

Machinist/Lv1 Class & Level

(Slightly portly with a sanguine com Human plextion.)

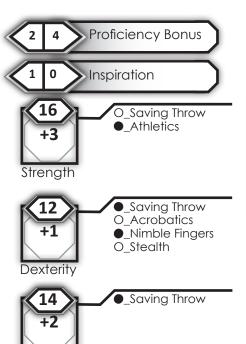
Race & Notable Characteristics

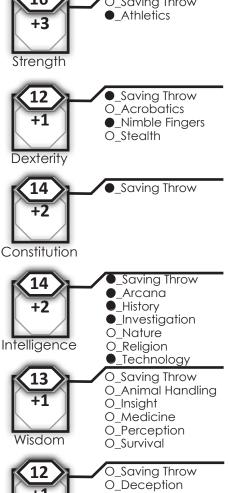
Ranked Soldier

Background(s) Player Name

## **Greeland Graves**

Character Name





Intelligence	<ul><li>Investigation</li><li>Nature</li><li>Religion</li><li>Technology</li></ul>
13 +1 Wisdom	O_Saving Throw O_Animal Handling O_Insight O_Medicine O_Perception O_Survival
t12 +1 Charisma	O_Saving Throw O_Deception O_Intimidation O_Performance O_Persuasion
<b>11</b> P	assive Perception
Tech Lore (Texperience (Texperi	-Special- lium, Heavy, Shields

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O_Saving Throw O_Deception O_Intimidation O_Performance O_Persuasion	Ra *[ di Q
11 Passive Perception	A) Ed
Tech Lore Experience (1) (2) (3) (Special- Experience (2) (4) (5) (5) (Special- Experience (2) (4) (5) (5) (Special- Experience (2)	Ite
Languages: Common (South Dialect), Old Tongue	
Proficiencies /	][

Defense	Initiative	Speed(s)
11 A-12	<b>+1</b> >	30
A, B-13	CP: <b>16</b> SP: <b>2</b> GTP:	Other:
Core He	ealth:	Grit (HP):
Dama	ge	Damage
Casting Er	Class Specific nergy Max: 3 neck Mod: +3 11	Points
Hit Dice 1-d8 Hit Dice	Usadi Suc	Death Saves: ccesses: ures:
	Condition	ns

Defense Initiative Speed(s)	
11 +1 30 CP: 16 Other: SP: 2 GTP:	A tw Gree dico
Core Health: Grit (HP):  Damage Damage	
Class Specific Points Casting Energy Max: 3 Casting Check Mod: +3 Spell DC: 11	Gree and enak wan
Hit Dice Total: 1-d8 Hit Dice Used:  Death Saves: Successes: Failures:	Gree to ex local Gree
Conditions	time dand avoi his n

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

## Personality

eland believes in personal freedom wants to discover/make items that ble him to stay free from others who t to use him.

Ideals

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

en ne starts to talk tech ne has a han e noticing disinterest and has a tency to spit when talking. He otherwise ids people for fear they will discover nagic abilitty. Flows

Hammer	Short	2/2	5/1
L. Hip	Balanced	Str 8	d6+1
Range 20/40/60	50 AT: B		
Axe	Short	2/2	5/1
R. Hip	Balanced	Str 8	d6+1
Range 20/40/60	AT: S		: S
Dagger	Dimin-	2/2	5/1
R. Calf	Light	Str 6	d4
Range 20/40/60	/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 reuced when Grit is drained or when hit by a Critical. uality Check when DR used. (See After Core Book.)

A) Leather Armor	Max Dex +6	2/2	DC+1
Equiped	10 lbs	Str 8	*DR1
B) Small Shield	-	2/2	DC+1
Equiped	6 lbs	Str 8	*DR1

em not used vs. attacks near opposing arm or rear.

Bonus Quality/Notes holar's Pack. Includes a backpack, a book of lore, bottle of ink, an ink pen, 10 sheets of parchment, a tle 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 ½ 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 ½ 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

Description & Features