



DUNGEONS & DRAGONS

CHARACTER NAME

CHARACTER LEVEL, RACE, & CLASS

EXPERIENCE

BACKGROUND

ALIGNMENT

DEITY

PLAYER NAME

STRENGTH	PROFICIENCY BONUS
DEXTERITY	Strength ○ Dexterity ○ Constitution ○ Intelligence ○ Wisdom ○ Charisma <small>CONDITIONAL</small>
CONSTITUTION	SAVING THROWS
INTELLIGENCE	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)
WISDOM	SKILLS
CHARISMA	PASSIVE PERCEPTION

ARMOR	STEALTH DISADVANTAGE
SHIELD	AC
ARMOR CLASS	

MAXIMUM	HIT DICE	TEMPORARY
CURRENT HIT POINTS		
DEATH SAVING THROWS		

SPEED	FLY	CLIMB	SWIM
VISION	INSPIRATION	EXHAUSTION	
SPEED, SENSES, & CONDITIONS			

Gnome Cunning. You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Natural Illusionist. You know the minor illusion cantrip. Intelligence is your spellcasting ability for it.

Speak with Small Beasts. Through sounds and gestures, you can communicate simple ideas with Small or smaller beasts.

RACIAL TRAITS

NAME	RANGE	ATTACK	DAMAGE / TYPE
ATTACKS & SPELLCASTING			

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.

Lucky (3/Long Rest). Whenever you make an attack roll, an ability check, or a saving throw, you can spend one luck point to roll an additional d20. You can choose to spend one of your luck points after you roll the die, but before the outcome is determined. You can also spend one luck point when an attack roll is made against you. Roll a d20, and then choose whether the attack uses the attacker's roll or yours.

Magical Tinkering. You must have tinker's tools or other artisan's tools in hand. You touch a Tiny nonmagical object as an action and give it one of the following magical properties of your choice: The object sheds bright light in a 5-foot radius and dim light for an additional 5 feet. Whenever tapped by a creature, the object emits a recorded message (no more than 6 seconds long) that can be heard up to 10 feet away. The object continuously emits your choice of an odor or a nonverbal sound. The chosen phenomenon is perceivable up to 10 feet away. A static visual effect appears on one of the object's surfaces. The chosen property lasts indefinitely. As an action, you can touch the object and end the property early. You can bestow magic on up to 5 objects.

Infuse 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. Your infusion remains in an item indefinitely, but when you die, the infusion vanishes after 5 days have passed. You can infuse up to 2 nonmagical objects at the end of a long rest.

Enhanced Defense. You can infuse a suit of armor or a shield into a +1 armor or a +1 shield.

Enhanced Weapon. You can infuse a simple or martial weapon into a +1 weapon.

Returning Weapon. You can infuse a simple or martial weapon with the thrown property into a returning weapon.

Repeating Shot. You can infuse a simple or martial weapon with the ammunition property into a repeating weapon.

The Right Tool for the Job. With tinker's tools in hand, you can magically create one set of artisan's tools in an unoccupied space within 5 feet of you. This creation requires 1 hour of uninterrupted work.

Battle Ready. When you attack with a magic weapon, you can use your Intelligence modifier, instead of Strength or Dexterity modifier, for the attack and damage rolls.

Steel Defender. In combat, the steel defender shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take one of the actions in its stat block or the Dash, Disengage, Help, Hide, or Search action. If the mending spell is cast on it, it regains 2d6 hit points. If it has died within the last hour, you can use your smith's tools as an action to revive it, provided you are within 5 feet of it and you expend a spell slot of 1st level or higher. The steel defender returns to life after 1 minute with all its hit points restored. At the end of a long rest, you can create a new steel defender if you have your smith's tools with you.

Armor Proficiencies. Light Armor, Medium Armor, Shields

Weapon Proficiencies. Simple Weapons, Martial Weapons

Tool Proficiencies. Smith's tools, Alchemist's supplies, Forger's kit, Thieves' tools, Tinker's tools

Languages. Common, Gnomish, Dwarvish

PROFICIENCIES & LANGUAGES

FEATURES & TRAITS
Armor Proficiencies. Light Armor, Medium Armor, Shields
Weapon Proficiencies. Simple Weapons, Martial Weapons
Tool Proficiencies. Smith's tools, Alchemist's supplies, Forger's kit, Thieves' tools, Tinker's tools
Languages. Common, Gnomish, Dwarvish



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'm rude to people who lack my commitment to hard work and fair play.

PERSONALITY TRAITS

Generosity. My talents were given to me so that I could use them to benefit the world. (Good)

IDEAL

I created a great work for someone, and then found them unworthy to receive it. I'm still looking for someone worthy.

BOND

I'm never satisfied with what I have— I always want more.

FLAW

As well respected as clan crafters are among outsiders, no one esteems them quite so highly as dwarves do. You always have free room and board in any place where shield dwarves or gold dwarves dwell, and the individuals in such a settlement might vie among themselves to determine who can offer you (and possibly your compatriots) the finest accommodations and assistance.

BACKGROUND FEATURE

TRINKET

BACKGROUND STORY

ADDITIONAL FEATURES

ADVENTURING GEAR

lb.

MAGIC ITEMS

lb.

ATTUNED MAGIC ITEMS

/

VALUABLES — GEMS, ART OBJECTS, TRADE GOODS

lb.

COPPER SILVER ELECTRUM GOLD PLATINUM

ENCUMBRANCE — LIFTING AND CARRYING

WEIGHT CARRIED

CARRY CAPACITY

PUSH, DRAG, LIFT

/

INVENTORY — ADVENTURING GEAR, ARMS, ARMOR, AND OTHER EQUIPMENT

ADDITIONAL TREASURE

STORED ITEM

lb.

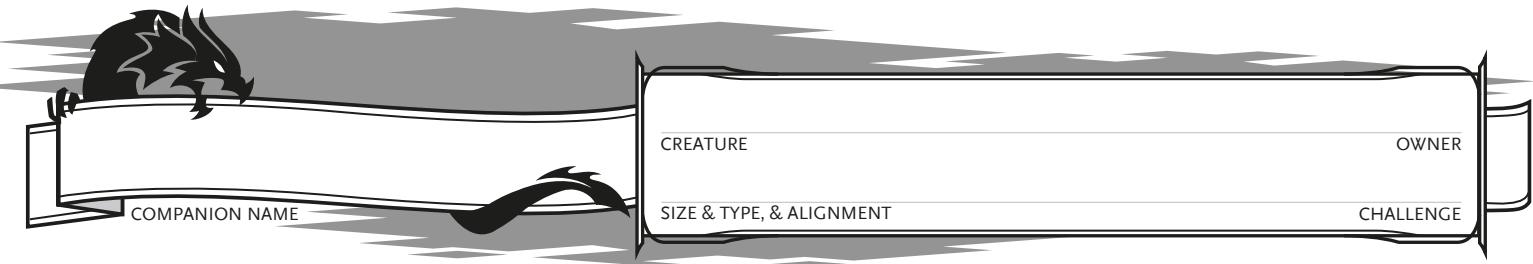
STORED ITEM

lb.

STORED ITEMS

INVENTORY — ITEM DESCRIPTIONS & NOTES

QUEST ITEMS & TRINKETS



COMPANION

STRENGTH	DEXTERITY	CONSTITUTION
INTELLIGENCE	WISDOM	CHARISMA

CREATURE STATISTICS

MAXIMUM	HIT DICE	TEMPORARY
CURRENT HIT POINTS		
PROFICIENCY	INITIATIVE	AC
SPEED		

Saving Throws. Dexterity +3, Constitution +4
Skills. Athletics +4, Perception +4
Damage Immunities. poison
Condition Immunities. charmed, exhaustion, poisoned
Senses. darkvision 60 ft., passive Perception 14
Languages. understands the languages you speak

Might of the Master. The following numbers increase by 1 when your proficiency bonus increases by 1: the defender's skill and saving throw bonuses, the bonuses to hit and damage of its rend attack, and the number of hit points restored by its Repair action.

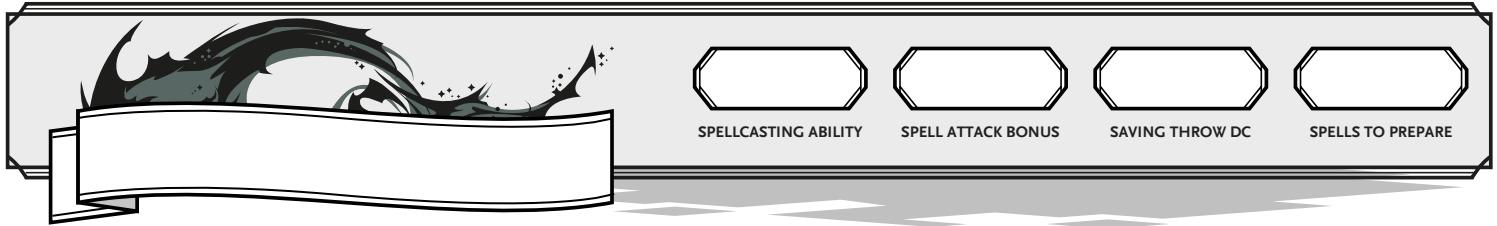
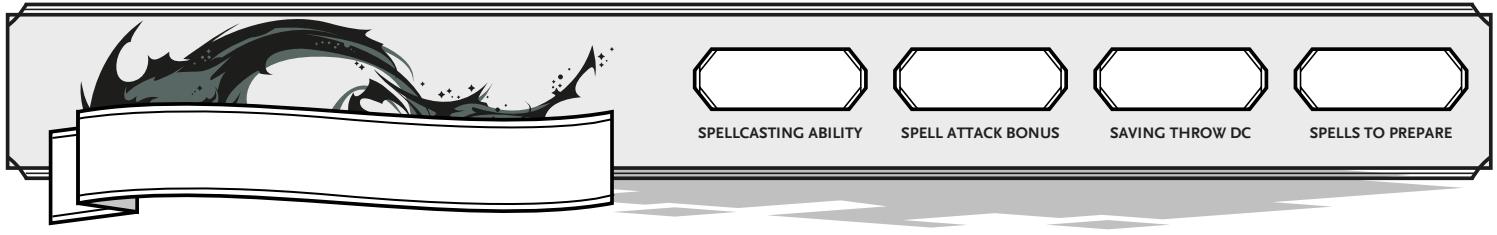
Vigilant. The defender can't be surprised.

Force-Empowered Rend. Melee Weapon Attack: +4 to hit, reach 5 ft., one target you can see. Hit: $1d8 + 2$ force damage.

Repair (3/Day). The magical mechanisms inside the defender restore $2d8 + 2$ hit points to itself or to one construct or object within 5 feet of it.

Deflect Attack. The defender imposes disadvantage on the attack roll of one creature it can see that is within 5 feet of it, provided the attack roll is against a creature other than the defender.

TRAITS & ACTIONS



Fire Bolt

Evocation Cantrip

CASTING TIME 1 action

RANGE 120 feet

DURATION Instantaneous

COMPONENTS V, S

You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Spellcasting (Artificer)

Player's Handbook

Minor Illusion

Illusion Cantrip

CASTING TIME 1 action

RANGE 30 feet

DURATION 1 minute

COMPONENTS S, M (a bit of fleece)

You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again. If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends. If you create an image of an object—such as a chair, muddy footprints, or a small chest—it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it. If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

Natural Illusionist (Forest Gnome)

Player's Handbook

Ray of Frost

Evocation Cantrip

CASTING TIME 1 action

RANGE 60 feet

DURATION Instantaneous

COMPONENTS V, S

A frigid beam of blue-white light streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 1d8 cold damage, and its speed is reduced by 10 feet until the start of your next turn. The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Catapult

1st-level transmutation

CASTING TIME 1 action

RANGE 60 feet

DURATION Instantaneous

COMPONENTS S

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.

Prepared (Artificer)

Xanathar's Guide to Everything

Cure Wounds

1st-level evocation

CASTING TIME 1 action

RANGE Touch

DURATION Instantaneous

COMPONENTS V, S

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.

Prepared (Artificer)

Player's Handbook

Expeditious Retreat

1st-level transmutation

CASTING TIME 1 bonus action

RANGE Self

DURATION Concentration, up to 10 minutes

COMPONENTS V, S

This spell allows you to move at an incredible pace. When you cast this spell, and then as a bonus action on each of your turns until the spell ends, you can take the Dash action.

Prepared (Artificer)

Player's Handbook

Faerie Fire

1st-level evocation

CASTING TIME 1 action

RANGE 60 feet

DURATION Concentration, up to 1 minute

COMPONENTS V

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.

Prepared (Artificer)

Player's Handbook

Grease

1st-level conjuration

CASTING TIME 1 action

RANGE 60 feet

DURATION 1 minute

COMPONENTS V, S, M (a bit of pork rind or butter)

Slick grease covers the ground in a 10-foot square centered on a point within range and turns it into difficult terrain for the duration. When the grease appears, each creature standing in its area must succeed on a Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or fall prone.

Prepared (Artificer)

Player's Handbook

Heroism

1st-level enchantment

CASTING TIME 1 action

RANGE Touch

DURATION Concentration, up to 1 minute

COMPONENTS V, S

A willing creature you touch is imbued with bravery. Until the spell ends, the creature is immune to being frightened and gains temporary hit points equal to your spellcasting ability modifier at the start of each of its turns. When the spell ends, the target loses any remaining temporary hit points from this spell.

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.

Battle Smith Spells (Artificer)

Player's Handbook

Shield

1st-level abjuration

CASTING TIME 1 reaction

RANGE Self

DURATION 1 round

COMPONENTS V, S

Reaction trigger: You are hit by an attack or targeted by the magic missile spell. An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from magic missile.

Snare

1st-level abjuration

CASTING TIME 1 minute

RANGE Touch

DURATION 8 hours

COMPONENTS S, M (25 feet of rope, which the spell consumes)

As you cast this spell, you use the rope to create a circle with a 5-foot radius on the ground or the floor. When you finish casting, the rope disappears and the circle becomes a magic trap.

This trap is nearly invisible, requiring a successful Intelligence (Investigation) check against your spell save DC to be discerned.

The trap triggers when a Small, Medium, or Large creature moves onto the ground or the floor in the spell's radius. That creature must succeed on a Dexterity saving throw or be magically hoisted into the air, leaving it hanging upside down 3 feet above the ground or the floor. The creature is restrained there until the spell ends.

A restrained creature can make a Dexterity saving throw at the end of each of its turns, ending the effect on itself on a success. Alternatively, the creature or someone else who can reach it can use an action to make an Intelligence (Arcana) check against your spell save DC. On a success, the restrained effect ends.

After the trap is triggered, the spell ends when no creature is restrained by it.

Battle Smith Spells (Artificer)

Player's Handbook

Prepared (Artificer)

Xanathar's Guide to Everything

Made from tough but flexible leather, studded leather is reinforced with close-set rivets or spikes.

A backpack is a leather pack carried on the back, typically with straps to secure it. A backpack can hold 1 cubic foot/30 pounds of gear.

You can also strap items, such as a bedroll or a coil of rope, to the outside of a backpack.

Using a crowbar grants advantage to Strength checks where the crowbar's leverage can be applied.

A torch burns for 1 hour, providing bright light in a 20-foot radius and dim light for an additional 20 feet. If you make a melee attack with a burning torch and hit, it deals 1 fire damage.

This small container holds flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a torch—or anything else with abundant, exposed fuel—takes an action. Lighting any other fire takes 1 minute.

Rations consist of dry foods suitable for extended travel, including jerky, dried fruit, hardtack, and nuts.

Rope, whether made of hemp or silk, has 2 hit points and can be burst with a DC 17 Strength check.

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.

THEIVES' TOOLS
Activity DC
Pick a lock Varies
Disable a trap Varies

Crossbow bolts are used with a crossbow to make a ranged attack.

An arcane focus is a special item—an orb, a crystal, a rod, a specially constructed staff, a wand-like length of wood, or some similar item designed to channel the power of arcane spells. A sorcerer, warlock, or wizard can use such an item as a spellcasting focus.

Opaque orange to red-brown.

