



DUNGEONS &amp; DRAGONS®

Dreck

CHARACTER NAME

Artificer 1

CLASS &amp; LEVEL

BACKGROUND

PLAYER NAME

Goblin

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH	-1	9
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INSPIRATION	2
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13 ARMOR CLASS	3 INITIATIVE	15 SPEED
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DEXTERITY	3	16
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- 1 Strength
- 3 Dexterity
- 2 Constitution
- 6 Intelligence
- 1 Wisdom
- 1 Charisma

CONSTITUTION	0	10
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## SAVING THROWS

- 3 Acrobatics (Dex)
- 1 Animal Handling (...)
- 4 Arcana (Int)
- 1 Athletics (Str)
- 1 Deception (Cha)
- 4 History (Int)
- 1 Insight (Wis)
- 1 Intimidation (Cha)
- 4 Investigation (Int)
- 3 Medicine (Wis)
- 4 Nature (Int)
- 1 Perception (Wis)
- 1 Performance (Cha)
- 1 Persuasion (Cha)
- 4 Religion (Int)
- 5 Sleight of Hand (...)
- 5 Stealth (Dex)
- 1 Survival (Wis)

INTELLIGENCE	4	19
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WISDOM	1	12
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CHARISMA	-1	9
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## SKILLS

Hit Point Maximum	8
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## CURRENT HIT POINTS

TEMPORARY HIT POINTS	
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Total 1	SUCCESES
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FAILURES

DEATH SAVES

HIT DICE

NAME	ATK	DAMAGE/TYPE
Quarterstaff (...)	1	1d6-1 Bludge...
Quarterstaff (...)	1	1d8-1 Bludge...

Cure Wounds	1d8+4 Healing
Rock	1d4-1 bludge...
Quarterstaff	1d6-1 Bludge...
Cure Wounds	1d8+4 Healing
Quarterstaff	1d6-1 Bludge...

## ATTACKS &amp; SPELLCASTING

CP	SP	EP	10	GP	PP
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1 Quarterstaff

1 Backpack

1 Alchemist's Supplies

## EQUIPMENT

I hide scraps of food and trinkets away in my pockets. I can build something useful out of literal trash, and Im very proud of that

## PERSONALITY TRAITS

I do what i need to do for food drinks ans scrap dont trust the city guard

## IDEALS

i like old and friendly shop keepers (helped and showed me alchemy) Alchemy kit is pasted down from old shop keeper (Dont touch it)

## BONDS

I hoard scrap and gadgets "just in case," even when it slows me down. Will try to eat almost everything

## FLAWS

Darkvision

Fury of the Small.

Nimble Escape

Spellcasting

Magical Tinkering

## FEATURES &amp; TRAITS

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## PASSIVE WISDOM (PERCEPTION)

TOOL: Alchemist's Supplies, Disguise Kit,

Thieves' Tools, Tinker's Tools

LANGUAGE: Common, goblin

ARMOR: light armor, medium armor, shield

WEAPON: simple weapons

## OTHER PROFICIENCIES &amp; LANGUAGES

NAME

ATK

DAMAGE/TYPE

Cure Wounds

1d8+4 Healing

CP

SP

EP

GP

PP

Total:

Total:

## ATTACKS &amp; SPELLCASTING

Total:

Total:

## EQUIPMENT



SPELLCASTING CLASS	INTELLIGENCE	14	6
	SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

0	CANTRIPS
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Mending

Spare the Dying

SPELL LEVEL      SLOTS TOTAL      SLOTS EXPENDED

1	2
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Cure Wounds

Faerie Fire

Catapult

3	0
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4	0
---	---

5	0
---	---

6	0
---	---

7	0
---	---

8	0
---	---

9	0
---	---

2	0
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# FEATURES & TRAITS

## Darkvision

You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

## Fury of the Small.

When you damage a creature with an attack or a spell and the creature's size is larger than yours, you can cause the attack or spell to deal extra damage to the creature. The extra damage equals your level. Once you use this trait, you can't use it again until you finish a short or long rest.

## Nimble Escape

You can take the Disengage or Hide action as a bonus action on each of your turns.

## Spellcasting

## Magical Tinkering

# SPELLS

## Mending

Transmutation cantrip

**Casting Time:** 1 minute

**Range:** Touch

**Target:** A single break or tear in an object you touch

**Components:** V S M

**Duration:** Instantaneous

### Description:

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.

## Spare the Dying

Necromancy cantrip

**Casting Time:** 1 action

**Range:** Touch

**Target:** A living creature that has 0 hit points

**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.

## Cure Wounds

Evocation 1

**Casting Time:** 1 action

**Range:** Touch

**Target:** A creature you touch

**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.

## Faerie Fire

Evocation 1

**Casting Time:** 1 action

**Range:** 60 feet

**Target:** Each object 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.

## 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.