

Nyx Timber "Ku"

CHARACTER NAME

Alchemist Artificer 1

CLASS & LEVEL

Rock Gnome

RACE

Guild Artisan

BACKGROUND

Chaotic Good

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

3

16

DEXTERITY

2

14

CONSTITUTION

2

14

INTELLIGENCE

2

15

WISDOM

1

12

CHARISMA

-2

6

INSPIRATION

2

PROFICIENCY BONUS

- ☐ 3 Strength
- ☐ 2 Dexterity
- ☒ 4 Constitution
- ☒ 4 Intelligence
- ☐ 1 Wisdom
- ☐ -2 Charisma

SAVING THROWS

- ☐ 2 Acrobatics (Dex)
- ☐ 1 Animal Handling (...)
- ☒ 4 Arcana (Int)
- ☐ 3 Athletics (Str)
- ☐ -2 Deception (Cha)
- ☒ 4 History (Int)
- ☐ 1 Insight (Wis)
- ☐ -2 Intimidation (Cha)
- ☒ 6 Investigation (Int)
- ☒ 3 Medicine (Wis)
- ☐ 2 Nature (Int)
- ☒ 3 Perception (Wis)
- ☐ -2 Performance (Cha)
- ☐ -2 Persuasion (Cha)
- ☐ 2 Religion (Int)
- ☒ 6 Sleight of Hand (...)
- ☒ 4 Stealth (Dex)
- ☐ 1 Survival (Wis)

SKILLS

13

PASSIVE WISDOM (PERCEPTION)

TOOL: Alchemist's Supplies, Thieves' Tools,

Tinker's Tools

LANGUAGE: Common, Draconic, Gnomish

ARMOR: Studded Leather Armor

WEAPON: Hand Crossbow, Shortsword, Simple weapons

OTHER PROFICIENCIES & LANGUAGES

24

ARMOR CLASS

2

INITIATIVE

25

SPEED

Hit Point Maximum 8

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK

DAMAGE/TYPE

Hammer

+5

3

Firebolt

+2

1d10 Fire

Absorb Elem...

DC10

1db Hit with ...

Hand Crossb...

+4

1d6+2 Piercing

ATTACKS & SPELLCASTING

CP

SP

EP

GP

PP

1 Hand Crossbow

20 Bolts

1 Backpack

1 Waterskin

10 Rations

1 Thieves' Tools

1 Hempen Rope

EQUIPMENT

There's nothing I like more than a good mystery

I am horribly awkward in social situations

PERSONALITY TRAITS

No limits. Nothing should fetter the infinite possibility inherent in a ll existence.

IDEALS

I've been searching my whole life for an answer to a certain question.

BONDS

I speak without really thinking through my words, invariably insulting others. Also I tend to forget the plan, so you treat me like a wild card, joker you will get better results that way.

As a young gnome, I do not do well in high stress situations, creations need to be made with precise focus or else they will be in pieces with my absurd use of strength. Also my funds will be crying.

FLAWS

Darkvision

Gnome Cunning

Artificer's Lore

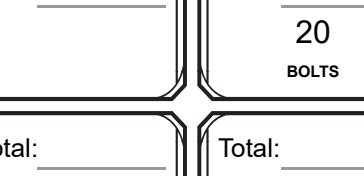
Tinker

Spell Casting

Magical Tinkering


Guild Membership

FEATURES & TRAITS

[illegible]

|              |                             |
|--------------|-----------------------------|
| Total: _____ | Total: _____<br>20<br>BOLTS |
| Total: _____ | Total: _____                |

|              |              |
|--------------|--------------|
| Total: _____ | Total: _____ |
| Total: _____ | Total: _____ |



SPELLCASTING CLASS

INTELLIGENCE

SPELLCASTING ABILITY

12

SPELL SAVE DC

4

SPELL ATTACK BONUS

0

CANTRIPS

Firebolt

Mage Hand

SPELL LEVEL      SLOTS TOTAL      SLOTS EXPENDED

1

2

☐ Absorb Elements

☐ Identify

2

0

3

0

4

0

5

0

6

0

7

0

8

0

9

0

# FEATURES & TRAITS

## Darkvision

Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

## Gnome Cunning

You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

## Artificer's Lore

Whenever you make an Intelligence (History) check related to magic items, alchemical objects, or technological devices, you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply.

## Tinker

You have proficiency with artisan's tools (tinker's tools). Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time.

When you create a device, choose one of the following options:

**Clockwork Toy:** This toy is a clockwork animal, monster, or person, such as a frog, mouse, bird, dragon, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents.

**Fire Starter:** The device produces a miniature flame, which you can use to light a Candle, torch, or campfire. Using the device requires your action.

**Music Box:** When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

## Spell Casting

You've studied the workings of magic and how to cast spells, channeling the magic through objects. To observers, you don't appear to be casting spells in a conventional way; you appear to produce wonders from mundane items and outlandish inventions.

### Tools Required

You produce your artificer spell effects through your tools. You must have a spellcasting focus - specifically thieves' tools or some kind of artisan's tool - in hand when you cast any spell with this Spellcasting feature (meaning the spell has an "M" component when you cast it). You must be proficient with the tool to use it in this way. See the equipment chapter in the Player's Handbook for descriptions of these tools.

After you gain the Infuse Item feature at 2nd level, you can also use any item bearing one of your infusions as a spellcasting focus.

## Magical Tinkering

At 1st level, you've learned how to invest a spark of magic into mundane objects. To use this ability, you must have thieves' tools or artisan's tools in hand. You then touch a Tiny nonmagical object as an action and give it one of the following magical properties of your choice:

The object sheds bright light in a 5-foot radius and dim light for an additional 5 feet. Whenever tapped by a creature, the object emits a recorded message that can be heard up to 10 feet away. You utter the message when you bestow this property on the object, and the recording can be no more than 6 seconds long.

The object continuously emits your choice of an odor or a nonverbal sound (wind, waves, chirping, or the like). The chosen phenomenon is perceivable up to 10 feet away.

A static visual effect appears on one of the object's surfaces. This effect can be a picture, up to 25 words of text, lines and shapes, or a mixture of these elements, as you like.

The chosen property lasts indefinitely. As an action, you can touch the object and end the property early.

You can bestow magic on multiple objects, touching one object each time you use this feature, though a single object can only bear one property at a time. The maximum number of objects you can affect with this feature at one time is equal to your Intelligence modifier (minimum of one object). If you try to exceed your maximum, the oldest property immediately ends, and then the new property applies.

## Guild Membership

As an established and respected member of a guild, you can rely on certain benefits that membership provides.

Your fellow guild members will provide you with lodging and food if necessary, and pay for your funeral if needed.

As an adopted member, rather than pay the monthly fee, must either assist a fellow member or submit sellable inventions per month.

# SPELLS

## Firebolt

evocation cantrip

**Casting Time:** 1 action

**Range:** 120 feet

**Target:**

**Components:** V S

**Duration:** Instantaneous

**Description:**

You hurl a mote of fire at a creature or object within range.

## Mage Hand

conjunction cantrip

**Casting Time:** 1 minute

**Range:** 30 feet

**Target:**

**Components:** V S

**Duration:** 1 minute

**Description:**

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. It will disappear out of range of the user.

You can use your action to control the hand.

You can

use the hand to manipulate an object, open an unlocked

door or container, stow or retrieve an item from an open

container, or pour the contents out of a vial.

The hand can't attack, activate magic items, or carry

more than 10 pounds.

## Absorb Elements

abjuration 1

**Casting Time:** 1 reaction, when you take acid, cold, fire, lightning, or thunder damage

**Range:** Self

**Target:**

**Components:** S

**Duration:** 1 round

**Description:**

Obtained this ability through multiple failure experiments that resulted in an explosion.

The spell captures some of the incoming energy, lessening its effect on you and storing it for your next melee attack. You have resistance to the triggering damage type until the start of your next turn. Also, the first time you hit with a melee attack on your next turn, the target takes an extra 1d6 damage of the triggering type, and the spell ends.

## Identify

divination 1 (ritual)

**Casting Time:** 1 minute

**Range:** Touch

**Target:** One object that you must touch throughout the casting of the spell

**Components:** V S M

**Duration:** Instantaneous

**Description:**

If it is a magic item or some other magic-imbued object, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any spells are affecting the item and what they are. If the item was created by a spell, you learn which spell created it.

If you instead touch a creature throughout the casting, you learn what spells, if any, are currently affecting it.