

Ichoris Character sheet

Arcus Lapideus

Player: ShadowstalkerD

Vivilith 5 LG

2024 rules

Armor Class 19

Hit Points 46

HD 5d10

Speed 30

STR 16 (+3) **DEX** 7 (-2) **CON** 20 (+5) **INT** 14 (+2) **WIS** 16 (+3) **CHA** 12 (+1)

Saving Throws str, con, wis

Feats MI Cleric

Skills history, arcana, athletics, insight

Other Proficiencies tinkers tools, masons tools, jewelers tools

Resistances

Immunities poison, sleep, petrify, disease

Senses darkvision 60ft

Background custom

Languages common, dwarven, goblin

XP 6500 **Proficiency Bonus** +3

Equipment

Jewelers tools

mason tools

Tinker tools

Caltrops

Crowbar

2 flasks of Oil

Rope

Tinderbox

10 Torches

Waterskin

Holy Symbol

20gp

Lightbringer's Lens

Wondrous Item | Rare, Lesser

This gem has 3 charges. As a Magic action, you can expend 1 charge. For the next 10 minutes, you have Truesight out to 120 feet when you peer through the gem. The gem regains 1d3 expended charges daily at dawn. Alternatively, you can expend an additional charge to enhance your Cone of Light trait. For the duration, Invisible creatures and objects are visible as long as they are in the Cone of Light's Bright Light.

Stone Rampart Item. This item is a Gem of Seeing outside of Stone Rampart. Only

Arcus Lapideus can use this item.

Feature or Trait.

Creature Type. Your creature type is construct. You do not need air, food, drink, or sleep to survive. Also note that most forms of healing magic do not function on constructs.

Internal Compartments. Your body has containers built into it. You can close and open these containers almost effortlessly (no action required). While they are closed, they are difficult to notice. As long as you are not heavily encumbered, it requires a DC 20 Intelligence (Investigation) or Wisdom (Perception) check for a creature to discover the containers through visual or manual inspection.

Natural Armor. While you are not wearing any armor, your stony body provides you an AC of 13 + your Constitution modifier.

Slam. Strikes from your limbs are a natural weapon that you are proficient with. On a hit, your slam attack deals bludgeoning damage equal to 2d6 + your Strength modifier. Your hands are made for augmentations and specialized self-repairs. You have disadvantage on attack rolls with handheld weapons, and shields that you wield do not provide you a bonus to AC.

Vigilant Rest. Instead of sleeping, when you take a long rest, you must spend at least 4 hours in a state of stillness and calm, during which you see and hear as normal

Repair: With 1 hour of light activity, you can regain hit points equal to your proficiency bonus, provided that you have at least 1 hit point. You must have access to mason's tools or tinker's tools in order to do so. You can perform the repair during a short rest or during a long rest when you are not in your 4-hour state of stillness and calm. The repair is in addition to any hit points you regain from spending hit dice. Another character who is proficient in mason's tools or tinker's tools can aid in your repair, increasing the hit points regained by 2 per hour. This is also light activity for the other character, who cannot aid more than one vivolith's repair at a time. Likewise, you can only benefit from the aid of one character at a time.

Arcane Spark

You gain command over certain magical effects, the sparks of which were instilled in you at your creation. You gain one of the following options of your choice. Whenever a feature calls for a saving throw, the DC equals 8 + your proficiency bonus + your Constitution modifier. If a feature provides you a spell, your spellcasting ability is Constitution, and components are not required. If a feature provides you a spell attack, your attack bonus is your proficiency bonus + your Constitution modifier.

Lightbringer

Cone of Light. As a bonus action, you cast bright light in a 60-foot cone and dim light for an additional 60 feet. This illumination lasts until you extinguish it as a bonus action or

you die.

Energy Missile. You have an energy missile, which is a 120-foot ranged spell attack. On a hit, you deal radiant damage equal to 1d8 + your Constitution modifier. This damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Brilliant Beam (1/short rest). As an action, you emit a beam of brilliant light in a 60-foot line that is 5 feet wide. Each creature in the line's area must make a Constitution saving throw. On a failed save, a creature takes 1d8 radiant damage per point of proficiency bonus you have, and it is blinded until the end of your next turn. On a successful save, a creature takes half damage and is not blinded.

ASI: CON+2

Extra Attack

Augments

Stabilizing Band (major):

- You gain proficiency with one saving throw of your choice. Wisdom
- You add your Constitution modifier to death saving throws you make.
- Once per short rest as a bonus action, you gain temporary hit points equal to your proficiency level + your Constitution modifier (minimum 1). These temporary hit points last up to 1 hour.

Incorporated Blade (minor):

You gain a blade natural weapon that you are proficient with. You can extend or retract the blade from your arm as needed (no action required). On a hit, your blade attack deals slashing damage equal to 2d6 + your Strength modifier. Whenever a creature you can see makes a melee attack against you, you can use your reaction to interpose your blade, granting yourself a +2 bonus to AC against that attack roll.

Fortified Body (major)

+1AC

Abjuring Gemstones (minor)

You have a number of gemstone wards equal to your proficiency bonus. When you take damage other than physical you can use a reaction to spend any of your gemstone wards. For each gemstone ward you spend, reduce the damage by 1d6 + your con mod.

Spellcasting.

Cantrips (at will): *Mending, Guidance*

1st level: Bless

—ACTIONS—

Slam +6 2d6+3 bludgeoning

Blade +6 2d6+3 slashing

Energy Missile +8 1d8+5 radiant