death Ward", "15th Level"==>"Blight", "Raise Dead"}]], "Experimental Elixir"==>"Can produce 3 experimental elixirs per long rest, rolling on the experimental 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"==>"Experimental Elixirs also give 2d6+7 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"}]]

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Proficiencies -
Proficiency Mod - +2

Languages - Common Goblin Draconic
Adjectives - Excitable, Bold, Hot-Tempered,

Special Abilities	-	-	-	-	-	-
Special Equipment	-	-	-	-	-	-
-	-	-	-	-	-	-
-	-	-	-	-	-	-
-	-	-	-	-	-	-

Combat Tactics

Loves a good fight, but he's more of a sneak in, do his job and sneak out kind of guy

Actions

Factions

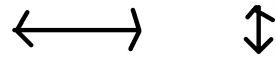


Image Dumm

ROLEPLAYING

Introduction

The raptilian man barrels forward, diving to ground as he shouts /"Fire in the Hole!/" as the building behind explodes

Appearance

Large and reptilian in a tailored vest and pants covered in pockets and bowler hat. Green scaled with a thick long tail

Expressions

This one's gonna be big, boys

Light em up!

You're gonna want to move... like
nowish, fella

Mannerisms

cracks his knuckles and chews on match sticks

Motivations

exterminating the undead, blowing things up

Passions

Fire

Secrets

Accidentally killed his family when beginning his alchemy and is now trying to make up for it

Message, Record Sound or
Odor, Create Picture or
Text", "Dangerous
Tinker"=>"Proficiency with
Tinker's Tools, can create
clockwork device with 1hr
and 10gp worth of material -
Arsonist's Friend, Blast
Orb, Bomb Boy",
"Spellcasting"=>
[{"Description"=>"Requires
Tinker's Tools as
Spellcasting focus", "Spell
DC"=>19,
"Cantrip"=>"Create
Bonfire, Mage Hand, Fire
Bolt, Message", "1st
Level"=>"Absorb Elements,
Faerie Fire, Identify,
Disguise Self", "2nd
Level"=>"Continual Flame,
Heat Metal, Pyrotechnics",
"3rd Level"=>"Haste,
Flame Arrows, Flame
Stride", "4th
Level"=>"Elemental
Bane"}], "Infuse
Item"=>"Imbue mundane
items with magical
infusions, turnig them into
magic items. Can attune to
that item immediately.",
"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 cost 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 5 magic items"}],
"Alchemist Abilities"=>
[{"Tool
Proficiency"=>"Proficiency
with Tinker's Tools, Thieve's
Tools and Alchemist's
Supplies", "Spellcasting"=>
[{"Description"=>"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", "15th
Level"=>"Cloudkill, Raise
Dead"}], "Experimental
Elixir"=>"Can produce 3
experimental elixirs per
long rest, rolling on the
experimental 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"=>"Experimental
Elixirs also give 2d6+7
temporary HP. Can cast

ROLEP

Introduction

The barrels for ground /"Fire in the building b

Appearance

Large
a tailored
covered i
bowler ha
with a thic

Expressi

This
be big, b

Light

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Passions

Secrets

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trying to n

The Dead Hunters
Role: *Munitions Expert*

The Dead Hunters
Role: *Munitions Expert*

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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 -

Languages -

Common Goblin Draconic

Adjectives -

Excitable, Bold, Hot-Tempered,

Special Abilities

Special Equipment

Combat Tactics

Loves a good fight,
but he's more of a sneak
in, do his job and sneak
out kind of guy

Actions -

Actions -

Factions

The Dead Hunters
Role: *Munitions*
Expert