



ELLALTAS OF HOUSE KASSA

Artificer 3 (Battle Smith)

CLASS & LEVEL

Drow

RACE/ANCESTRY/HERITAGE

945

EXPERIENCE POINTS

Soldier

BACKGROUND

Good Earl

PLAYER NAME

CAMPAIGN or PLAYER ID

STR
+1
8+2 PROFICIENCY
BONUS

SAVING THROWS

- 1 Strength Saves
- +2 Dexterity Saves
- +4 Constitution Saves *
- +4 Intelligence Saves *
- +1 Wisdom Saves
- +0 Charisma Saves
- * Prof. bonus added

DEX
+2
15CON
+2
14INT
+2
15WIS
+1
12CHA
+0
11

PROFICIENCIES & LANGUAGES

Armor: light armor, medium armor, shields**Weapons:** simple weapons, martial weapons, firearms (Artificer class), hand crossbow, rapier, shortsword, Renaissance weapons (pistol, musket)**Tools:** alchemist's supplies, brewer's supplies, gaming set (dice set), smith's tools, thieves' tools, tinker's tools, vehicles (land craft)**Saving Throws:** Constitution, Intelligence**Skills:** Arcana, Athletics, Intimidation, Nature, Perception**Languages:** Common, ElvishARMOR
CLASS
(AC)

INITIATIVE

18

+2

30 ft.

Armor Worn: scale mail (also see Infusions), shield

HIT POINTS

24

HIT DICE

3d8

DEATH SAVES: Success O O O Fail O O O

WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. 1d4+2 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

Dagger (offhand as bonus action). As above but only 1d4 piercing damage.**Light Crossbow.** *Ranged Weapon Attack:* +4 to hit. *Hit:* 1d8+2 piercing damage. (Normal range to 80 ft.; disadvantage long range 81 to 320 ft. Must be used two-handed, reloading limits to only one attack per round regardless of extra attacks.)

MAGIC, FEATS & SPECIAL ATTACKS

Fire Bolt Cantrip. *Ranged Spell Attack:* +4 to hit, targets one creature or object within 120 ft. range. *Hit:* 1d10 fire damage and unattended flammable objects catch on fire.

EQUIPMENT & TREASURE

Magic Items [DMG p. 135]

- 3 crossbow bolts of demon slaying
- oil of etherealness
- potion of vitality
- potion of water breathing
- rod of lordly might (a)
- potion of superior healing (8d4+8 hp)
- 2 potions of healing (2d4+2 hp)

(a) Item attuned to character.

Coins & Gems: 10 gold pieces (gp); 37 silver pieces (sp); 4 copper pieces (cp); 2 gems (worth 10 gp each)

SPEED

FEATURES, TRAITS & MORE

Alignment: Chaotic Good. I follow my conscience regardless of others' expectations. Freedom and compassion matter more than rules.**Soldier Background [PHB p. 140]**

- **Feature:** Military Rank.
- **Tech:** Renaissance / Gunpowder Age.
- **Traits:** Family trades goods with stone giants. Wildly misinformed about life above ground.
- **Ideal:** Duty to protect the people.
- **Bond:** War buddies are only family.
- **Flaw:** Lost faith in leader.

Dark Elf Traits [PHB p. 23]

- Creature Type: Humanoid (Fey lineage)
- Age: 212 years old
- Medium Size (4' 10", 125 lbs.)
- Superior Darkvision (120 feet)
- Sunlight Sensitivity (attack, Perception disadvantage)
- Drow Weapon Training (var. weapons)
- Drow Magic (Charisma-based; *Dancing Lights* cantrip; *Faerie Fire* spell once betw. long rests)
- Fey Ancestry (vs. charm, no sleep)
- Keen Senses (Perception)
- Trance (4 hrs. as 8 hrs. sleep)

Artificer Class Features [TCoE p. 9]

- Magical Tinkering (2 tiny objects)
- Ritual Casting
- Infuse Item (2 items with Enhanced Arcane Focus, Enhanced Defense, Enhanced Weapon or Replicate Magic Item - Alchemy Jug; specific bonuses not added to numbers on this sheet)
- Right Tool for the Job ("jury-rig"/conjure any artisan's tools)
- Steel Defender (robotic combat companion, improves as you level up; see TCoE p. 19)

Spellcasting [PHB p. 201]

Spell Attack Modifier +4
Spell Save DC 12

Cantrips Known: *Fire Bolt, Mending***Prepared Spells**1st Level (3 slots): *Heroism**, *Shield**, *Detect Magic*, *Cure Wounds*, *Feather Fall*, *Grease*

MORE EQUIPMENT

Carried Gear [PHB, p. 143]: scale mail (AC 14), shield (AC +2), two (2) daggers, light crossbow and 20 bolts, gunpowder pistol and 20 bullets, musket and 20 bullets, alchemist's supplies (measuring balance, flasks, funnels, various substances, etc.), brewer's supplies (boiling pot, tubes, syphon, tank, etc.), smith's tools (anvil, hammers, tongs, etc.), tinker's tools (odd toolbox of wires, gears, etc.), gaming set (playing card set), belt pouch, set of common clothes, an insignia of rank, trophy taken from fallen enemy. (This load is about 160 lbs.; add 1 lb. per 50 coins carried.)

ENCUMBRANCE

Lifting & Carrying: 120 lbs. max. carrying capacity; 240 lbs. pushing or dragging (speed -5 ft.); 240 lbs. max. lift.

PLAYING THE GAME

- The Dungeon Master (DM) describes a scene and players take turns describing their characters' responses.
- For ability checks, saving throws, and attack rolls, roll 1d20 + one ability modifier + proficiency bonus (if proficient in task). The higher the total, the better the effort. The DM tracks minimum totals needed for successful results.
- For initiative rolls, roll 1d20 + Initiative (Dex) modifier. Higher totals act before lower totals in the same 6-second round.
- During a turn, a character or creature may do 1 movement, 1 action and up to 1 bonus action. Between turns, do up to 1 reaction.
- Advantage: Roll two d20s and use the higher result. Disadvantage: Roll two d20s and use the lower result.
- On attack rolls only, a "natural 20" is always a critical hit, while a "natural 1" is always a miss.
- Saving throws are rolled as needed at any time due to attacks, spells, or hazards.
- A character may die if failing three death saves while at 0 hit points, gaining 6 levels of exhaustion, or suffering certain deadly spells and hazards.
- Specific traits, features, spells, and magic items may create exceptions to any rules.

ACTIONS (1 per turn)

- **Attack:** Roll to hit, melee or ranged. Some classes and creatures make extra attacks at higher levels with this action.
- **Cast Spell:** If casting time 1 action.
- **Dash:** Double Speed this turn.
- **Disengage:** Avoiding all opportunity attacks while moving; "defensive retreat."
- **Dodge:** Give attackers disadvantage.
- **Escape:** Try to break free from grapple.
- **Grapple:** Special melee attack.
- **Help:** Give an ally advantage on one ability check or attack roll.
- **Hide:** Stealth allowed only if unobserved.
- **Ready:** Plan to take action as reaction when trigger occurs.
- **Search:** Perception or Investigation check.
- **Shove:** Special melee attack.
- **Stabilize:** DC 10 Medicine check to aid 0 h.p. dying creature; automatic success if using healer's kit.
- **Use Object:** Pick a lock, activate magical item, cover a hooded lantern, etc.
- **Use Potion:** Drink or administer.
- **Use Shield:** Equip or drop a shield.

BONUS ACTIONS (up to 1 per turn)

- **Offhand Attack:** If doing Attack as action, may make one attack this turn if light weapon in other hand.
- **Cast Spell:** If casting time 1 bonus action.

MOVEMENTS (limited by Speed)

- **Move:** Distance equal to Speed.
- **Crawl, Climb, Swim, Squeeze, Move Across Difficult Terrain or Move While Grappling:** "Half speed," uses up 10 ft. of Speed per 5 ft. distance.
- **Drop Prone:** No cost to Speed.
- **Stand Up:** From Prone position/condition, costs half Speed that turn.
- **Take Cover:** At end of move, half cover gives +2 to Armor Class and Dexterity saving throws; three-quarter cover gives +5 AC and Dex saves.

REACTIONS (1 between turns)

- **Cast Spell:** If casting time 1 reaction.
- **Opportunity Attack:** May make one attack if enemy moves out of reach.
- **Readied Action:** After trigger occurs, else action wasted.

FREE ACTIONS

- **Concentration (Maintain A Spell):** Ends if caster starts another concentration spell, or the caster is incapacitated, stunned, unconscious, or killed. If caster takes damage, a Constitution saving throw is needed to avoid immediately ending spell. DC is equal to 10 or half damage taken, whichever is greater. Each hit needs a separate saving throw check.
- **Interacting With An Object:** Generally part of another Movement or Action. Examples: Draw one weapon, drop a held object, or open an unlocked door.

« BACK TO GENERATE ANOTHER CHARACTER

Page number references...

[PHB] = *Dungeons & Dragons Player's Handbook (5th edition)* by Mike Mearls and Jeremy Crawford, published Aug. 19, 2014, by Wizards of the Coast (ISBN-10: 0786965606; ISBN-13: 978-0786965601).

[DMG] = *Dungeons & Dragons Dungeon Master's Guide (5th edition)* by Mike Mearls and Jeremy Crawford, published Dec. 9, 2014, by Wizards of the Coast (ISBN-10: 9780786965625; ISBN-13: 978-0786965625).

[MM] = *Dungeons & Dragons Monster Manual (5th edition)* by Mike Mearls and Jeremy Crawford, published Sept. 30 2014, by Wizards of the Coast (ISBN-10: 0786965614; ISBN-13: 978-0786965618).

[ERftLW] = *Eberron: Rising from the Last War* by Jeremy Crawford, James Wyatt and Keith Baker, published Nov. 19, 2019, by Wizards of the Coast (ISBN-10: 0786966890; ISBN-13: 978-0786966899).

[GGtR] = *Guildmasters' Guide To Ravnica* by James Wyatt, Jeremy Crawford, published Nov. 20, 2018, by Wizards of the Coast (ISBN-10: 0786966599; ISBN-13: 978-0786966592).

[MOoT] = *Mythic Odysseys of Theros* by F. Wesley Schneider, James Wyatt, published July 21, 2020, by Wizards of the Coast (ISBN-10: 0786967013; ISBN-13: 978-0786967018).

[MTofF] = *Mordenkainen's Tome Of Foes* by Mike Mearls and Jeremy Crawford, published May 29, 2018, by Wizards of the Coast (ISBN-10: 0786966246; ISBN-13: 978-0786966240).

[MotM] = *Monsters of the Multiverse* by Jeremy Crawford and team, published May 17, 2022, by Wizards of the Coast (ISBN-13: 978-0786967872).

[SJAIS] = *Spelljammer: Adventures in Space* by Jeremy Crawford and team, published Aug. 16, 2022, by Wizards of the Coast (ISBN-10: 0786968168; ISBN-13: 978-0786968169).

[TCoe] = *Tasha's Cauldron of Everything*, published Nov. 17, 2020, by Wizards of the Coast (ISBN-10: 0786967021; ISBN-13: 978-0786967025).

[VRGtR] = *Van Richten's Guide To Ravenloft* by F. Wesley Schneider and others, published May 18, 2021, by Wizards of the Coast (ISBN-10: 0786967250; ISBN-13: 978-0786967254).

[VGtM] = *Volo's Guide To Monsters* by Mike Mearls, published Nov. 15, 2016, by Wizards of the Coast (ISBN-10: 0786966017; ISBN-13: 978-0786966011).

[WBtW] = *The Wild Beyond The Witchlight* by Chris Perkins and team, published Nov. 15, 2016, by Wizards of the Coast (ISBN-13: 978-0786967278).

[XGtE] = *Xanathar's Guide to Everything* by Mike Mearls and Jeremy Crawford, published Nov. 21, 2017, by Wizards of the Coast (ISBN-10: 0786966114; ISBN-13: 978-0786966110).

Books are [available from a gaming store near you](#).

HEY CRITTERS! CRITICAL ROLE SOURCEBOOKS

[TDCS] = *Critical Role: Tal'Dorei Campaign Setting* by Matthew Mercer, published Oct. 17, 2017, by Green Ronin Publishing (ISBN-10: 1934547840; ISBN-13: 978-1934547847).

[EGtW] = *Explorer's Guide to Wildemount* by Matthew Mercer, published March 17, 2020, by Wizards of the Coast (ISBN-10: 0786966912; ISBN-13: 978-0786966912).

[Gunslinger] = *Gunslinger Martial Archetype for Fighters* by Matthew Mercer, from <https://www.dmsguild.com/product/170778/Gunslinger-Martial-Archetype-for-Fighters>

[Blood Hunter] = *Blood Hunter Class for D&D 5e (2020)* by Matthew Mercer, from <https://www.dmsguild.com/product/301641/Blood-Hunter-Class-for-DD-5e-2020>

[Maestro] = *College of the Maestro - Bard College Option* by Matthew Mercer, from <https://www.dmsguild.com/product/183630/College-of-the-Maestro--Bard-College-Option>

DOWNLOADS

[Basic Rules] = *Dungeons & Dragons Basic Rules*, available for download from <https://dnd.wizards.com/articles/features/basicrules>

[EEPG] = *Elemental Evil Player's Companion*, available for download from <https://dnd.wizards.com/products/tabletop-games/rpg-products/player-s-companion>

[UA Feb. 2015] = *Unearthed Arcana: Eberron (v.1)*, available for download from <https://dnd.wizards.com/articles/unearthed-arcana/unearthed-arcana-eberron>

[UA May 2015] = *Unearthed Arcana: Waterborne Adventures*, available for download from <https://dnd.wizards.com/articles/unearthed-arcana/unearthed-arcana-waterborne-adventures>

[UA August 2015] = *Unearthed Arcana: Modern Magic*, available for download from <https://dnd.wizards.com/articles/unearthed-arcana/modern-magic>. This site also uses Dan Helmick's [My New D20 Modern Campaign](#) conversion notes from his 2015 website article on [Wizards.com](#).

[UA May 2018] = *Unearthed Arcana: Centaurs And Minotaurs*, available for download from <https://dnd.wizards.com/articles/unearthed-arcana/centaurs-and-minotaurs>

[UA March 2021] = *Unearthed Arcana: Folk Of The Feywild*, available for download from https://dnd.wizards.com/articles/unearthedarcana/folk_feywild

[UA Oct. 2021] = Unearthed Arcana: Travelers Of The Multiverse, available for download from <https://dnd.wizards.com/articles/unearthed-arcana/travelers-multiverse>

[TP] = The Turtle Package, see <https://dnd.wizards.com/products/tabletop-games/digital-only-rpg-products/turtle-package>

FREQUENTLY ASKED QUESTIONS | CONTACT (especially about typos, glitches and othre errors)

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