

# DUNGEONS & DRAGONS

CHARACTER NAME

CHARACTER LEVEL, RACE, & CLASS

EXPERIENCE

BACKGROUND

ALIGNMENT

DEITY

PLAYER NAME

STRENGTH

PROFICIENCY BONUS

- ☐ Strength
- ☐ Dexterity
- ☐ Constitution
- ☐ Intelligence
- ☐ Wisdom
- ☐ Charisma

CONDITIONAL

SAVING THROWS

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

SKILLS

PASSIVE PERCEPTION

STEALTH DISADVANTAGE

ARMOR

SHIELD

AC

ARMOR CLASS

MAXIMUM

HIT DICE

TEMPORARY

CURRENT HIT POINTS

DEATH SAVING THROWS

SPEED

FLY

CLIMB

SWIM

VISION

INSPIRATION

EXHAUSTION

SPEED, SENSES, & CONDITIONS

CP

SP

EP

GP

PP

WEIGHT

EQUIPMENT

INITIATIVE

NAME

RANGE

ATTACK

DAMAGE / TYPE

FEATURES & TRAITS

**Armor Proficiencies.** Light Armor, Medium Armor

**Weapon Proficiencies.** Whip, Longsword

**Tool Proficiencies.** Alchemist's supplies, Tinker's tools, Glassblower's tools, Thieves' tools

**Languages.** Common, Elvish, Orc, Gnomish

ATTACKS & SPELLCASTING

PROFICIENCIES & LANGUAGES



CHARACTER NAME

GENDER

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

SYMBOL

I always want to know how things work and what makes people tick. I believe that anything worth doing is worth doing right. I can't help it— I'm a perfectionist.

PERSONALITY TRAITS

People. I'm committed to the people I care about, not to ideals. (Neutral)

IDEAL

I pursue wealth to secure someone's love.

BOND

I'm quick to assume that someone is trying to cheat me.

FLAW

As an established and respected member of a guild, you can rely on certain benefits that membership provides. Your fellow guild members will provide you with lodging and food if necessary, and pay for your funeral if needed. In some cities and towns, a guildhall offers a central place to meet other members of your profession, which can be a good place to meet potential patrons, allies, or hirelings. Guilds often wield tremendous political power. If you are accused of a crime, your guild will support you if a good case can be made for your innocence or the crime is justifiable. You can also gain access to powerful political figures through the guild, if you are a member in good standing. Such connections might require the donation of money or magic items to the guild's coffers. You must pay dues of 5 gp per month to the guild. If you miss payments, you must make up back dues to remain in the guild's good graces.

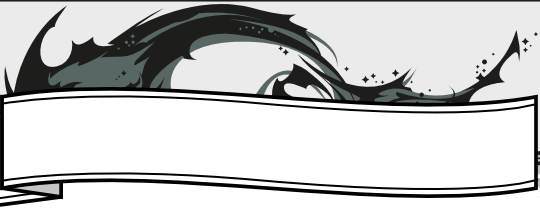
BACKGROUND FEATURE

TRINKET

BACKGROUND STORY

ADDITIONAL FEATURES

ADDITIONAL TREASURE



SPELLCASTING ABILITY

SPELL ATTACK BONUS

SAVING THROW DC

SPELLS TO PREPARE

CANTRIPS

1ST LEVEL3 SPELL SLOTS

## Alchemical Acid

### Alchemy Cantrip

CASTING TIME 1 action

RANGE 30 feet

DURATION Instantaneous

COMPONENTS M (Alchemist's Satchel)

As an action, you can reach into your Alchemist's Satchel, pull out a vial of acid, and hurl the vial at a creature or object within 30 feet of you (the vial and its contents disappear if you don't hurl the vial by the end of the current turn). The vial shatters on impact. A creature must succeed on a Dexterity saving throw or take 1d6 acid damage. An object automatically takes that damage, and the damage is maximized.

This formula's acid damage increases by 1d6 when you reach certain levels in this class: 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Alchemical Formula (Artificer)

BrokenCampaign

## Alchemical Fire

### Alchemy Cantrip

CASTING TIME 1 action

RANGE 30 feet

DURATION Instantaneous

COMPONENTS M (Alchemist's Satchel)

As an action, you can reach into your Alchemist's Satchel, pull out a vial of volatile liquid, and hurl the vial at a creature, object, or surface within 30 feet of you (the vial and its contents disappear if you don't hurl the vial by the end of the current turn). On impact, the vial detonates in a 5-foot radius. Any creature in that area must succeed on a Dexterity saving throw or take 1d6 fire damage.

This formula's fire damage increases by 1d6 when you reach certain levels in this class: 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Alchemical Formula (Artificer)

BrokenCampaign

## Healing Draught

### Alchemy Cantrip

CASTING TIME 1 action

RANGE Self

DURATION 1 hour

COMPONENTS M (Alchemist's Satchel)

As an action, you can reach into your Alchemist's Satchel and pull out a vial of healing liquid. A creature can drink it as an action to regain 1d8 hit points. The vial then disappears. Once a creature regains hit points from this alchemical formula, the creature can't do so again until it finishes a long rest. If not used, the vial and its contents disappear after 1 hour. While the vial exists, you can't use this formula.

This formula's healing increases by 1d8 when you reach certain levels in this class: 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Alchemical Formula (Artificer)

BrokenCampaign

## Thunderstone

### Alchemy Cantrip

CASTING TIME 1 action

RANGE 30 feet

DURATION Instantaneous

COMPONENTS M (Alchemist's Satchel)

As an action, you can reach into your Alchemist's Satchel and pull out a crystalline shard and hurl it at a creature, object, or surface within 30 feet of you (the shard disappears if you don't hurl it by the end of the current turn). The shard shatters on impact with a blast of concussive energy. Each creature within 10 feet of the point of impact must succeed on a Constitution saving throw or be knocked prone and pushed 10 feet away from that point.

Alchemical Formula (Artificer)

BrokenCampaign

## Detect Magic

### 1st-level divination (ritual)

CASTING TIME 1 action

RANGE Self

DURATION Concentration, up to 10 minutes

COMPONENTS V, S

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 is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Magic Item Analysis (Artificer)

Player's Handbook

## False Life

### 1st-level necromancy

CASTING TIME 1 action

RANGE Self

DURATION 1 hour

COMPONENTS V, S, M (a small amount of alcohol or distilled spirits)

Bolstering yourself with a necromantic facsimile of life, you gain 1d4 + 4 temporary hit points for the duration.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, you gain 5 additional temporary hit points for each slot level above 1st.

Spellcasting (Artificer)

Player's Handbook

## Identify

### 1st-level divination (ritual)

CASTING TIME 1 minute

RANGE Touch

DURATION Instantaneous

COMPONENTS V, S, M (a pearl worth at least 100 gp and an owl feather)

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.

Magic Item Analysis (Artificer)

Player's Handbook

## Longstrider

### 1st-level transmutation

CASTING TIME 1 action

RANGE Touch

DURATION 1 hour

COMPONENTS V, S, M (a pinch of dirt)

You touch a creature. The target's speed increases by 10 feet until the spell ends.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Spellcasting (Artificer)

Player's Handbook

## Sanctuary

### 1st-level abjuration

CASTING TIME 1 bonus action

RANGE 30 feet

DURATION 1 minute

COMPONENTS V, S, M (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.

Spellcasting (Artificer)

Player's Handbook

## Shield of Faith

1st-level abjuration

CASTING TIME	1 bonus action
RANGE	60 feet
DURATION	Concentration, up to 10 minutes
COMPONENTS	V, S, M (a small parchment with a bit of holy text written on it)

A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.

Spellcasting (Artificer)

Player's Handbook

Alchemist's supplies enable a character to produce useful concoctions, such as acid or alchemist's fire.

**Components.** Alchemist's supplies include two glass beakers, a metal frame to hold a beaker in place over an open flame, a glass stirring rod, a small mortar and pestle, and a pouch of common alchemical ingredients, including salt, powdered iron, and purified water.

**Arcana.** Proficiency with alchemist's supplies allows you to unlock more information on Arcana checks involving potions and similar materials.

**Investigation.** When you inspect an area for clues, proficiency with alchemist's supplies grants additional insight into any chemicals or other substances that might have been used in the area.

**Alchemical Crafting.** You can use this tool proficiency to create alchemical items. A character can spend money to collect raw materials, which weigh 1 pound for every 50 gp spent. The DM can allow a character to make a check using the indicated skill with advantage. As part of a long rest, you can use alchemist's supplies to make one dose of acid, alchemist's fire, antitoxin, oil, perfume, or soap. Subtract half the value of the created item from the total gp worth of raw materials you are carrying.

### ALCHEMIST'S SUPPLIES

#### Activity DC

Create a puff of thick smoke	10
Identify a poison	10
Identify a substance	15
Start a fire	15
Neutralize acid	20

Someone who is proficient with glassblower's tools has not only the ability to shape glass, but also specialized knowledge of the methods used to produce glass objects.

**Components.** The tools include a blowpipe, a small marver, blocks, and tweezers. You need a source of heat to work glass.

**Arcana, History.** Your knowledge of glassmaking techniques aids you when you examine glass objects, such as potion bottles or glass items found in a treasure hoard. For instance, you can study how a glass potion bottle has been changed by its contents to help determine a potion's effects. (A potion might leave behind a residue, deform the glass, or stain it.)

**Investigation.** When you study an area, your knowledge can aid you if the clues include broken glass or glass objects.

**Identify Weakness.** With 1 minute of study, you can identify the weak points in a glass object. Any damage dealt to the Object by striking a weak spot is doubled.

### GLASSBLOWER'S TOOLS

#### Activity DC

Identify source of glass	10
Determine what a glass object once held	20

Perhaps the most common tools used by adventurers, thieves' tools are designed for picking locks and foiling traps.

Proficiency with the tools also grants you a general knowledge of traps and locks.

**Components.** Thieves' tools include a small file, a set of lock picks, a small mirror mounted on a metal handle, a set of narrow-bladed scissors, and a pair of pliers.

**History.** Your knowledge of traps grants you insight when answering questions about locations that are renowned for their traps.

**Investigation and Perception.** You gain additional insight when looking for traps, because you have learned a variety of common signs that betray their presence.

**Set a Trap.** Just as you can disable traps, you can also set them. As part of a short rest, you can create a trap using items you have on hand. The total of your check becomes the DC for someone else's attempt to discover or disable the trap. The trap deals damage appropriate to the materials used in crafting it (such as poison or a weapon) or damage equal to half the total of your check, whichever the DM deems appropriate.

### THIEVES' TOOLS

#### Activity DC

Pick a lock	Varies
Disable a trap	Varies

A set of tinker's tools is designed to enable you to repair many mundane objects. Though you can't manufacture much with tinker's tools, you can mend torn clothes, sharpen a worn sword, and patch a tattered suit of chain mail.

**Components.** Tinker's tools include a variety of hand tools, thread, needles, a whetstone, scraps of cloth and leather, and a small pot of glue.

**History.** You can determine the age and origin of objects, even if you have only a few pieces remaining from the original.

**Investigation.** When you inspect a damaged object, you gain knowledge of how it was damaged and how long ago.

**Repair.** You can restore 10 hit points to a damaged object for each hour of work. For any object, you need access to the raw materials required to repair it. For metal objects, you need access to an open flame hot enough to make the metal pliable.

### TINKER'S TOOLS

#### Activity DC

Temporarily repair a disabled device	10
Repair an item in half the time	15
Improvise a temporary item using scraps	20