

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

CHARACTER NAME

Archaeologist

BACKGROUND

Autognome

SPECIES

Artificer

CLASS

Battle Smith

SUBCLASS



AC

15

SHIELD

HIT POINTS

10

CURRENT

TEMP  
10  
MAX

HIT DICE

0d8

SPENT

1d8

MAX

DEATH SAVES

◆◆◆◆  
SUCCESS

◆◆◆◆  
FAILURE

## DUNGEONS & DRAGONS®

PROFICIENCY BONUS

+2

INTELLIGENCE

+3

17  
MODIFIER

INITIATIVE

+2

SPEED

30

SIZE

Small

PASSIVE PERCEPTION

12

### WEAPONS & DAMAGE CANTRIPS

NAME	ATK BONUS/DC	DAMAGE/TYPE	NOTES
Lance	+4	1d12 p	reach, special
Quarterstaff	+4	1d6 s	versatile (1d8)
Handaxe	+4	1d6 s	light, thrown (20/60)
Light Crossbow	+4	1d8 p	range 80/320, loading, two-handed
Unarmed Strike	+4	3 b	
Fire Bolt	+5	1d10	Fire
Sword Burst	13	1d6	Force, DEX save

STRENGTH

+2

14  
MODIFIER

+2 Saving Throw

+2 Athletics

DEXTERITY

+2

14  
MODIFIER

+2 Saving Throw

+2 Acrobatics

+2 Sleight of Hand

+2 Stealth

CONSTITUTION

+2

14  
MODIFIER

+4 Saving Throw

HEROIC INSPIRATION



### EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING

◆ Light ◆ Medium ◆ Heavy ◆ Shields

WEAPONS

Simple and Martial Weapons

TOOLS

Alchemist's Supplies, Cartographer's Tools, Mason's Tools, Smith's Tools, Thieves' Tools, Tinker's Tools, Bagpipes

### CLASS FEATURES

● Action ▲ Bonus Action ◆ Reaction ■ Limited Uses

#### Tinker's Magic

Can create trinkets using Tinker's Tools (3 Uses)

### SPECIES TRAITS

#### Armored Casing

Natural AC = 15

#### Built for Success

Add 1d4 to Attack Roll, Ability Check, or Saving Throw (2 Uses)

#### Healing Machine

Mending regenerates Hit Die + CON modifier HP; healing spells affect you

#### Mechanical Nature

Resistance against Poison Damage  
Advantage vs. Poisoned/Paralyzed

#### Sentry's Rest

Mason's and Smith's Tools

### FEATS

#### Skilled

Nature, Perception, Proficiencies, Religion



# 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 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 &amp; 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 &amp; 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

# Intelligence

## SPELLCASTING ABILITY

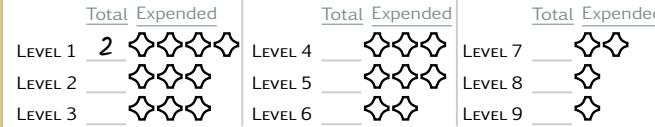
## +3 SPELLCASTING MODIFIER

13 SPELL SAVE DC

+5      SPELL ATTACK  
BONUS

# DUNGEONS & DRAGONS®

## CANTRIPS & PREPARED SPELLS



## CANTRIPS & PREPARED SPELLS

#### ▲ Bonus Action      ♦ Reaction

## PERSONALITY TRAITS

A.R.T.I.F.I.C.E.R-Q approaches problems systematically, often spending more time planning than actually executing. He prefers the company of his creations to people, finding comfort in the predictable nature of machines.

## Alignment Chaotic Neutral

IDEALS

*Believes in pushing the boundaries of artifice and magic to create something truly unique and beneficial for the world.*

BONDS

*Cherishes the first creations he made after gaining consciousness, seeing them as tangible links to his forgotten past.*

FLAWS

Struggles with human emotions and social norms, which can make him seem cold or uncaring to others.

## LANGUAGES

### Common, Dwarvish, Gnomish

## EQUIPMENT

Lance, Quarterstaff, 2 Handaxes, Light Crossbow

**Alchemist's Tools, Cartographer's Tools,  
Mason's Tools, Thieves' Tools, Tinker's Tools**

*Bullseye Lantern, Map, Map or Scroll Case, Shovel, Tent, Traveler's Clothes, Backpack, Crowbar, Hammer, 10 pitons, 10 torches, Tinderbox, 10 days of rations, Waterskin, 50 feet of hempen rope*

## Magic Item Attunement



COINS

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# FEATURES, MAGIC ITEMS AND SPELLS

## AUTOGNOME TRAITS

### 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 + 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.

## FEATS

### SKILLED

#### Nature, Perception, Religion Proficiencies

You gain proficiency in any combination of three skills or tools of your choice.

## ARTIFICER TRAITS

### TINKER'S MAGIC

#### Uses: 3

You know the Mending Cantrip.

As a Magic action while holding Tinker's Tools, you can create one item in an unoccupied space within 5 feet of yourself, choosing the item from the following list:

Ball Bearings	Basket	Bedroll
Bell	Blanket	Block and Tackle
Bottle, Glass	Bucket	Caltrops
Candle	Crowbar	Flask
Grappling Hook	Hunting Trap	Jug
Lamp	Manacles	Net
Oil	Paper	Parchment
Pole	Pouch	Rope
Sack	Shovel	Spikes, Iron
String	Tinderbox	Torch
	Vial	

See the rules for the item in the Player's Handbook. The item lasts until you finish a Long Rest, at which point it vanishes.

You can use this feature a number of times equal to your Intelligence modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

## SPELLS

### CANTRIP

#### FIRE BOLT

*Evocation Cantrip*

**Casting Time:** Action

**Range:** 120 Feet

**Components:** V, S

**Duration:** Instantaneous

You hurl a mote of fire at a creature or an object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 Fire damage. A flammable object hit by this spell starts burning if it isn't being worn or carried.

**Cantrip Upgrade.** The damage increases by 1d10 when you reach levels 5 (2d10), 11 (3d10), and 17 (4d10).

#### 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

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### 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.

### 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.

# MISCELLANEOUS

## ATTACK AND DAMAGE ROLLS

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### 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

# MAGIC ITEMS