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1 Battle Smith Artificer Features

- 2 cantrips
- Spell slots: 4-2
 - 8 prepared spells ($\text{INT} + \text{floor}(\text{artificer level} / 2)$)
 - Spell save DC 16 ($8 + \text{INT} + \text{PB}$)
 - Ritual casting
- 6 infusions known
 1. Enhanced Defense
 2. Enhanced Weapon
 3. Repeating Shot
 4. Replicate Magic Item (Alchemy Jug)
 - 5.
 - 6.
- 4 infused items, max (3 from class, 1 from Digby's Hand)
 1. Digby's Hand (Repeating Shot)
 2. Shield (Enhanced Defense)
 3. Quarterstaff? (Enhanced Weapon)
 - 4.
- INT for attack and damage rolls with a magic weapon

1.1 Magical Tinkering

- As an **action**, touch a Tiny nonmagical object with thieves' tools or artisan's tools to give it a property of your choice.
 1. Sheds bright light for 5 feet, and dim light for another 5 feet.
 2. Emits an recorded message (recorded at creation) up to 6 seconds in length when tapped by a creature. Audible up to 10 feet away.
 3. Continuously emits an odor or a nonverbal sound, perceivable up to 10 feet away.
 4. Creates a static visual effect on one of the object's surfaces. Can be a picture, up to 25 words of text, shapes, etc.
- A single object can only have one property at a time
- Up to 5 (INT) affected objects at once
 - Making another while at cap ends oldest effect
- Property lasts indefinitely
- As an **action**, you can touch the object and end the property

1.2 Steel Defender

- Takes its turn with yours

- **Bonus action** to issue command; SD will continue following command to the best of its ability
- Mending restores 2d6 HP to the Steel Defender
- If it died within the last hour, you can revive it as an **action** with smith's tools and a spell slot
 - Reviving takes 1 minute, restores all HP
- Can create a new steel defender if you have smith's tools with you
- Steel defender dies if you die

1.3 The Right Tool for the Job

- Takes 1 uninterrupted hour and requires thieves' tools or artisan's tools
- You magically create a set of artisan's tools within 5 feet of you
- Created tools vanish when you use this feature again

1.4 Tool Expertise

Expertise (doubled proficiency) on any ability check that uses one of your tool proficiencies - Thieves' tools - Tinker's tools - Smith's tools - one other tool from your starting proficiencies that I don't remember?

2 Feats

2.1 Telekinetic

- You can cast Mage Hand at a range of 60 feet without verbal or somatic components (i.e. no components)
- You can make the hand invisible
- **Bonus action** to try and move one creature within 30 feet 5 feet towards or away from you
 - Target makes a STR save, DC 16 (8 + INT + PB)
 - On a failed save, the target is pushed
 - Target can willingly fail save

3 Magic Items

3.1 Digby's Hand

Description

This gauntlet is an automated, adaptable weapon made up of diamond-shaped metal scales, and can change its form and damage type to fit the user's needs.

Any infusion on this gauntlet also applies to its other forms.

Usage (requires attunement)

The gauntlet has 5 charges and recovers 1d4 charges after a long rest.

You can expend 3 charges to emit a 15 foot cone of force as a bonus action. All enemies within the cone must make a DEX saving throw against your spell save DC or fall prone.

As a weapon, the gauntlet has a 1d8 damage die in melee form and a 1d6 damage die in ranged form. Switching between these forms requires the user's bonus action.

The wearer can change the damage type of the weapon to a different physical damage type as an object interaction. The damage type persists until the wearer uses another object interaction to change the shape of the item again.

The ranged form of the gauntlet counts as a crossbow for the purposes of interaction with the Crossbow Expert feat.

Attuning to this gauntlet grants the user one additional infusion slot.