



Character name
Player name

Level	XP
Race	Alignment

STRENGTH	SAVING THROW ATHLETICS
DEXTERITY	SAVING THROW ACROBATICS SLEIGHT OF HAND STEALTH
CONSTITUTION	SAVING THROW
INTELLIGENCE	SAVING THROW ARCANA HISTORY INVESTIGATION NATURE RELIGION
WISDOM	SAVING THROW ANIMAL HANDLING INSIGHT MEDICINE PERCEPTION SURVIVAL
CHARISMA	SAVING THROW DECEPTION INTIMIDATION PERFORMANCE PERSUASION
Proficiency Bonus	
Passive Perception	

Armor, Weapon & Tool Proficiencies

Known Languages

Features & Other

Currency	Amount

AC	CONDITIONS		
INITIATIVE	Maximum Temporary		
SPEED	HIT POINTS		
HIT DICE			
You can spend one or more hit dice at the end of a short rest. Roll each die and add your CON modifier. You regain HP equal to the total. Regain hit dice up to half your max. hit dice (min. of 1) after a long rest.			
Dice size	Max. dice	Dice left	
DEATH SAVING THROWS			
If you start your turn with 0 HP, roll a d20. If the roll is 10 or higher, mark off 1 success, otherwise, mark off 1 failure. 3 successes and you become stable, 3 failures and you die. Rolling a 1 counts as 2 failures. If you roll a 20, you regain 1 HP and regain consciousness. If you take damage while at 0 HP, mark off 1 failure. If you suffer a critical hit, mark off 2 failures. If the damage exceeds your max. HP, you suffer instant death.			
Successes	○ ○ ○	Failures	○ ○ ○

Weapon	Range
To hit	Damage
Weapon	Range
To hit	Damage
Weapon	Range
To hit	Damage
Ammunition	Count
Ammunition	Count
Number of attacks per attack action	

Currently Equipped

Item	Count
Item	Count
Item	Count

MAGIC ITEM ANALYSIS @ Level 1

You know and can cast Detect Magic and Identify as rituals without needing any material components.

TOOL EXPERTISE @ Level 2

Double prof. for tools that use tool proficiency you gain from this class.

WONDROUS INVENTION @ Level 2, 5, 10, 15 and 20

Gain one magic item from list of lvl 2 magic items. Gain additional magic item at 5th, 10th, 15th and 20th levels. Item must be on the list for your current level or lower.

SPELLCASTING @ Level 3

Regain all expended spell slots after a **long rest**.

Spell attack	Spell DC	Spells known
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INFUSE MAGIC @ Level 4

When casting an Artificer spell with casting time of 1 Action, you can instead increase the casting time to 1 minute and transfer the spell to a nonmagical item you are holding. Expend spell slot as normal, but none of the spell's effects occur. Infused spell fades when used or after 8 hours. Can have number of infused items equal your INT.

A creature with Intelligence greater than 6 holding the item can use an Action to activate the spell using your spellcasting ability targeting the creature who activated it. If spell has multiple targets, the creature activating the spell selects them. Area of effect spells are centered on the item. If spell range is self, it targets the creature activating the spell.

SUPERIOR ATTUNEMENT @ Level 5

You can attune to 4 magical items. At 15th level, can attune to 5 items.

MECHANICAL SERVANT @ Level 6

Select a Large beast with CR 2 or less to be your servant. Your servant is a construct instead of a beast, cannot be charmed, is immune to poison damage and the poisoned condition, has 60 ft. darkvision, understands the languages you speak when you created it; but can't speak, and if you are the target of a melee attack and the servant is within 5 ft. of the attacker, you can use your reaction to make your servant use its reaction to make a melee attack against the attacker.

The servant obeys your orders to the best of its ability. In combat it rolls its own initiative and acts on its own.

If the servant is killed it can be brought back by normal means, e.g. using Revivify. Alternatively you can repair it during a long rest after which it returns to life with 1 HP. If beyond repair, you can spend one week and 1000 gp worth of raw materials to make a new one.

SOUL OF ARTIFICE @ Level 20

Can attune to 6 magic items. In addition, you get +1 to all saving throws per magic item you are attuned to.

Notes
