Violet Dawnray

Links

Backstory: TL;DR

Violet Dawnray is a druid, alchemist, and failed merchant. Falsely accused of attacking and killing members of the Silver Stars merchant's guild in the Westhall Academy in Westruun. I fled to Emon, and joined an adventuring group for protection from the bounty hunters. I seek to clear my name, and restore my family's merchant guild.

Backstory: Full

Daughter to a wealthy merchant couple in in Westruun. I was raised in the art of the deal by my father, Crimson, raised to be a druid by my mother, Emerald, and raised to be an alchemist by my aunt, Azure.

I used my skills as a druid to explore nearby forests for magical herbs, which I would craft into potions using my skills as an alchemist.

When I was 14, I accompanied my family to what was meant to be an extremely lucrative deal at the Westhall Academy. However, a rival guild of elven merchants called the Silver Stars infiltrated Westhall Academy, and they attacked mme and my family during what was meant to be a routine sale of alchemical potions. The sale was a ruse to get us all in one place, and slaughter us. It was a bloody battle, 16 against 4. 8 of the Silver Stars were killed in the battle, but so was my entire family. I only escaped with my life by wildshaping into a rat, and scurrying away.

After the conflict, faculty and staff of the Westhall Academy all unanimously bore false witness, claiming it was my family that instigated the attack. Since then, there has been a bounty on my head for the murder of members of the Silver Stars. The Silver Stars have become a monstrously wealthy guild without my family acting as competition. They use their wealth, connections, and my perceived guilt, to legally send bounty hunters, mercenaries, and assassins to kill me.

Now 18, years of fighting off assassins has made me strong. I fled and fought all the way to Emon, changing my name to Vee, and joining an adventuring party for protection against assassins. I still seek to clear my family name, and return the Dawnray Merchant's Guild to its former glory.

<div align="center">Active Infusions</div>

As an Artificer/Alchemist, I have access to infusions.

Armor of Magical Strength
The armor has 6 charges that can be expended in the following ways:
When the wearer makes a Strength check or a Strength saving throw, it can expend 1 charge to add the bonus to the roll equal to its Intelligence modifier.
As a reaction when it would be knocked prone, the wearer can expend 1 charge to not be knocked prone.
The armor regains 1d6 expended charges daily at dawn.

Enhanced Weapon
This magic weapon grants a +1 bonus to attack and damage rolls made with it.
The bonus increases to +2 when you reach 10th level in this class.

<div align="center">Utility Caster Playbook</div>

Spells:
Mage Hand
Mending
Mold Earth
Cure Wounds
Detect Magic
Entangle
Feather Fall
Lesser Restoration
Pass without Trace
Summon Beast

Features:
Magical Tinkering
Infuse Item
Experimental Elixir
Wild Shape
Summon Wildfire Spirit

Notes

Pregame Notes

Steel (Monc42) is a smith I used to sell ironworks for
After my family got betrayed, his village got blown up
I thought he died in the explosion
When we meet in Emon, TACKLE HUG

2/10

Killed aberrations that were dumping crates into the sewer
One got away
Sent an Air Beast Spirit after it