

Tyson Goldsteam

CHARACTER NAME

Artificer ITinker

CLASS & LEVEL

Izzet Engineer

BACKGROUND

PLAYER NAME

Warforged/Warforged (INT)

RACE

Neutral

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

+1

12

DEXTERITY

-2

6

CONSTITUTION

+1

13

INTELLIGENCE

+4

18

WISDOM

+1

13

CHARISMA

+1

13

INSPIRATION

+3

PROFICIENCY BONUS

- ☐ +1 Strength
- ☐ -2 Dexterity
- ☒ +4 Constitution
- ☒ +7 Intelligence
- ☐ +1 Wisdom
- ☐ +1 Charisma

SAVING THROWS

- ☐ -2 Acrobatics (Dex)
- ☐ +1 Animal Handling (Wis)
- ☒ +7 Arcana (Int)
- ☐ +1 Athletics (Str)
- ☐ +1 Deception (Cha)
- ☐ +4 History (Int)
- ☐ +1 Insight (Wis)
- ☐ +1 Intimidation (Cha)
- ☒ +7 Investigation (Int)
- ☒ +4 Medicine (Wis)
- ☐ +4 Nature (Int)
- ☒ +4 Perception (Wis)
- ☐ +1 Performance (Cha)
- ☐ +1 Persuasion (Cha)
- ☐ +4 Religion (Int)
- ☐ -2 Sleight of Hand (Dex)
- ☐ -2 Stealth (Dex)
- ☐ +1 Survival (Wis)

SKILLS

15

ARMOR CLASS

-2

INITIATIVE

30

SPEED

Hit Point Maximum 39

CURRENT HIT POINTS

TEMPORARY HIT POINTS

6x(1d8+1)

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

Easily aggravated

Close and personal

PERSONALITY TRAITS

Nothing is impossible.

IDEALS

BONDS

Wants to understand any technology he comes

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Dagger

+4

1d4 + 1 piercing

Spear

+4

1d6 + 1 piercing

Number of Attacks: 1

ATTACKS & SPELLCASTING

14

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

CP

SP

EP

GP

PP

5

TREASURE

EQUIPMENT



Tyson Goldsteam

CHARACTER NAME

?

AGE

Sparky Blue

EYES

6ft

HEIGHT

Gold/Silver

SKIN

200

WEIGHT

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

TREASURE

CHARACTER BACKSTORY

"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 metallic 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



Artificer

SPELLCASTING
CLASS

Intelligence

SPELLCASTING
ABILITY

15

SPELL SAVE DC

+7

SPELL ATTACK
BONUS

0

CANTRIPS

Mage Hand

Prestidigitation

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

- ☐ Catapult
- ☐ Detect Magic
- ☐ Floating Disk
- ☐ Identify
- ☐ Sanctuary

4

7

5

8

2

2

- ☐ Animal Messenger
- ☐ Cloud of Daggers
- ☐ Levitate

9

SPELLS KNOWN

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 mallet. 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

		<p>Animal Messenger <i>(reverse)</i> 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 3rd level or higher, the duration of the spell increases by 48 hours for each slot level above 2nd.</p>
	<p>Floating Disk <i>(reverse)</i> obstacle to follow you), the spell ends.</p>	
<p>Prestidigitation <i>(reverse)</i> such an effect as an action.</p>		

Sanctuary

Artificer Level 1 Abjuration DC 15 Spell Mod +7



1 B.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.
