



DUNGEONS & DRAGONS®

A.R.T.I.F.I.C.E.R-Q

CHARACTER NAME

Artificer 1

CLASS & LEVEL

Autognome

RACE

Clan Crafter

BACKGROUND

M4RZ

PLAYER NAME

Chaotic Neutral

ALIGNMENT

EXPERIENCE

STRENGTH 14 +2	INSPIRATION
DEXTERITY 14 +2	PROFICIENCY BONUS <input type="radio"/> +2 Strength <input type="radio"/> +2 Dexterity <input checked="" type="radio"/> +4 Constitution <input checked="" type="radio"/> +5 Intelligence <input type="radio"/> 0 Wisdom <input type="radio"/> -2 Charisma
CONSTITUTION 15 +2	SAVING THROWS <input type="radio"/> +2 Acrobatics (Dex) <input type="radio"/> 0 Animal Handling (Wis) <input checked="" type="radio"/> +5 Arcana (Int) <input type="radio"/> +2 Athletics (Str) <input type="radio"/> -2 Deception (Cha) <input checked="" type="radio"/> +5 History (Int) <input checked="" type="radio"/> +2 Insight (Wis) <input type="radio"/> -2 Intimidation (Cha) <input checked="" type="radio"/> +5 Investigation (Int) <input type="radio"/> 0 Medicine (Wis) <input type="radio"/> +3 Nature (Int) <input type="radio"/> 0 Perception (Wis) <input type="radio"/> -2 Performance (Cha) <input type="radio"/> -2 Persuasion (Cha) <input type="radio"/> +3 Religion (Int) <input type="radio"/> +2 Sleight of Hand (Dex) <input type="radio"/> +2 Stealth (Dex) <input type="radio"/> 0 Survival (Wis)
INTELLIGENCE 17 +3	
WISDOM 10 +0	
CHARISMA 7 -2	

15 ARMOR CLASS	+2 INITIATIVE	30 SPEED		
Hit Point Maximum	10			
CURRENT HIT POINTS				
TEMPORARY HIT POINTS				
Total 1d8	SUCCESES	FAILURES		
1d8 HIT DICE	DEATH SAVES			
NAME ATK BONUS DAMAGE/TYPE Lance +4 1d12 p Quarterstaff +4 1d6 p Quarterstaff +4 1d8 p (v) Handaxe +4 1d6 s Handaxe +4 1d6 s Light Crossbow +4 1d8 p Magic Weapon +5 divers Unarmed Strike +4 3 b				
Lance (reach, special) Quarterstaff (versatile) Handaxe (thrown 20/60) Light Crossbow (80/320), 20 Bolts Studded Leather Shield				
ATTACKS & SPELLCASTING				

PASSIVE WISDOM (PERCEPTION)	Alchemist's Tools, Mason's Tools, Carpenter's Tools, Thieves' Tools, Tinker's Tools	FEATURES & TRAITS
Languages: Common, Dwarvish, Gnomish	CP SP EP GP PP	<ul style="list-style-type: none"> • Armored Casing • Built for Success • Healing Machine • Mechanical Nature • Resistances: Poison Damage • Immunity: Disease • Advantage: Paralyzed, Poisoned • Sentry's Rest <p>Clan Crafter Artificer</p> <ul style="list-style-type: none"> • Magical Tinkering
Armor: Light Armor, Medium Armor, Shields		
Weapons: Simple Weapons, Martial Weapons		
Tools: Alchemist's Supplies, Carpenter's Tools, Mason's Tools, Thieves' Tools, Tinker's Tools, Bagpipes		
OTHER PROFICIENCIES & LANGUAGES	a backpack, a crowbar, a hammer, 10 pitons, 10 torches, a tinderbox, 10 days of rations, a waterskin, 50 feet of hempen rope, maker's mark chisel, a set of traveler's clothes, gem (10gp)	EQUIPMENT



A.R.T.I.F.I.C.E.R-Q

CHARACTER NAME

25 (since Awakening) 2'11"

130lbs

AGE

HEIGHT

WEIGHT

Red

Brass Metal

EYES

SKIN

HAIR



A.R.T.I.F.I.C.E.R-Q (Arti) is a figure of awe in the artificer circles, his metal chassis adorned with symbols of arcane knowledge and mechanical prowess. His eyes, ever-shifting in hue, seem to scan the horizon for both danger and opportunity.

CHARACTER APPEARANCE

A.R.T.I.F.I.C.E.R-Q has an inherent understanding of mechanical and electrical systems, making him naturally adept at diagnosing and repairing complex devices. His fascination with how things work drives him to constantly tinker and improve upon existing designs.

Intrigued by the blend of magic and mechanics, he devotes much of his time to studying arcane texts and experimenting with magical energies. This interest helps him integrate magical elements into his inventions seamlessly.

He is drawn to historical artifacts and ruins, especially those related to lost artificer technologies and ancient civilizations. This passion makes him an enthusiastic collector and a knowledgeable historian in areas that pertain to technological advancements of the past.

Always thinking several steps ahead, A.R.T.I.F.I.C.E.R-Q excels at coming up with innovative solutions to practical problems. He is particularly skilled at creating gadgets and tools that are not only functional but also revolutionary in their design.

ADDITIONAL FEATURES & TRAITS

The Arcanum Gearworks Institute is governed by the Conclave of Gearmasters, distinguished artificers who oversee its operations and academic rigor. Beneath them are the Master Crafters, experts in various artificer specializations, who lead rigorous courses and research.

Students at the Institute are grouped into cohorts for a blend of theoretical and practical education, guided by these masters. The institute also operates an Ethical Review Board to ensure research stays within the bounds of safety and ethics. The Apprentices' Forum and Gearworks Consortium extend learning beyond classrooms, fostering student initiatives and external collaborations, solidifying the Institute as a beacon of artificer scholarship and innovation.

ALLIES & ORGANIZATIONS

In the twilight of a long-forgotten workshop, A.R.T.I.F.I.C.E.R-Q sparked to life amid dust and echoes of arcane energy. The initials on his frame stood for Automated Robotic Technician Infused with Focused Intelligence & Craftsmanship for Exploration and Reconnaissance - Model Q, and though his past was a blank slate, he felt an intrinsic pull towards the art of invention and the arcane.

At the Artificer Academy, A.R.T.I.F.I.C.E.R-Q's talent for creation shone as brightly as the arcane core powering his thoughts. Yet, his relentless methods and disregard for risk led to his expulsion, an event that marked him as much as the acronym inscribed on his metal skin.

Now, with his loyal constructs by his side, he travels in search of challenges worthy of his skills. Each creation is a step towards understanding his true purpose and a testament to the greatness he is destined to achieve. Despite the shadows of his origins, A.R.T.I.F.I.C.E.R-Q forges ahead, determined to carve a legacy of his own in the annals of artificers.

CHARACTER BACKGROUND

1. Aetheric Compass: This finely crafted brass compass contains a needle that doesn't point north but instead directs A.R.T.I.F.I.C.E.R-Q towards the nearest strong source of magical energy. It's a relic from his unknown past and occasionally pulses with a soft glow, suggesting it has other hidden functions yet to be uncovered.

2. Harmonic Crystal: This small, perfectly cut gem emits a faint, harmonious tone when exposed to moonlight. The gem is said to resonate with the ley lines of the earth, and A.R.T.I.F.I.C.E.R-Q is studying it to understand its properties and how it might power or enhance his creations.

3. Prototype Gear: An intricate gear made from an unknown metal that is lighter and stronger than any known alloy. It was one of the first items A.R.T.I.F.I.C.E.R-Q created after his awakening. He keeps it as a reminder of his progress and a symbol of his journey from simplicity to complexity.

TREASURE

NAME

Arcanum Gearworks Institute



SYMBOL



Artificer

SPELLCASTING CLASS

INT

SPELLCASTING ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

0 CANTRIPS

Mending (V, S, M)

Sword Burst (V)

SLOTS TOTAL

SLOTS EXPENDED

1 2

- Absorb Elements (S)*
- Arcane Weapon (V, S)*
- Faerie Fire (V)*
- Tasha's Caustic Brew (V, S, M)*

3

4

6

7

8

9

SPELLS KNOWN

2

5

3

4

5

6

7

8

9

FEATURES, MAGIC ITEMS AND SPELLS

AUTOGNOME TRAITS

Autognomes are mechanical beings built by rock gnomes. Sometimes, because of a malfunction or a unique circumstance, an autognome becomes separated from its creator and strikes out on its own.

An autognome bears a resemblance to its creator, and most autognomes are programmed to speak and understand Gnomish. The internal components used in an autognome's manufacture can vary wildly; one autognome might have an actual beating heart in its chest cavity, while another might be powered by stardust or intricate clockwork gears.

Roll on the Autognome History table or choose an entry that you like to identify what event set you on the path to adventure. If nothing on the table appeals to you, work with your DM to create an origin story for your character.

Like gnomes, autognomes can live for centuries, typically up to 500 years.

ARMORED CASING

Armor Class: 15

You are encased in a thin metal or some other durable material. While you aren't wearing armor, your base Armor Class is $13 + \text{your Dexterity modifier}$.

BUILT FOR SUCCESS

Uses: 2

You can add a d4 to one attack roll, ability check, or saving throw you make, and you can do so after seeing the d20 roll but before the effects of the roll are resolved. 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.

MECHANICAL NATURE

You have resistance to poison damage and immunity to disease, and you have advantage on saving throws against being paralyzed or poisoned. You don't need to eat, drink, or breathe.

SENTRY'S REST

When you take a long rest, you spend at least 6 hours in an inactive, motionless state, instead of sleeping. In this state, you appear inert, but you remain conscious.

HEALING MACHINE

Hit Dice: d8

If the Mending spell is cast on you, you can spend a Hit Die, roll it, and regain a number of hit points equal to the roll plus your Constitution modifier (minimum of 1 hit point). In addition, your creator designed you to benefit from several spells that preserve life but that normally don't affect Constructs: Cure Wounds, Healing Word, Mass Cure Wounds, Mass Healing Word, and Spare the Dying.

CLAN CRAFTER

The Stout Folk are well known for their artisanship and the worth of their handiworks, and you have been trained in that ancient tradition. For years you labored under a dwarf master of the craft, enduring long hours and dismissive, sour-tempered treatment in order to gain the fine skills you possess today.

You are most likely a dwarf, but not necessarily—particularly in the North, the shield dwarf clans learned long ago that only proud fools who are more concerned for their egos than their craft turn away promising apprentices, even those of other races. If you aren't a dwarf, however, you have taken a solemn oath never to take on an apprentice in the craft: it is not for non-dwarves to pass on the skills of Moradin's favored children. You would have no difficulty, however, finding a dwarf master who was willing to receive potential apprentices who came with your recommendation.

RESPECT OF THE STOUT FOLK

As well respected as clan crafters are among outsiders, no one esteems them quite so highly as dwarves do. You always have free room and board in any place where shield dwarves or gold dwarves dwell, and the individuals in such a settlement might vie among themselves to determine who can offer you (and possibly your compatriots) the finest accommodations and assistance.

ARTIFICER TRAITS

Masters of invention, artificers use ingenuity and magic to unlock extraordinary capabilities in objects. They see magic as a complex system waiting to be decoded and then harnessed in their spells and inventions. You can find everything you need to play one of these inventors in the next few sections.

Artificers use a variety of tools to channel their arcane power. To cast a spell, an artificer might use alchemist's supplies to create a potent elixir, calligrapher's supplies to inscribe a sigil of power, or tinker's tools to craft a temporary charm. The magic of artificers is tied to their tools and their talents, and few other characters can produce the right tool for a job as well as an artificer.

MAGICAL TINKERING

Simultaneous Effects: 3

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.

SPELLS

Number of Leveled Spells (without Features): 4

CANTRIPS

MENDING

Transmutation Cantrip

Casting Time: 1 Minute

Range: Touch

Components: V, S, M (two lodestones)

Duration: Instantaneous

This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage.

This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

SWORD BURST

Conjuration Cantrip

Casting Time: 1 Action

Range: Self (5-foot Radius)

Components: V

Duration: Instantaneous

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.

At Higher Levels. This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

LEVEL 1

ABSORB ELEMENTS

1st-Level Abjuration

Casting Time: 1 Reaction, which you take when you take Acid, Cold, Fire, Lightning, or Thunder Damage

Range: Self

Components: S

Duration: 1 Round

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.

ARCANE WEAPON

1st-Level Transmutation

Casting Time: 1 Bonus Action

Range: Self

Components: V, S

Duration: Concentration, Up to 1 Hour

You channel arcane energy into one simple or martial weapon you're holding, and choose one damage type: acid, cold, fire, lightning, poison, or thunder. Until the spell ends, you deal an extra 1d6 damage of the chosen type to any target you hit with the weapon. If the weapon isn't magical, it becomes a magic weapon for the spell's duration.

As a bonus action, you can change the damage type, choosing from the options above.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can maintain your concentration on the spell for up to 8 hours.

FAERIE FIRE

1st-Level Evocation

Casting Time: 1 Action

Range: 60 feet

Components: V

Duration: Concentration, Up to 1 Minute

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.

TASHA'S CAUSTIC BREW

1st-Level Evocation

Casting Time: 1 Action

Range: Self (30-foot line)

Components: V, S, M (a bit of rotten food)

Duration: Concentration, Up to 1 Minute

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 2nd level or higher, the damage increases by 2d4 for each slot level above 1st.

MISCELLANEOUS

ATTACK AND DAMAGE ROLLS

MELEE WEAPONS

Attack Roll.

Lance (Special):

1d20 + STR-Modifier + Proficiency Modifier
Current Max: 24

Handaxe (Throwable):

1d20 + STR-Modifier + Proficiency Modifier
Current Max (melee): 24
Current Max (thrown): 24

Quarterstaff (Versatile):

1d20 + STR-Modifier + Proficiency Modifier
Current Max: 24

Magic Weapon:

1d20 + INT-Modifier + Proficiency Modifier
Current Max: 25

Damage Roll.

Lance (Special):

1d12 + STR-Modifier
Current Max: 14

Handaxe (Throwable):

1d6 + STR-Modifier
Current Max (melee): 8
Current Max (thrown): 8

Quarterstaff (Versatile):

1d6 (1d8) + STR-Modifier
Current Max (one-handed): 8
Current Max (two-handed): 10

Magic Weapon Damage Bonus:

INT-Modifier
Bonus: +3

RANGED WEAPONS

Attack Roll.

Light Crossbow:

1d20 + DEX-Modifier + Proficiency Modifier
Current Max: 24

Damage Roll.

Light Crossbow:

1d6 + DEX-Modifier
Current Max: 8

SPECIAL ATTACKS

Attack Roll.

Unarmed Strike:

1d20 + STR-Modifier + Proficiency Modifier
Current Max: 24

Damage Roll.

Unarmed Strike:

1 + STR-Modifier
Current Max: 3