

DUNGEONS & DRAGONS®

Gerkitan Granverde

CHARACTER NAME

Artificer 2

CLASS & LEVEL

Goliath

RACE

Blacksmith

BACKGROUND

Lawful Neutral

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

1

12

DEXTERITY

2

14

CONSTITUTION

1

12

INTELLIGENCE

3

16

WISDOM

2

14

CHARISMA

-1

8

INSPIRATION

2

PROFICIENCY BONUS

☐ 1 Strength

☐ 2 Dexterity

☒ 3 Constitution

☒ 5 Intelligence

☐ 2 Wisdom

☐ -1 Charisma

SAVING THROWS

☐ 2 Acrobatics (Dex)

☐ 2 Animal Handling (...)

☐ 3 Arcana (Int)

☒ 3 Athletics (Str)

☐ -1 Deception (Cha)

☒ 5 History (Int)

☐ 2 Insight (Wis)

☐ -1 Intimidation (Cha)

☒ 5 Investigation (Int)

☐ 2 Medicine (Wis)

☐ 3 Nature (Int)

☒ 4 Perception (Wis)

☐ -1 Performance (Cha)

☒ 3 Persuasion (Cha)

☐ 3 Religion (Int)

☒ 4 Sleight of Hand (...)

☐ 2 Stealth (Dex)

☐ 2 Survival (Wis)

SKILLS

16

ARMOR CLASS

2.14

INITIATIVE

30

SPEED

Hit Point Maximum

15

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

2

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

| NAME | ATK | DAMAGE/TYPE |
|-----------------|------|-----------------|
| Mace | +3 | 1d6+1 Bludg... |
| Musket | +4 | 1d12+2 Pierc... |
| Sword Burst | DC13 | 1d6 Force |
| Absorb Elem... | | 1d6 Triggering |
| Catapult | DC13 | 3d8 Bludgeo... |
| Cure Wounds | | 1d8+3 Healing |
| Tasha's Caus... | DC13 | 2d4 Acid |

ATTACKS & SPELLCASTING

14

PASSIVE WISDOM (PERCEPTION)

TOOL: Playing Card Set, Smith's Tools, Thieve's Tools, Tinker's Tools

LANGUAGE: Colossal, Common, Oceanic

ARMOR: Light Armor, Medium Armor, Shields

WEAPON: Firearms, Simple Weapons

OTHER PROFICIENCIES & LANGUAGES

| | | | | | |
|----|----|----|----|----|----|
| CP | SP | EP | 10 | GP | PP |
|----|----|----|----|----|----|

1 Mace

1 Shield

1 Musket

20 Bullets

1 Scale Mail

1 Thieve's Tools

EQUIPMENT

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

Little Giant

Stone's Endurance.

Mountain Born

Optional Rule: Firearm Proficiency

Magical Tinkering

Spellcasting

Infuse Item

Repeating Shot

Homunculus Servant

Enhanced Defense

Replicate Magic Item

Replicate Magic Item: Cap of Water Breathing

FEATURES & TRAITS

| NAME | ATK | DAMAGE/TYPE |
|------|-----|-------------|
| | | |
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ATTACKS & SPELLCASTING

| CP | SP | EP | GP | PP |
|----|----|----|----|----|
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EQUIPMENT

Total: 2

0

INFUSION TOTAL


Total: _____

Total: _____

Total: _____

Total: _____

Total: _____



SPELLCASTING CLASS

INTELLIGENCE

SPELLCASTING ABILITY

13

SPELL SAVE DC

5

SPELL ATTACK BONUS

0

CANTRIPS

Spare the Dying

Sword Burst

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

2

☐ Absorb Elements

☐ Alarm

☐ Catapult

☐ Cure Wounds

☐ Detect Magic

☐ Disguise Self

☐ Expeditious Retreat

☐ Faerie Fire

☐ False Life

☐ Feather Fall

☐ Grease

☐ Identify

☐ Jump

☐ Longstrider

☐ Purify Food and Drink

☐ Sanctuary

☐ Snare

☐ Tasha's Caustic Brew

2

0

3

0

4

0

5

0

6

0

7

0

8

0

9

0

FEATURES & TRAITS

Little Giant

You have proficiency in the Athletics skill, and you count as one size larger when determining your carrying weight and the weight you can push, drag, or lift.

Stone's Endurance.

You can supernaturally draw on unyielding stone to shrug off harm. When you take damage, you can use your reaction to roll a d12. Add your Constitution modifier to the number rolled and reduce the damage by that total. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Mountain Born

You have resistance to cold damage. You also naturally acclimate to high altitudes, even if you've never been to one. This includes elevations above 20,000 feet.

Optional Rule: Firearm Proficiency

The secrets of creating and operating gunpowder weapons have been discovered in various corners of the D&D multiverse. If your Dungeon Master uses the rules on firearms in chapter 9 of the Dungeon Master's Guide and your artificer has been exposed to the operation of such weapons, your artificer is proficient with them.

Magical Tinkering

At 1st level, you learn 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.

Spellcasting

You have studied the workings of magic and how to channel it through objects. As a result, you have gained the ability to cast spells. To observers, you don't appear to be casting spells in a conventional way; you look as if you're producing wonders using mundane items or 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 chapter 5, "Equipment," 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. Preparing and Casting Spells[–] The Artificer table shows how many spell slots you have to cast your artificer spells. To cast one of your artificer spells of 1st level or higher, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. You prepare the list of artificer spells that are available for you to cast, choosing from the artificer spell list. When you do so, choose a number of artificer spells equal to your Intelligence modifier + half your artificer level, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots. You can change your list of prepared spells when you finish a long rest. Preparing a new list of artificer spells requires time spent tinkering with your spellcasting focuses: at least 1 minute per spell level for each spell on your list. Spellcasting Ability[–] Intelligence is your spellcasting ability for your artificer spells; your understanding of the theory behind magic allows you to wield these spells with superior skill. You use your Intelligence whenever an artificer spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for an artificer spell you cast and when making an attack roll with one. Spell save DC = 8 + your proficiency bonus + your Intelligence modifier Spell attack modifier = your proficiency bonus + your Intelligence modifier Ritual Casting[–] You can cast an artificer spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Infuse Item

At 2nd level, you gain the ability to imbue mundane items with certain magical infusions. The magic items you create with this feature are effectively prototypes of permanent items.

Infusions Known TCE p9[–] When you gain this feature, pick four artificer infusions to learn, choosing from the "Artificer Infusions" section at the end of the class's description. You learn additional infusions of your choice when you reach certain levels in this class, as shown in the **Infusions Known** column of the Artificer table.

Whenever you gain a level in this class, you can replace one of the artificer infusions you learned with a new one.

Artificer Infusions[–]Artificers have invented numerous magical infusions, extraordinary processes that rapidly create magic items. To many, artificers seem like wonderworkers, accomplishing in hours what others need weeks to complete. The description of each of the following infusions details the type of item that can receive it, along with whether the resulting magic item requires attunement. Some infusions specify a minimum artificer level. You can't learn such an infusion until you are at least that level. Unless an infusion's description says otherwise, you can't learn an infusion more than once.

Infusing an Item[–] Whenever you finish a long rest, you can touch a nonmagical object and imbue it with one of your artificer infusions, turning it into a magic item. An infusion works on only certain kinds of objects, as specified in the infusion's description. If the item requires attunement, you can attune yourself to it the instant you infuse the item. If you decide to attune to the item later, you must do so using the normal process for attunement (see "Attunement" in chapter 7 of the *Dungeon Master's Guide*). Your infusion remains in an item indefinitely, but when you die, the infusion vanishes after a number of days have passed equal to your Intelligence modifier (minimum of 1 day). The infusion also vanishes if you give up your knowledge of the infusion for another one. You can infuse more than one nonmagical object at the end of a long rest; the maximum number of objects appears in the **Infused Items** column of the Artificer table. You must touch each of the objects, and each of your infusions can be in only one object at a time. Moreover, no object can bear more than one of your infusions at a time. If you try to exceed your maximum number of infusions, the oldest infusion immediately ends, and then the new infusion applies. If an infusion ends on an item that contains other things, like a bag of holding, its contents harmlessly appear in and around its space.

Repeating Shot

This magic weapon grants a +1 bonus to attack and damage rolls made with it when it's used to make a ranged attack, and it ignores the loading property if it has it. If the weapon lacks ammunition, it produces its own, automatically creating one piece of magic ammunition when the wielder makes a ranged attack with it. The ammunition created by the weapon vanishes the instant after it hits or misses a target.

Homunculus Servant

You learn intricate methods for magically creating a special homunculus that serves you. The item you infuse serves as the creature's heart, around which the creature's body instantly forms. You determine the homunculus's appearance. Some artificers prefer mechanical-looking birds, whereas some like winged vials or miniature, animate cauldrons. The homunculus is friendly to you and your companions, and it obeys your commands. See this creature's game statistics in the **Homunculus Servant** stat block, which uses your proficiency bonus (PB) in several places. In combat, the homunculus 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, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the homunculus can take any action of its choice, not just Dodge. The homunculus regains 2d6 hit points if the mending spell is cast on it. If you or the homunculus dies, it vanishes, leaving its heart in its space.

Enhanced Defense

A creature gains a +1 bonus to Armor Class while wearing (armor) or wielding (shield) the infused item. The bonus increases to +2 when you reach 10th level in this class.

Replicate Magic Item

Using this infusion, you replicate a particular magic item. You can learn this infusion multiple times; each time you do so, choose a magic item that you can make with it, picking from the **Replicable Items** tables below. A table's title tells you the level you must be in the class to choose an item from the table. Alternatively, you can choose the magic item from among the common magic items in the game, not including potions or scrolls. In the tables, an item's entry tells you whether the item requires attunement. See the item's description in the *Dungeon Master's Guide* for more information about it, including the type of object required for its making.

Replicate Magic Item: Cap of Water Breathing

While wearing this cap underwater, you can speak its command word as an action to create a bubble of air around your head. It allows you to breathe normally underwater. This bubble stays with you until you speak the command word again, the cap is removed, or you are no longer underwater.

SPELLS

Spare the Dying

Necromancy cantrip

Casting Time: 1 action

Range: Touch

Target:

Components: V S

Duration: Instantaneous

Description:

You touch a living creature that has 0 hit points.

The creature becomes stable. This spell has no effect on undead or constructs.

Sword Burst

Conjuration cantrip

Casting Time: 1 action

Range: Self (5-foot radius)

Target: Each creature within range other than you

Components: V

Duration: Instantaneous

Description:

You create a momentary circle of spectral blades that sweep around you. All other creatures within 5 feet of you must succeed on a Dexterity saving throw or take 1d6 force damage. This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Absorb Elements

Abjuration 1

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

Range: Self

Target:

Components: S

Duration: 1 round

Description:

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. ***At Higher Levels:*** When you cast this spell using a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each slot level above 1st.

Alarm

Abjuration 1

Casting Time: 1 minute

Range: 30 feet

Target:

Components: V S M

Duration: 8 hours

Description:

You set an alarm against unwanted intrusion.

Choose a door, a window, or an area within range that is no larger than a 20-foot cube. Until the spell ends, an alarm alerts you whenever a Tiny or larger creature touches or enters the warded area. When you cast the spell, you can designate creatures that won't set off the alarm. You also choose whether the alarm is mental or audible. A mental alarm alerts you with a ping in your mind if you are within 1 mile of the warded area. This ping awakens you if you are sleeping. An audible alarm produces the sound of a hand bell for 10 seconds within 60 feet.

Catapult

Transmutation 1

Casting Time: 1 action

Range: 60 feet

Target:

Components: S

Duration: Instantaneous

Description:

Choose one object weighing 1 to 5 pounds within range that isn't being worn or carried. The object flies in a straight line up to 90 feet in a direction you choose before falling to the ground, stopping early if it impacts against a solid surface. If the object would strike a creature, that creature must make a Dexterity saving throw. On a failed save, the object strikes the target and stops moving. When the object strikes something, the object and what it strikes each take 3d8 bludgeoning damage. ***At Higher Levels:*** When you cast this spell using a spell slot of 2nd level or higher, the maximum weight of objects that you can target with this spell increases by 5 pounds, and the damage increases by 1d8, for each slot level above 1st.

Cure Wounds

Evocation 1

Casting Time: 1 action

Range: Touch

Target:

Components: V S

Duration: Instantaneous

Description:

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs. ***At Higher Levels:*** When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

Detect Magic

Divination 1

Casting Time: 1 action

Range: Self

Target:

Components: V S

Duration: Concentrationup to 10 minutes

Description:

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Disguise Self

Illusion 1

Casting Time: 1 action

Range: Self

Target:

Components: V S

Duration: 1 hour

Description:

You make yourself—including your clothing, armor, weapons, and other belongings on your person—look different until the spell ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you. The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair. To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC.

Expeditious Retreat

Transmutation 1

Casting Time: 1 bonus action

Range: Self

Target:

Components: V S

Duration: Concentrationup to 10 minutes

Description:

This spell allows you to move at an incredible pace. When you cast this spell, and then as a bonus action on each of your turns until the spell ends, you can take the Dash action.

Faerie Fire

Evocation 1

Casting Time: 1 action

Range: 60 feet

Target: Each object and creature in a 20-foot cube within range

Components: V

Duration: Concentrationup to 1 minute

Description:

Each object in a 20-foot cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the spell is cast is also outlined in light if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-foot radius. Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

False Life

Necromancy 1

Casting Time: 1 action

Range: Self

Target:

Components: V S M

Duration: 1 hour

Description:

Bolstering yourself with a necromantic facsimile of life, you gain 1d4 + 4 temporary hit points for the duration.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you gain 5 additional temporary hit points for each slot level above 1st.

Feather Fall

Transmutation 1

Casting Time: 1 reaction, which you take when

you or a creature within 60 feet of you falls

Range: 60 feet

Target:

Components: V M

Duration: 1 minute

Description:

Choose up to five falling creatures within range. A falling creature's rate of descent slows to 60 feet per round until the spell ends. If the creature lands before the spell ends, it takes no falling damage and can land on its feet, and the spell ends for that creature.

Grease

Conjuration 1

Casting Time: 1 action

Range: 60 feet

Target: Each creature in a 10-foot square centered on a point within range

Components: V S M

Duration: 1 minute

Description:

Slick grease covers the ground in a 10-foot square centered on a point within range and turns it into difficult terrain for the duration. When the grease appears, each creature standing in its area must succeed on a Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or fall prone.

Identify

Divination 1

Casting Time: 1 minute

Range: Touch

Target:

Components: V S M

Duration: Instantaneous

Description:

You choose one object that you must touch throughout the casting of the spell. 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.

Jump

Transmutation 1

Casting Time: 1 action

Range: Touch

Target:

Components: V S M

Duration: 1 minute

Description:

You touch a creature. The creature's jump distance is tripled until the spell ends.

Longstrider

Transmutation 1

Casting Time: 1 action

Range: Touch

Target:

Components: V S M

Duration: 1 hour

Description:

You touch a creature. The target's speed increases by 10 feet until the spell ends.
At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Purify Food and Drink

Transmutation 1

Casting Time: 1 action

Range: 10 feet

Target: All nonmagical food and drink within a 5-foot-radius sphere centered on a point within range

Components: V S

Duration: Instantaneous

Description:

All nonmagical food and drink within a 5-foot-radius sphere centered on a point of your choice within range is purified and rendered free of poison and disease.

Sanctuary

Abjuration 1

Casting Time: 1 bonus action

Range: 30 feet

Target:

Components: V S M

Duration: 1 minute

Description:

You ward a creature within range against attack. Until the spell ends, any creature who targets the warded creature with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This spell doesn't protect the warded creature from area effects, such as the explosion of a fireball. If the warded creature makes an attack, casts a spell that affects an enemy, or deals damage to another creature, this spell ends.

Snare

Abjuration 1

Casting Time: 1 minute

Range: Touch

Target:

Components: S M

Duration: 8 hours

Description:

As you cast this spell, you use the rope to create a circle with a 5-foot radius on the ground or the floor. When you finish casting, the rope disappears and the circle becomes a magic trap. This trap is nearly invisible, requiring a successful Intelligence (Investigation) check against your spell save DC to be discerned. The trap triggers when a Small, Medium, or Large creature moves onto the ground or the floor in the spell's radius. That creature must succeed on a Dexterity saving throw or be magically hoisted into the air, leaving it hanging upside down 3 feet above the ground or the floor. The creature is restrained there until the spell ends. A restrained creature can make a Dexterity saving throw at the end of each of its turns, ending the effect on itself on a success. Alternatively, the creature or someone else who can reach it can use an action to make an Intelligence (Arcana) check against your spell save DC. On a success, the restrained effect ends. After the trap is triggered, the spell ends when no creature is restrained by it.

Tasha's Caustic Brew

Evocation 1

Casting Time: 1 action

Range: Self (30-foot line)

Target: Each creature in a 30-foot long, 5-foot wide line

Components: V S M

Duration: Concentrationup to 1 minute

Description:

A stream of acid emanates from you in a line 30 feet long and 5 feet wide in a direction you choose. Each creature in the line must succeed on a Dexterity saving throw or be covered in acid for the spell's duration or until a creature uses its action to scrape or wash the acid off itself or another creature. A creature covered in the acid takes 2d4 acid damage at start of each of its turns.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 2d4 for each slot level above 1st.