D&D BEYOND

Galefeather Gearbeak

CHARACTER NAME

Artificer 8	
CLASS & LEVEL	PLAYER NAME
Aarakocra	Guild Artisan - Baldur's Ga
RACE	BACKGROUND
	EXPERIENCE POINTS

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

○	+0	Strength
○	+3	Dexterity
⊙	+5	Constitution
⊙	+7	Intelligence
○	+0	Wisdom
○	-1	Charisma

Saving Throw Modifiers

Advantage made to maintain your concentration on a spell when you take damage

SAVING THROWS

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

SKILLS

+3 INITIATIVE

ARMOR 19 CLASS

DEFENSES

INSPIRATION

+3 PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking), 30 ft. (Flying)

SPEED

Max HP	Current HP	Temp HP
59		--

HIT POINTS

Total 8d8

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

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

=== WEAPONS ===
Firearms, Simple Weapons

=== TOOLS ===
Alchemist's Supplies, Smith's Tools, Thieves' Tools, Tinker's Tools, Woodcarver's Tools

=== LANGUAGES ===
Common, Dwarvish, Primordial

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

Create Eldritch Cannon • 1 / Long Rest
Once per long rest (or expend a spell slot of 1st level or higher), you can take an action to magically create a Small or Tiny eldritch cannon within 5ft of you.
You can have 1 cannon(s) at a time and can't create one while your cannon is present.

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.

=== BONUS ACTIONS ===
Eldritch Cannon: Flamethrower • 40 / Other
AC: 18
It is immune to poison damage, psychic damage, and all conditions.
Bonus Action: 15-foot cone of fire - each creature takes 2d8 fire damage, half that on a DEX save (DC:15). Cannon can walk or climb up to 15 feet as part of the bonus action.

ACTIONS

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

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Dagger	+6	1d4+3 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Pistol	+7	1d10+4 Piercing	Infusion: Repeating Shot, Firearms, Ammunition (Firearms), Range, Loading, Range (30/90)
Staff	+3	1d6 Bludgeoning	Simple, Versatile
Unarmed Strike	+3	1 Bludgeoning	
Talons	+3	1d6 Slashing	

WEAPON ATTACKS & CANTRIPS

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Galefeather Gearbeak

CHARACTER NAME

Artificer 8	
CLASS & LEVEL	PLAYER NAME
Aarakocra	Guild Artisan - Baldur's G
RACE	BACKGROUND / EXPERIENCE POINTS

=== 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:

| Artillerist

* 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 17
You gain proficiency with woodcarver's tools. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

* Artillerist Spells • TCoE 17
You always have certain spells prepared after you reach particular levels in this class, as shown in the Artillerist Spells table.

* Eldritch Cannon • TCoE 18
Using woodcarver's tools or smith's tools, you can take an action to magically create a Small or Tiny eldritch cannon in an unoccupied space on a horizontal surface within 5 feet of you. A Small eldritch cannon occupies its space, and a Tiny one can be held in one hand.
Once you create a cannon, you can't do so again until you finish a long rest or until you expend a spell slot to create one. You can have only one cannon at a time and can't create one while your cannon is present.

| Create Eldritch Cannon: 1 / Long Rest • 1 Action

| Eldritch Cannon: Flamethrower: 40 / Other • 1 Bonus Action

| Eldritch Cannon: Force Ballista: 40 / Other • 1 Bonus Action

| Eldritch Cannon: Protector: 40 / Other • 1 Bonus Action

* Ability Score Improvement • TCoE 13

* Arcane Firearm • TCoE 18
When you finish a long rest, you turn a wand, staff, or rod into your arcane firearm.
You can use your arcane firearm as a spellcasting focus for your artificer spells. When you cast an artificer spell through the firearm, roll a d8, and you gain a bonus to one of the spell's damage rolls equal to the number rolled.

| Special

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

| Special

* Flash of Genius • TCoE 13
When you or another creature you can see within 30 feet of you makes an ability check or a saving throw, you can use your reaction to add +4 to the roll.
You can use this feature 4 times, regaining uses on finishing a long rest.

FEATURES & TRAITS

CP	0
SP	20
EP	6
GP	16
PP	5

WEIGHT CARRIED	105.94 lb.
ENCUMBERED	150 lb.
PUSH/DRAG/LIFT	300 lb.

NAME	QTY	WEIGHT
Potion of Climbing	1	--
Potion of Comprehension	1	--
Potion of Watchful Rest	1	--
Studded Leather	1	13 lb.
Shield	1	6 lb.
Dagger	1	1 lb.
Pistol	1	3 lb.
Ink (1 ounce bottle)	1	--
Ink Pen	1	--
Parchment (one sheet)	10	--
Backpack	1	5 lb.
Case, Map or Scroll	1	1 lb.
Crowbar	1	5 lb.
Grappling Hook	1	4 lb.
Thieves' Tools	2	2 lb.

NAME	QTY	WEIGHT
Tinker's Tools	2	20 lb.
Staff	1	4 lb.
Potion of Healing	2	1 lb.
Rope, Silk (50 feet)	1	5 lb.
Smith's Tools	1	8 lb.
Woodcarver's Tools	1	5 lb.
Bead of Nourishment	10	--
Bedroll	1	7 lb.
Mess Kit	1	1 lb.
Tinderbox	1	1 lb.
Torch	8	8 lb.

ATTUNED MAGIC ITEMS	QTY	WEIGHT
Shield	1	6 lb.
Pistol	1	3 lb.

EQUIPMENT

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Galefeather Gearbeak

CHARACTER NAME

Artificer 8

CLASS & LEVEL

PLAYER NAME

Aarakocra

RACE

Guild Artisan - Baldur's G

BACKGROUND

EXPERIENCE POINTS

| 4 / Long Rest ? 1 Reaction

=== AARAKOCRA RACIAL TRAITS ===

* Ability Score Increases ? MotM 5
When determining your character ' s ability scores, increase one score by 2 and increase a different score by 1, or increase three different scores by 1.

| Increase two scores (+2 / +1) ?
Increase one of these scores by 2 and a different score by 1.

* Languages ? MotM 5
Your character can speak, read, and write Common and one other language that you and your DM agree is appropriate for the character.

* Creature Type ? MotM 6
You are a Humanoid.

* Size ? MotM 6
Your size is Medium.

* Speed ? MotM 6
Your walking speed is 30 ft.

* Flight ? MotM 6
You have a flying speed equal to your walking speed. You can't use this flying speed if you're wearing medium or heavy armor.

* Talons ? MotM 6
You have talons that you can use to make unarmed strikes. When you hit with them, you deal 1d6+0 slashing damage.

| 1 Action

* Wind Caller ? MotM 6
Once per long rest, you can cast gust of wind without requiring a material component. You can also cast this spell normally using any spell slots of 2nd level or higher.

Your spellcasting modifier is either Intelligence, Wisdom, or Charisma (choose when you select this race).

| Intelligence ?
Intelligence is your spellcasting ability for this spell.

=== FEATS ===

* War Caster ? PHB 170
You have advantage on CON saving throws that you make to maintain your concentration on a spell when you take damage. You can perform the somatic components of spells even when you have weapons or a shield in one or both hands. You can use your reaction to make an opportunity attack to cast a spell that has a casting time of 1 action and targets only that creature.

| 1 Reaction

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
Waterskin	1	5 lb.			
Bead of Nourishment	10	--			

ADDITIONAL EQUIPMENT

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Galefeather Gearbeak

CHARACTER NAME

Female	15	Medium	5' 5"	90
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Neutral Good	Gond		Bright Amber	Tan Feathers
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I'm rude to people who lack my commitment to hard work and fair play.
I'm a snob who looks down on

PERSONALITY TRAITS

Aspiration. I work hard to be the best there is at my craft. (Any)

IDEALS

I pursue wealth to secure someone's love.

BONDS

I'll do anything to get my hands on something rare or priceless.

FLAWS

Galefeather Gearbeak's story began high above the world, in the soaring cliffs and lofty nests of her Aarakocra community. With tan feathers that caught the sunlight and shimmered like woven gold, and bright amber eyes that reflected a keen, piercing intelligence, she was a striking figure from the start. Standing a modest 5'5" and weighing just 90 pounds, she possessed the lithe and agile frame characteristic of her race, built for the boundless freedom of the skies.

However, Galefeather's spirit yearned for more than just the freedom of flight. From a young age, she was fascinated by the mechanics of the world below – the way things were built and how they worked. This curiosity was unusual among her kin, who were more attuned to the rhythms of the wind and the sky than to the intricacies of artifice and machinery.

Her journey as an Artificer began almost by accident. During her exploratory flights, she chanced upon the remnants of a caravan that had been waylaid by bandits. Among the wreckage, she found scattered tools and fragments of machinery. Fascinated, she collected these and spent countless hours piecing them back together, learning their purpose and function. Her talent for this work was undeniable, and she soon chose to specialize as an Artillerist, captivated by the challenge of creating intricate weapons that harmonized arcane power with mechanical precision.

Galefeather's path led her to the bustling city of Baldur's Gate, a melting pot of cultures and a haven for artisans and craftsmen. Here, she joined the ranks of a guild as a Guild Artisan. In the guild, she found not only a place to hone her skills but also a community of like-minded individuals. However, her Aarakocra heritage set her apart in many ways. Her perspectives on art and creation, influenced by her upbringing in the skies, brought fresh and innovative ideas to her craft.

CHARACTER BACKSTORY

In Baldur's Gate, Galefeather was exposed to the complexities of urban life, far removed from the simplicity of her aerial home. She learned to speak Dwarvish, adding to her knowledge of Common and Primordial, which allowed her to communicate and collaborate with a diverse range of artisans. Her proficiency in Insight and Persuasion became invaluable as she navigated the guild's politics and the city's bustling markets.

Yet, Galefeather's personality often made her interactions with others challenging. Her commitment to her craft and her disdain for those who didn't share her passion for hard work and fair play often came across as rudeness, and her appreciation for the finer aspects of art and craftsmanship made her seem snobbish. This demeanor was a double-edged sword, earning her both respect for her uncompromising standards and criticism for her lack of tact.

Despite these challenges, Galefeather's talent was undeniable. Her creations were not just functional; they were masterpieces of artifice, blending the elegance of Aarakocra design with the robustness of traditional craftsmanship. Her work as an Artillerist often drew a crowd, with her demonstrations of magically-infused weaponry becoming a spectacle of both beauty and power.

Her alignment with Neutral Good and her devotion to Gond, the deity of craft, reflected her deep-seated belief in using her talents for the greater good. She saw her inventions as more than just tools or weapons; they were extensions of her creativity and a means to contribute positively to the world.

However, Galefeather's life was not just about her craft. She harbored a deep-seated desire to win the love of someone dear to her, a pursuit that drove her to seek wealth and recognition. This ambition often led her to take risks, sometimes venturing into morally ambiguous situations to acquire rare or priceless materials for her creations. Her quest for these items was more than just a means to an end; it was a reflection of her belief that only through acquiring and mastering the best of her craft could she truly earn the affection she sought.

At 15 years old, Galefeather stands at the threshold of her future. Her story is a vivid narrative of growth, creativity, and ambition, set against the backdrop of the diverse and dynamic city of Baldur's Gate. As she continues to push the boundaries of her artifice and grapple with the complexities of her aspirations and relationships, Galefeather remains a symbol of the endless possibilities that exist when one dares to dream beyond the confines of their world. Her journey is not just a testament to her skill as an Artificer but also to her unwavering pursuit of personal and artistic fulfillment in a world that is as vast as the skies from which she came.

ADDITIONAL NOTES

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D&D BEYOND

Artificer

SPELLCASTING CLASS

INT	15	+7
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	Message	Artificer	--	1A	120 ft.	V,S,M	1 round	PHB 259	D: 1Rnd, V/S/M
	=== 1st LEVEL ===	4 Slots OOOO							
O	Cure Wounds	Artificer	--	1A	Touch	V,S	Instantaneous	PHB 230	V/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	Faerie Fire <C>	Artificer	DEX 15	1A	60 ft./20 ft. Cube	V	Concentration, up to 1 minute	PHB 239	D: 1m, 20 ft. Cube, V
O	Absorb Elements	Artificer	--	1R	Self	S	1 round	EE 150	D: 1Rnd, S
O	Disguise Self	Artificer	--	1A	Self	V,S	1 hour	PHB 233	D: 1h, V/S
O	Feather Fall	Artificer	--	1R	60 ft.	V,M	1 minute	PHB 239	D: 1m, V/M
P	Shield	Artificer (Always Prepared)	--	1R	Self	V,S	1 round	PHB 275	D: 1Rnd, V/S
P	Thunderwave	Artificer (Always Prepared)	CON 15	1A	Self/15 ft. Cube	V,S	Instantaneous	PHB 282	15 ft. Cube, V/S
O	Alarm [R]	Artificer	--	11m	30 ft.	V,S,M	8 hours	PHB 211	D: 8h, V/S/M
O	Expeditious Retreat <C>	Artificer	--	1BA	Self	V,S	Concentration, up to 10 minutes	PHB 238	D: 10m, V/S
O	False Life	Artificer	--	1A	Self	V,S,M	1 hour	PHB 239	D: 1h, V/S/M
O	Grease	Artificer	DEX 15	1A	60 ft./10 ft. Square	V,S,M	1 minute	PHB 246	D: 1m, 10 ft. Square, V/S/M
O	Identify [R]	Artificer	--	11m	Touch	V,S,M	Instantaneous	PHB 252	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 15	1BA	30 ft.	V,S,M	1 minute	PHB 272	D: 1m, V/S/M
O	Catapult	Artificer	DEX 15	1A	60 ft.	S	Instantaneous	EE 150	S
O	Snare	Artificer	DEX 15	1m	Touch	S,M	8 hours	XGtE 165	D: 8h, S/M
O	Tasha's Caustic Brew <C>	Artificer	DEX 15	1A	Self/30 ft. Line	V,S,M	Concentration, up to 1 minute	TCoE 115	D: 1m, 30 ft. Line, V/S/M
	=== 2nd LEVEL ===	3 Slots OOO							
O	Aid	Artificer	--	1A	30 ft.	V,S,M	8 hours	PHB 211	D: 8h, V/S/M
O	Heat Metal <C>	Artificer	--	1A	60 ft.	V,S,M	Concentration, up to 1 minute	PHB 250	D: 1m, V/S/M
P	Scorching Ray	Artificer (Always Prepared)	+7	1A	120 ft.	V,S	Instantaneous	PHB 273	V/S
P	Shatter	Artificer (Always Prepared)	CON 15	1A	60 ft./10 ft. Sphere	V,S,M	Instantaneous	PHB 275	10 ft. Sphere, 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 15	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 15	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 15	1A	60 ft./20 ft. Cube	V,S,M	Concentration, up to 1 hour	PHB 287	D: 1h, 20 ft. Cube, V/S/M
O	Pyrotechnics	Artificer	CON 15	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

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Artificer

SPELLCASTING CLASS

INT	15	+7
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
O	Kinetic Jaunt <C>	Artificer	--	1BA	Self	S	Concentration, up to 1 minute	SACoC 37	D: 1m, S
O	Vortex Warp	Artificer	CON 15	1A	90 ft.	V,S	Instantaneous	SACoC 38	V/S
O	Air Bubble	Artificer	--	1A	60 ft.	S	24 hours	SAiS 22	Special: 2 additional globes of fresh air*, D: 24h, S
O	Gust of Wind <C>	Wind Caller	STR 15	1A	Self	V,S,M	Concentration, up to 1 minute	PHB 248	1/LR, D: 1m, V/S/M
P	Gust of Wind <C>	Wind Caller (Always Prepared)	STR 15	1A	Self	V,S,M	Concentration, up to 1 minute	PHB 248	D: 1m, V/S/M

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