

**Izzet Engineer** Artificer [Tinker CLASS & LEVEL BACKGROUND

Warforged/Warforged (INT)

Neutral ALIGNMENT

**EXPERIENCE POINTS** 

PLAYER NAME



DEXTERITY

CONSTITUTION

13

INTELLIGENCE

WISDOM

13

CHARISMA

INSPIRATION

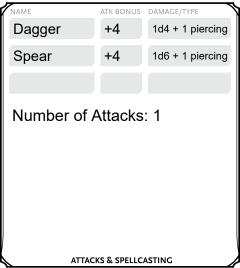
PROFICIENCY BONUS

- +1 Strength O -2 Dexterity +4 Constitution +7 Intelligence O +1 Wisdom O +1 Charisma SAVING THROWS
- Acrobatics (Dex) O +1 Animal Handling (Wis) • +7 Arcana (Int) O +1 Athletics (Str) O +1 Deception (Cha) O +4 History (Int)
- O +1 Insight (Wis) O +1 Intimidation (Cha) • t7 Investigation (Int) • +4 Medicine (Wis) O +4 Nature (Int)
- Perception (Wis) O +1 Performance (Cha) O +1 Persuasion (Cha) O +4 Religion (Int) O \_2 Sleight of Hand (Dex) O \_2 Stealth (Dex)

 $\bigcirc$  +1 Survival (Wis) SKILLS

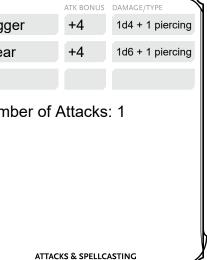


HIT DICE



Easily aggravated Close and personal PERSONALITY TRAITS Nothing is impossible. IDEALS BONDS

Wants to understand any technology he comes



DEATH SAVES

Block and tackle Clothes, common **Dungeoneer's Pack** Hammer Pouch Scale mail +1 Shield Thieves' Tools Tinker's Tools bag of holding gloves of the maker pouch of parts



PASSIVE WISDOM (PERCEPTION)

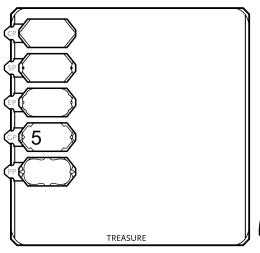
Tool Proficiencies: Jeweler's Tools; Thieves' Tools; Tinker's Tools: Woodcarver's Tools

Weapon Proficiencies: Simple

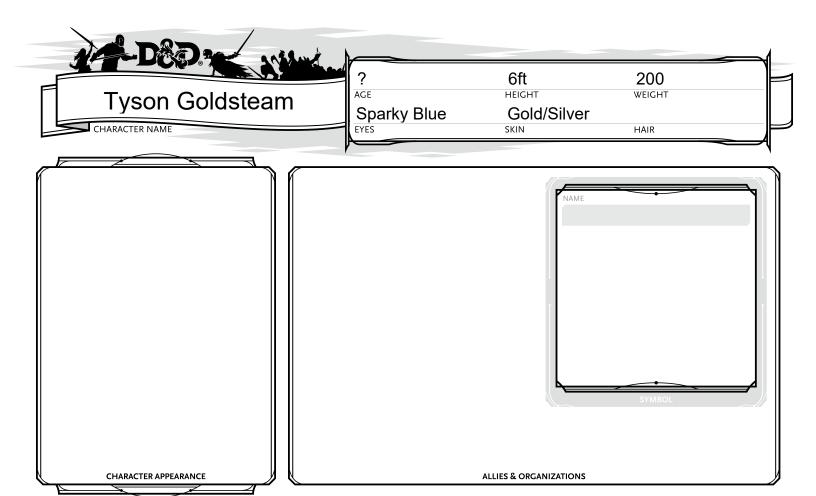
Armor Proficiencies: Light;

Medium; Shields

OTHER PROFICIENCIES & LANGUAGES



**EQUIPMENT** 



This. Will. Work." That was the last sentence you remember saying before the switch. You were laying down on a slab of wrought iron. Lying next to you? The body that you currently inhabit. You cannot recall whether you had stitched the complex designs into the warforged body, but you know that the body belonged to you. Well...past you. The you before. And, thinking back, standing over the you before was Marcus. Marcus Heavenridge. Marcus was tall for a dwarf, close to 5 feet tall. His red beard was cut short and his long hair was pulled back into a bun. You seem to recall that Marcus was young, but his face looked fairly old. Large dark circles seemed permanent under his eyes, a result of his hard work. Marcus was your partner. Right?

You don't recall much about Goldsteam Robotics. You recall the laboratory. The lab where you were...born? Made? Anyway... you recall the laboratory. The old you was held down by metal clamps. Above you was a large metalic hook, the point of which was crackling with silver metallic energy. Inscribed on the hook were various runes. Some, you recognize, were of dwarven origin others were unknown to you. As the energy began to crackle even louder, you heard Marcus speak to you for the last time. What he said is difficult to remember:

"Tyson...never like this before...sickness within you...finally have a chance too...robotics...false life...turning back on me. To run this place by myself...never forgive you." And then darkness. You

CHARACTER BACKSTORY

CANTRIPS	3	[6]
Mage Hand	•	
Prestidigitation	0	0
Frestidigitation	O	0
	O	0
	0	0
	0	0
	0	0
	0	0
	0	O
SPELL	0	0
SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED	0	=
[1] 4 <i>[</i> 2]	0	[ [ 7 ]
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SPELL NAME	0	0
O Catapult		0
O Detect Magic	4	0
Floating Disk		0
Oldentify		
-	0	0
O Sanctuary	0	0
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Animal Massanger		
Animal Messenger	>	0
O Cloud of Daggers		0
O Levitate	[5]	0
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FEATURES & TRAITS

Damage Resistances: poison

-----Actions-----

TINKER TOY. You create a number of little mechanical constructs equal to your intelligence mod at the end of a long rest. You can activate any number as an action. They last for one hour after activation, and they have two of the following modifications. You can pick the same thing multiple times. It takes a bonus action to command it, otherwise it follows the last action given, or takes the dodge,dash, or disengage action.

Improved Movement - It gains an additional 15 ft of flying, walking, or swim speed.

Special weapon - It gains a special weapon attack:

Range - 30ft - 1d4 force dmg (increases by 1d4 if chosen again)

Area - 10ft radius - Con save - 1d4 force damage (increases by 1d4 if chosen again)

Mele - 5 ft - +bla to hit - 1d6 force dmg (increases by 1d6 if chosen again)

Integrated Tool - You incorporate a basic tool into its design, such as a drill, wrench, blowtorch, or malet. Which it can use as an action.

Improved Internal clockwork - The construct can make more complex decisions. It knows all languages you know, and can give basic messages to someone. In addition its

intelligence goes up to 10.

Sturdy casing- Its Constitution goes up to 16, and its AC to 15

Increased/Decreased Size - You make it increase its size to be medium or tiny instead of small.

Camo paint - It gets advantage on stealth rolls, and when not moving looks like whatever it was painted as.

Heavy lifter - Its Strength goes up to 16, and its carrying capacity is increased to 50 lb.

Unique- The toy can do whatever else you wish with DM approval, so long as it doesn't fall into one of the categories above.

-----Other Traits-----

Boots of the Winding Path (Prerequisite: 4th-level artificer). Item: A pair of boots (requires attunement)

While wearing these boots, a creature can teleport up to 15 feet as a bonus action to an unoccupied space the creature can see. The creature must have occupied that space at some point during the current turn.

Equipment. You start with the following equipment, in addition to the equipment granted by your background:

- any two simple weapons of your choice
- a light crossbow and 20 bolts
- your choice of studded leather armor or scale mail
- thieves' tools and a dungeoneer's pack

If you forgo this starting equipment, as well as the items offered by your background, you start with 5d4 x 10 gp to buy your equipment.

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

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.

# **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

## Animal Messenger (ritual)

Artificer Level 2 Enchantment DC 15 Spell Mod +7







24 hrs

A morsel of food

By means of this spell, you use an animal to deliver a message. Choose a Tiny beast you can see within range, such as a squirrel, a blue jay, or a bat. You specify a location, which you must have visited, and a recipient who matches a general description, such as "a man or woman dressed in the uniform of the town guard" or "a red-haired dwarf wearing a pointed hat." You also speak a message of up to twenty-five words. The target beast travels for the duration of the spell toward the specified location, covering about 50 miles per 24 hours for a flying messenger, or 25 miles for other animals. When the messenger arrives, it delivers your message to the creature that you described, replicating the sound of your voice. The messenger speaks only to a creature matching the description you gave. If the messenger doesn't reach its

### Catapult

Artificer Level 1 Transmutation DC 15 Spell Mod +7

#### 1 Act. 60 ft



Inst

### Cloud of Daggers

Artificer Level 2 Conjuration DC 15 Spell Mod +7





Conc, 1 min

A sliver of glass

Choose one object weighing I 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

You fill the air with spinning daggers in a cube 5 feet on each side, centered on a point you choose within range. A creature takes 4d4 slashing damage when it enters the spell's area for the first time on a turn or starts its turn there. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 2d4 for each slot level above 2nd.

## **Detect Magic** (ritual)

Artificer Level 1 Divination DC 15 Spell Mod +7







Conc, 10 mins



Floating Disk (ritual)

level above 1st.

1 Act.





**Identify** (ritual)

Artificer Level 1 Divination DC 15 Spell Mod +7

1 min Touch



Inst

A pearl worth at least 100 gp and an owl feather

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, I inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

This spell creates a circular, horizontal plane of force, 3 feet in diameter and 1 inch thick, that floats 3 feet above the ground in an unoccupied space of your choice that you can see within range. The disk remains for the duration, and can hold up to 500 pounds. If more weight is placed on it, the spell ends, and everything on the disk falls to the ground. The disk is immobile while you are within 20 feet of it. If you move more than 20 feet away from it, the disk follows you so that it remains within 20 feet of you. It can move across uneven terrain, up or down stairs, slopes and the like, but it can't cross an elevation change of 10 feet or more. For example, the disk can't move across a 10-foot-deep pit, nor could it leave such a pit if it was created at the bottom. If you move more than 100 feet from the disk (typically because it can't move around an

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.

#### Levitate

Artificer Level 2 Transmutation DC 15 Spell Mod +7









Either a small leather loop or a piece of golden wire bent into a cup shape with a long shank on one end

One creature or object of your choice that you can see within range rises vertically, up to 20 feet, and remains suspended there for the duration. The spell can levitate a target that weighs up to 500 pounds. An unwilling creature that succeeds on a Constitution saving throw is unaffected. The target can move only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows it to move as if it were climbing. You can change the target's altitude by up to 20 feet in either direction on your turn. If you are the target, you can move up or down as part of your move. Otherwise, you can use your action to move the target, which must remain within the spell's range. When the spell ends, the target floats gently to the ground if it is still aloft.

### Mage Hand

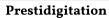
Artificer - Conjuration cantrip DC 15 Spell Mod +7











Artificer - Transmutation cantrip DC 15 Spell Mod

1 Act. 10 ft





A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again. You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it. The hand can't attack, activate magic items, or carry more than 10 pounds.

This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range: • You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor. • You instantaneously light or snuff out a candle, a torch, or a small campfire. • You instantaneously clean or soil an object no larger than I cubic foot. • You chill, warm, or flavor up to I cubic foot of nonliving material for I hour. • You make a color, a small mark, or a symbol appear on an object or a surface for I hour. • You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn. If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss C

Page I (reverse)					
			Animal Messenger (reverse) destination before the spell ends, the message is lost, and the beast makes its way back to where you cast this spell. At Higher Levels. If you cast this spell using a spell slot of 3nd level or higher, the duration of the spell increases by 48 hours for each slot level above 2nd.		
		Floating Disk (reverse) obstacle to follow you), the spell ends.			
		obstacle to follow you), the spell ends.			
	<b>Prestidigitation</b> (reverse) such an effect as an action.				

Artificer Level I Abjuration DC 15 Spell Mod +7  1B.A. 30 ft V.S.M 1 min  A small silver mirror  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 or casts a spell that affects an enemy creature, this spell ends.	

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