D&D BEYOND

Kars'ten Gi'parakk	Artificer 6 [Battle Smith]
CHARACTER NAME	CLASS & LEVEL
	PLAYER NAME
Githyanki	Knight of the Order
RACE	BACKGROUND
	EXPERIENCE POINTS

STRENGTH	+3	16
DEXTERITY	+2	14
CONSTITUTION	+0	10
INTELLIGENCE	+4	18
WISDOM	+0	10
CHARISMA	-1	8

○	+3	Strength
○	+2	Dexterity
⊙	+3	Constitution
⊙	+7	Intelligence
○	+0	Wisdom
○	-1	Charisma

Saving Throw Modifiers

SAVING THROWS

○	+2	Acrobatics DEX
○	+0	Animal Handling WIS
Ⓟ	+7	Arcana INT
Ⓟ	+6	Athletics STR
○	-1	Deception CHA
Ⓟ	+7	History INT
○	+0	Insight WIS
○	-1	Intimidation CHA
○	+4	Investigation INT
○	+0	Medicine WIS
○	+4	Nature INT
Ⓟ	+3	Perception WIS
○	-1	Performance CHA
Ⓟ	+2	Persuasion CHA
○	+4	Religion INT
○	+2	Sleight of Hand DEX
○	+2	Stealth DEX
○	+0	Survival WIS
○		
○		
○		

SKILLS

+2 INITIATIVE

ARMOR 16 CLASS

DEFENSES

INSPIRATION

+3 PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP	Current HP	Temp HP
33		--

HIT POINTS

Total 6d8

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

=== ARMOR ===
Light Armor, Medium Armor, Shields

=== WEAPONS ===
Firearms, Martial Weapons, Simple Weapons

=== TOOLS ===
Dragonchess Set, Smith's Tools, Thieves' Tools, Tinker's Tools, Woodcarver's Tools

=== LANGUAGES ===
Celestial, Common, Deep Speech, Gith

PROFICIENCIES & LANGUAGES

=== ACTIONS ===
Standard Actions
Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

Magical Tinkering • 4 / Other
Imbue a Tiny nonmagical object with a magical property of your choice: 5ft. radius light, up to 6 second long recorded message, emits odor or nonverbal sound, static visual effect including up to 25 words of text. You can affect a maximum of 4 objects at a time.

=== REACTIONS ===
• 4 / Dawn
Whenever the creature fails a CON saving throw to maintain concentration on a spell, it can use its reaction to succeed instead, expending 1 charge.

=== SPECIAL ===
Extra Attack
You can attack twice, rather than once, whenever you take the Attack action on your turn.

Infuse Item • 3 / Other
Whenever you finish a long rest, you can touch up to 3 nonmagical objects, imbuing each of them with one of your artificer infusions, turning it into a magic item. You can attune yourself to the item the instant you infuse it, or you can forgo attunement so that

ACTIONS

13	PASSIVE WISDOM (PERCEPTION)
10	PASSIVE WISDOM (INSIGHT)
14	PASSIVE INTELLIGENCE (INVESTIGATION)

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Greatsword	+8	2d6+5 Slashing	Infusion: Enhanced Weapon, Martial, Heavy, Two-Handed
Javelin	+8	1d6+5 Piercing	Infusion: Returning Weapon, Simple, Thrown, Range (30/120)
Fire Bolt	+8	2d10 Fire	V/S
Unarmed Strike	+6	4 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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CHARACTER NAME	CLASS & LEVEL	PLAYER NAME
Kars’ten Gi'parakk	Artificer 6 [Battle Smith]	

RACE	BACKGROUND	EXPERIENCE POINTS
Githyanki	Knight of the Order	

=== ARTIFICER FEATURES ===

* Hit Points • TCoE 10

* Proficiencies • TCoE 10

* Magical Tinkering • TCoE 11
Imbue a Tiny nonmagical object with a magical property of your choice: 5ft. radius light, up to 6 second long recorded message, emits odor or nonverbal sound, static visual effect including up to 25 words of text. You can affect a maximum of 4 objects at a time.

| 4 / Other • 1 Action

* Spellcasting • TCoE 11
You can cast prepared artificer spells using INT as your spellcasting modifier (Spell DC 15, Spell Attack +7) and prepared artificer spells as rituals if they have the ritual tag. 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 feature.

* Infuse Item • TCoE 12
Whenever you finish a long rest, you can touch up to 3 nonmagical objects, imbuing each of them with one of your artificer infusions, turning it into a magic item. You can attune yourself to the item the instant you infuse it, or you can forgo attunement so that someone else can attune to the item.

Your infusion remains in an item indefinitely, but when you die, the infusion vanishes after 4 days. The infusion also vanishes if you give up your knowledge of the infusion or you exceed your maximum number of infusions.

| 3 / Other • Special

* Artificer Infusions • TCoE 12
You have invented numerous magical infusions that rapidly create magic items. Each infusion tells you the type of item that can receive it and if the resulting magic item requires attunement.
Some infusions specify a minimum artificer level, and unless an infusion’s description says otherwise, you can’t learn it more than once.

* Artificer Specialist • TCoE 13
The type of specialist are:

| Battle Smith

* The Right Tool for the Job • TCoE 13
With thieves’ tools or artisan’s tools in hand, you can magically create one set of artisan’s tools in an unoccupied space within 5 feet of you. This creation requires 1 hour of uninterrupted work, which can coincide with a short or long rest. Though the product of magic, the tools are nonmagical, and they vanish when you use this feature again.

| 1 Hour

* Tool Proficiency • TCoE 19
You gain proficiency with smith’s tools. If you already have this proficiency, you gain proficiency with one other type of artisan’s tools of your choice.

* Battle Smith Spells • TCoE 19
You always have certain spells prepared after you reach particular levels in this class, as shown in the Battle Smith Spells table.

* Battle Ready • TCoE 19
You gain proficiency with martial weapons and when you attack with a magic weapon, you can use your Intelligence modifier, instead of Strength or Dexterity modifier, for the attack and damage rolls.

* Steel Defender • TCoE 19
You have created a Steel Defender, that obeys your commands. In combat, the steel defender shares your initiative count, but it takes its turn immediately after yours.
It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action.
If you expend your bonus action, you can command it to take an action from its stat block, or some other action.

* Ability Score Improvement • TCoE 13

* Extra Attack • TCoE 20
You can attack twice, rather than once, whenever you take the Attack action on your turn.

| Special

* Tool Expertise • TCoE 13
Your proficiency bonus is doubled for any ability check you make that uses your proficiency with a tool.

| Special

=== GITHYANKI RACIAL TRAITS ===

* Decadent Mastery • MToF 96
You learn one language of your choice, and you are proficient with one skill or tool of your choice. In the timeless city of Tu’narath, githyanki have bountiful time to master odd bits of knowledge.

* Githyanki Psionics • MToF 96
You know the mage hand cantrip (the hand is invisible). When you reach 3rd level, you can cast the jump spell once per long rest. When you reach 5th level, you can cast the misty step spell once per long rest. INT is your spellcasting ability for these spells. When you cast them with this trait, they don’t require components.

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	0
PP	2

WEIGHT CARRIED	109.54 lb.
ENCUMBERED	240 lb.
PUSH/DRAG/LIFT	480 lb.

NAME	QTY	WEIGHT
Breastplate	1	20 lb.
Javelin	4	8 lb.
Greatsword	1	6 lb.
Potion of Healing (Greater)	1	0.5 lb.
All-Purpose Tool, +1	1	--
Backpack	1	5 lb.
Mess Kit	1	1 lb.
Clothes, Traveler's	1	4 lb.
Flask or Tankard	1	1 lb.
Hammer	1	3 lb.
Piton	10	2.5 lb.
Bedroll	1	7 lb.
Crowbar	1	5 lb.
Manacles	1	6 lb.
Tinderbox	1	1 lb.

NAME	QTY	WEIGHT
Small Knife	1	--
Waterskin	1	5 lb.
Torch	5	5 lb.
Sack	2	1 lb.
Pouch	1	1 lb.
Whetstone	1	1 lb.
Rations (1 day)	10	20 lb.
Thieves' Tools	1	1 lb.
Dragonchess Set	1	0.5 lb.
Pearl	1	--
Rope, Silk (50 feet)	1	5 lb.

ATTUNED MAGIC ITEMS	QTY	WEIGHT
All-Purpose Tool, +1	1	--

EQUIPMENT

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Kars’ten Gi'parakk

CHARACTER NAME

Artificer 6 [Battle Smith]

CLASS & LEVEL

PLAYER NAME

Githyanki

RACE

Knight of the Order

BACKGROUND

EXPERIENCE POINTS

* Martial Prodigy • MToF 96
You are proficient with light and medium armor and with shortswords, longswords, and greatswords.

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT

ADDITIONAL EQUIPMENT

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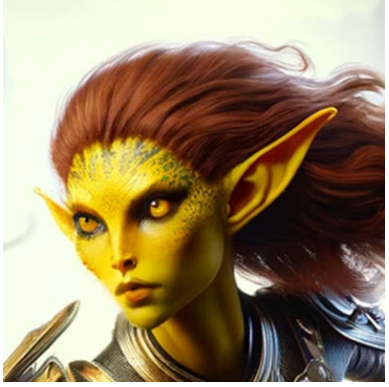
Kars’ten Gi'parakk

CHARACTER NAME

Female	18	Medium	6' 2"	184
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Chaotic Neutral	Ioun	Yellow	Yellow-brown	Auburn
ALIGNMENT	FAITH	SKIN	EYES	HAIR



CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I’ve lost too many friends, and I’m slow to make new ones.
I can stare down a hell hound without flinching.

PERSONALITY TRAITS

Independence. When people follow orders blindly, they embrace a kind of tyranny. (Chaotic)

IDEALS

My honor is my life.

BONDS

I have little respect for anyone who is not a proven warrior.

FLAWS

Kars'ten Gi'parakk's life began in the ethereal city of Tu’narath, a realm where the githyanki, a race known for their martial prowess and fierce independence, thrive. From a young age, Kars'ten was immersed in the culture of her people, learning the arts of war and the value of personal strength. The githyanki’s storied history of rebellion against mind flayer tyranny shaped Kars'ten's worldview, instilling in her a deep distrust of any form of control and a strong belief in the power of self-determination.

Her upbringing was rigorous, filled with training that honed her combat skills and physical abilities. Standing at an impressive 6’2", Kars'ten quickly grew into a formidable warrior, her yellow skin and striking auburn hair a vivid testament to her githyanki heritage. Her eyes, a piercing yellow-brown, always held a determined, unyielding gaze, reflective of her indomitable spirit.

Kars'ten's path diverged from the traditional warrior's way when she discovered her innate talent for artifice. Intrigued by the potential of enhancing her combat abilities through crafted devices and weapons, she chose to become an Artificer, specializing as a Battle Smith. This decision was fueled by her fascination with creation and innovation, a trait that set her apart from her peers.

As a Knight of the Order, a prestigious position among her people, Kars'ten upheld the principles of honor and duty, viewing her honor as synonymous with her life. This code guided her through numerous battles and challenges, shaping her into a leader and a protector within her community.

Kars'ten's life, however, was not without loss. The harsh realities of her world meant that she often found herself in the thick of conflict, where she witnessed the fall of many comrades. These experiences left a deep impact on her, making her wary of forming close bonds, fearing the pain of losing more friends.

Her ideals of independence and skepticism towards authority stem from her alignment as Chaotic Neutral. Kars'ten believes firmly in the importance of personal freedom and the danger of blind obedience. This philosophy often puts her at odds with rigid structures and hierarchies, driving her to question and challenge the status quo.

Despite her warrior's heart, Kars'ten harbors a deep reverence for knowledge, as shown by her faith in Ioun, the deity of knowledge and skill. This reverence is evident in her mastery of the Celestial language and her proficiency in athletics, reflecting her commitment to both mental and physical excellence.

Living a comfortable life in Tu’narath, Kars'ten's days are split between honing her skills as a Battle Smith and fulfilling her duties as a Knight. Her passion for strategy and foresight is also evident in her love for Dragonchess, a game that mirrors the complex battles and decisions she faces in life.

At the young age of 18, Kars'ten Gi'parakk stands at a crucial juncture in her life. She has already achieved much, earning respect as a Battle Smith and a Knight, yet her journey is far from over. Her skills, beliefs, and experiences have shaped her into a unique individual in the githyanki society – one who values independence and personal strength but is also open to the broader aspects of knowledge and creation.

Kars'ten's life is marked by a continuous struggle for balance – between her role as a warrior and her pursuit of artifice, between her duty to her people and her personal ideals of freedom, and between her respect for honor and her skepticism of authority. As she navigates these complexities, she remains driven by her desire to uphold her honor and fulfill her responsibilities, while also seeking to carve her own path and make sense of the world around her.

In the years to come, Kars'ten's journey will undoubtedly take her to new realms and challenges, where she will continue to grow as a warrior, an inventor, and a seeker of truth. Her story is not just one of battle and honor but also of discovery, innovation, and the relentless pursuit of personal freedom and mastery.

CHARACTER BACKSTORY

ADDITIONAL NOTES

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D&D BEYOND

Artificer

SPELLCASTING CLASS

INT	16	+8
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
	=== CANTRIPS ===	(At Will)							
O	Mending	Artificer	--	1m	Touch	V,S,M	Instantaneous	PHB 259	V/S/M
O	Fire Bolt	Artificer	+8	1A	120 ft.	V,S	Instantaneous	PHB 242	V/S
O	Mage Hand	Githyanki Psionics	--	1A	30 ft.	V,S	1 minute	PHB 256	D: 1m, V/S
	=== 1st LEVEL ===	4 Slots OOOO							
O	Catapult	Artificer	DEX 16	1A	60 ft.	S	Instantaneous	EE 150	S
O	Detect Magic [R]<C>	Artificer	--	1A	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S
O	Alarm [R]	Artificer	--	1m	30 ft.	V,S,M	8 hours	PHB 211	D: 8h, V/S/M
O	Absorb Elements	Artificer	--	1R	Self	S	1 round	EE 150	D: 1Rnd, S
O	Cure Wounds	Artificer	--	1A	Touch	V,S	Instantaneous	PHB 230	V/S
O	Identify [R]	Artificer	--	1m	Touch	V,S,M	Instantaneous	PHB 252	V/S/M
P	Shield	Artificer (Always Prepared)	--	1R	Self	V,S	1 round	PHB 275	D: 1Rnd, V/S
P	Heroism <C>	Artificer (Always Prepared)	--	1A	Touch	V,S	Concentration, up to 1 minute	PHB 250	D: 1m, V/S
O	Disguise Self	Artificer	--	1A	Self	V,S	1 hour	PHB 233	D: 1h, V/S
O	Expeditious Retreat <C>	Artificer	--	1BA	Self	V,S	Concentration, up to 10 minutes	PHB 238	D: 10m, V/S
O	Faerie Fire <C>	Artificer	DEX 16	1A	60 ft./20 ft. Cube	V	Concentration, up to 1 minute	PHB 239	D: 1m, 20 ft. Cube, V
O	False Life	Artificer	--	1A	Self	V,S,M	1 hour	PHB 239	D: 1h, V/S/M
O	Feather Fall	Artificer	--	1R	60 ft.	V,M	1 minute	PHB 239	D: 1m, V/M
O	Grease	Artificer	DEX 16	1A	60 ft./10 ft. Square	V,S,M	1 minute	PHB 246	D: 1m, 10 ft. Square, V/S/M
O	Jump	Artificer	--	1A	Touch	V,S,M	1 minute	PHB 254	D: 1m, V/S/M
O	Longstrider	Artificer	--	1A	Touch	V,S,M	1 hour	PHB 256	D: 1h, V/S/M
O	Purify Food and Drink [R]	Artificer	--	1A + 10m	10 ft./5 ft. Sphere	V,S	Instantaneous	PHB 270	5 ft. Sphere, V/S
O	Sanctuary	Artificer	WIS 16	1BA	30 ft.	V,S,M	1 minute	PHB 272	D: 1m, V/S/M
O	Snare	Artificer	DEX 16	1m	Touch	S,M	8 hours	XGtE 165	D: 8h, S/M
O	Tasha's Caustic Brew <C>	Artificer	DEX 16	1A	Self/30 ft. Line	V,S,M	Concentration, up to 1 minute	TCoE 115	D: 1m, 30 ft. Line, V/S/M
O	Jump	Githyanki Psionics	--	1A	Touch	V,S,M	1 minute	PHB 254	1/LR, D: 1m, V/S/M
	=== 2nd LEVEL ===	2 Slots OO							
O	Heat Metal <C>	Artificer	--	1A	60 ft.	V,S,M	Concentration, up to 1 minute	PHB 250	D: 1m, V/S/M
P	Warding Bond	Artificer (Always Prepared)	--	1A	Touch	V,S,M	1 hour	PHB 287	D: 1h, V/S/M
P	Branding Smite <C>	Artificer (Always Prepared)	--	1BA	Self	V	Concentration, up to 1 minute	PHB 219	D: 1m, V
O	Aid	Artificer	--	1A	30 ft.	V,S,M	8 hours	PHB 211	D: 8h, V/S/M
O	Alter Self <C>	Artificer	--	1A	Self	V,S	Concentration, up to 1 hour	PHB 211	D: 1h, V/S
O	Arcane Lock	Artificer	--	1A	Touch	V,S,M	Until dispelled	PHB 215	D: Until Dispelled, V/S/M
O	Blur <C>	Artificer	--	1A	Self	V	Concentration, up to 1 minute	PHB 219	D: 1m, V
O	Continual Flame	Artificer	--	1A	Touch	V,S,M	Until dispelled	PHB 227	D: Until Dispelled, V/S/M
O	Darkvision	Artificer	--	1A	Touch	V,S,M	8 hours	PHB 230	D: 8h, V/S/M
O	Enhance Ability <C>	Artificer	--	1A	Touch	V,S,M	Concentration, up to 1 hour	PHB 237	D: 1h, V/S/M
O	Enlarge/Reduce <C>	Artificer	CON 16	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 237	D: 1m, V/S/M
O	Invisibility <C>	Artificer	--	1A	Touch	V,S,M	Concentration, up to 1 hour	PHB 254	D: 1h, V/S/M
O	Lesser Restoration	Artificer	--	1A	Touch	V,S	Instantaneous	PHB 255	V/S
O	Levitate <C>	Artificer	CON 16	1A	60 ft.	V,S,M	Concentration, up to 10 minutes	PHB 255	D: 10m, V/S/M
O	Magic Mouth [R]	Artificer	--	11m	30 ft.	V,S,M	Until dispelled	PHB 257	D: Until Dispelled, V/S/M
O	Magic Weapon <C>	Artificer	--	1BA	Touch	V,S	Concentration, up to 1 hour	PHB 257	D: 1h, V/S
O	Protection from Poison	Artificer	--	1A	Touch	V,S	1 hour	PHB 270	D: 1h, V/S
O	Rope Trick	Artificer	--	1A	Touch	V,S,M	1 hour	PHB 272	D: 1h, V/S/M
O	See Invisibility	Artificer	--	1A	Self	V,S,M	1 hour	PHB 274	D: 1h, V/S/M
O	Spider Climb <C>	Artificer	--	1A	Touch	V,S,M	Concentration, up to 1 hour	PHB 277	D: 1h, V/S/M
O	Web <C>	Artificer	DEX 16	1A	60 ft./20 ft. Cube	V,S,M	Concentration, up to 1 hour	PHB 287	D: 1h, 20 ft. Cube, V/S/M

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Artificer

SPELLCASTING CLASS

INT	16	+8
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
O	Pyrotechnics	Artificer	CON 16	1A	60 ft./5 ft. Cube	V,S	Instantaneous	EE 163	5 ft. Cube, V/S
O	Skywrite [R]<C>	Artificer	--	1A + 10m	Sight	V,S	Concentration, up to 1 hour	EE 165	D: 1h, V/S
O	Misty Step	Githyanki Psionics	--	1BA	Self	V	Instantaneous	PHB 260	1/LR, V

SPELLS

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