

UTILITY	DESCRIPTION	#	LV SOURCE	HOMUNC	ULUS SERVANT	
h. determination	reroll a skill check	1/LR	— 'BREW	sıze tiny	HP 1+INTMOD+LV	
magical tinkering	touch tiny nonmagical obj. with thieves'/artisan's tools (A): bestow 1 effect	INT MOD	1 тсое11	MV 20′, FLY 3	0′ но Lv×d4	
infuse item	imbue nonmagical objects w/ infusions (LR); can attune immediately		2 тсое12	str -3	INT +O	
right tool for the job	use thieves'/artisan's tools to make artisan's tools in 1н (can use during rest)	1/тіме	3 тсое 1 3	DEX* +2	wis +0	
tool expertise	2× prof. on tool checks	_	6 тсое 13	con + 1	сна -2	
flash of genius	me or creature within 30' (my к): add my INT мод to check/save	INT MOD/LR	7 тсое 13	IMMUNE pois	, exhaust	
magic item adept	attune 4 items & craft (un)common items in 1/4 time for 1/2 gold	_	10 тсое13	SKILLS perc*, stealth		
spell-storing item	LR: touch weapon/focus and store spell(LV 1/2, artificer, DUR: 1 A) in it; (A) to use spell (with my INT MOD; (c) wielder). MAX(2, INT MOD) spell uses.	2 1/тіме	11 тсое13		overs 2d6 нр	
magic item savant	attune 5 items & ignore class, race, spell, level requirements on items	§ —	14 тсое14	ist, half dmg	dmg on DEX res-	
magic item master	attune 6 items		18 тсое14		30′, d4+рв гопсе	
					cic (R) 120', hom-	
МА	GICAL TINKERING (EFFECTS) INFUSIONS			unculus deliv	ers my touch spell	
5′/5′ light • mix of p	ELDRITCH CANNON					
verbal sound • on ta	p: verbal message (10′, 6s) from me 12@Lv18; 1/object; fades інт мор days	after death/v	hen forgotten	HP 5×LV	size tiny/small	
				ac 18	му 15',сымв 15'	
COMBAT D	ESCRIPTION	#	LV SOURCE	EFF DC 14	IMMUNEpois/psy	
eldritch cannon (A	DISMISSAL (A)	early or after 1h				
arcane firearm carver's tools to adorn a wand/staff/rod (focus; adds d8 DMG to 1 spell roll) 1/TIME 5 TCOE 18					меnding recovers 2d6 нр	
fortified position make/use 2 cannons at once (2 ss) & cannons give 10' of half cover to allies — 15 TCOE 18					ACTIVATE choose on creation	
soul of artifice +	1 to EFF DC & if I reach Онр without death, (R) to end infusion and drop to 1 нр INFUSIONS	_	20 тсое14	• FLAMETHRO spell vs. dex FIRE & flam	wer 15' cone, , 2d8 (3d8@Lv9) mables ignite	
				Ac. 2d8 (3d	sta 120', spell vs. 18@Lv9) force & shed away 5'	
				мор (2d8	10' cone, d8+INT +INT MOD@LV9) cannon & choice	

TOOLBELT ITEMS (O.I. TO GRAB)	1	
TINY ITEMS	1	21
1		
2	2	_ 22
2	3	23
3	<u>J</u>	23
4	4	24
5		®
6	5	25
7	6	26
8		
9	7	27
10	8	28
11	9	29
12		
gp	10	30
sp cp		
gems ( gp)	11	31
/100= slots	12	32
CARRY CAPACITY	~_	
sLots≤5+str ready	13	
5+str <slots≤10+str burdened<="" td=""><td></td><td></td></slots≤10+str>		
10+str <slots≤15+str taxed<br="">slots&gt;15+str overloaded</slots≤15+str>	14	34
BEING ENCUMBERED (CUMULATIVE)		
ready —	15	35
burdened -10 spp; no passive spp bonus		
taxed -10 spp; disadv. phys.	16	36
overloaded SPD 0; prone	7	37
CATEGORY SIZE #	17	- <del>51</del>
tiny palm-sized, worn —	18	38
light dagger/vial/ration 1/5		
normal shield/quiver/flask 1	19	39
heavy heavy/big/clunky 2		- <del></del>
m. armor — 2 h. armor — 4	20	40