



<b>Machinist/ Lv1</b>	<b>Human</b>	(Slightly portly with a sanguine complexion.)
Class & Level		Race & Notable Characteristics
<b>Ranked Soldier</b>		
Background(s)		Player Name

**Greeland Graves**

Character Name

**2** **4** Proficiency Bonus

**1** **0** Inspiration

**16** **+3**

O\_Saving Throw  
●\_Athletics

Strength

**12** **+1**

●\_Saving Throw  
O\_Acrobatics  
●\_Nimble Fingers  
O\_Stealth

Dexterity

**14** **+2**

●\_Saving Throw

Constitution

**14** **+2**

●\_Saving Throw  
●\_Arcana  
●\_History  
●\_Investigation  
O\_Nature  
O\_Religion  
●\_Technology

Intelligence

**13** **+1**

O\_Saving Throw  
O\_Animal Handling  
O\_Insight  
O\_Medicine  
O\_Perception  
O\_Survival

Wisdom

**12** **+1**

O\_Saving Throw  
O\_Deception  
O\_Intimidation  
O\_Performance  
O\_Persuasion

Charisma

**11** Passive Perception

Defense Initiative Speed(s)

**11** **+1** **30**

A-12  
A, B-13

CP: **16** Other:  
SP: **2**  
GTP:

Core Health: <b>19</b>	Grit (HP): <b>10</b>
Damage	Damage

Class Specific Points  
Casting Energy Max: **3**  
Casting Check Mod: **+3**  
Spell DC: **11**

Hit Dice Total: <b>1-d8</b>	Death Saves: Successes: Failures:
Hit Dice Used:	

Conditions

A twinkle of excite can be noticed in Greeland's eyes whenever technology, dicoverly, or manufacturing is the topic.

Personality

Greeland believes in personal freedom and wants to discover/make items that enable him to stay free from others who want to use him.

Ideals

Greeland recently joined Teklana's group to explore and share discoveries, but the local Warlord has his eye on recruiting Greeland to work on items he decides.

Bonds

when he starts to talk tech he has a hard time noticing disinterest and has a tendency to spit when talking. He otherwise avoids people for fear they will discover his magic ability.

Flaws

Hammer	Short	2/2	5/1
L. Hip	Balanced	Str 8	d6+1
Range 20/40/60			AT: B
Axe	Short	2/2	5/1
R. Hip	Balanced	Str 8	d6+1
Range 20/40/60			AT: S
Dagger	Dimin-	2/2	5/1
R. Calf	Light	Str 6	d4
Range 20/40/60			AT: P/S
Blowgun	Short	2/2	3
Pack	-	-	1
Range 15/30/70			AT: P
*DR only protects Core Health. Core health is reduced when Grit is drained or when hit by a Critical. Quality Check when DR used. (See After Core Book.)			
A) Leather Armor	Max Dex +6	2/2	DC+1
Equiped	10 lbs	Str 8	*DR1
Item not used vs. attacks near opposing arm or rear.			
B) Small Shield	-	2/2	DC+1
Equiped	6 lbs	Str 8	*DR1
Item/Location Bonus Quality/Notes			
<b>Scholar's Pack.</b> Includes a backpack, a book of lore, a bottle of ink, an ink pen, 10 sheets of parchment, a little bag of sand, and a small knife.			
Gear			

**Treasure Amongst Trash:**  
You have +5 to your passive perception and investigation checks to notice advanced technology.

**Machinist Archetype:**  
**Maker** - Patient Resolve: You gain advantage on checks involving creating and repairing items.

**Magic Seed I:**  
Spells Known; Cost 1 CE,  
DC 11 Norm,  
DC 16 = > range or > effect

-Heal Self 1d6  
-Cause a small item to crack upon touch or fortify it  
-Fortune to one touched with +1 to skill checks or fumbly with -1 to skill checks

**Partial Notes on Magic:**  
If 1st Check Fails make a 2nd:  
**Backlash** - If the 2nd Casting Check fails, the caster suffers damage to their Hit Points equal to 1/2 the DC of the Spell rounded up; however, the caster may reduce any amount of this backlash damage with a matching amount of CE.  
**Flood** - If the 2nd Casting Check is successful, the caster still suffers damage equal to 1/2 the DC of the Spell as described under "Backlash"; however, the spell becomes a Critical Success; spell DC +1 and potency increases.

**BackGround Feature**-At the Ready:  
You sleep lightly, gain advantage to any checks to wake amidst distress.

Description & Features

Tech Lore Experience **0** **4** **5** **-Special-**

**Armor:** Light, Medium, Heavy, Shields  
**Weapon Groups:** Hafted, Short Blades, Aimed  
**Tools:** Explorer's Tools, Tinker's Tools, Machining Tools

**Languages:** Common (South Dialect), Old Tongue

Proficiencies