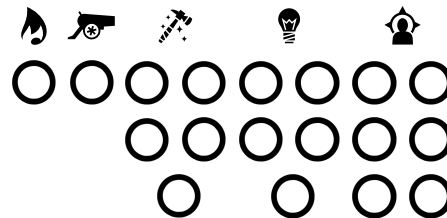
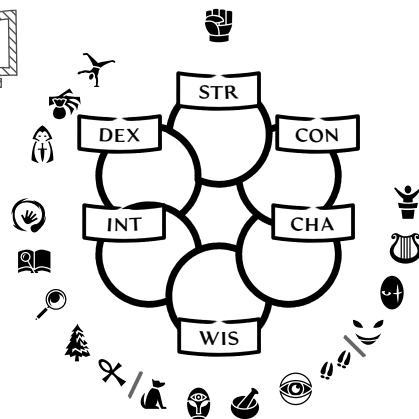
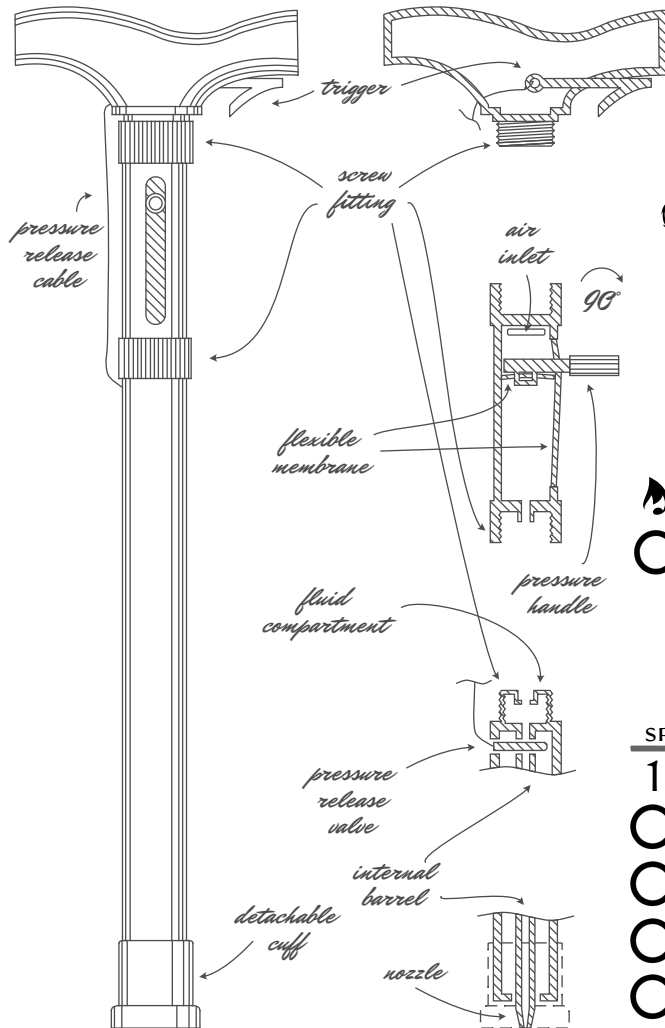
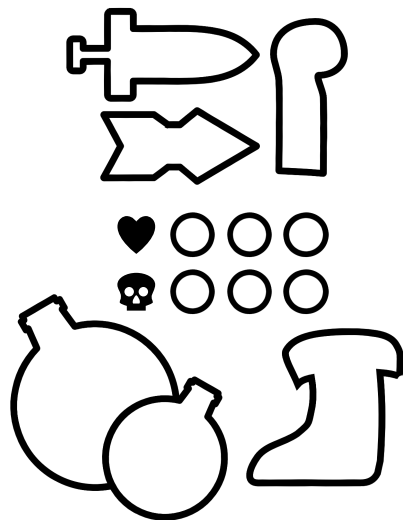
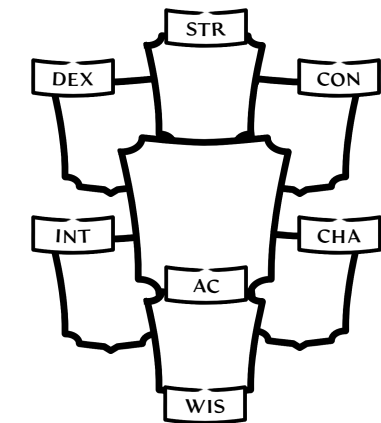
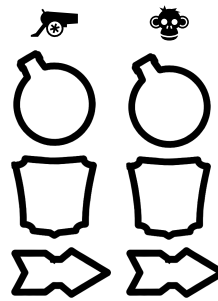


LV: \_\_\_\_\_ EXP: \_\_\_\_\_ PROF: \_\_\_\_\_



SPELL ATTACK:

1	2	3	4
○	○	○	○
○	○	○	○
○	○	○	○
○	5	○	○



UTILITY	DESCRIPTION	#	LV	SOURCE
h. determination	reroll a skill check	1/LR	—	'BREW
magical tinkering	touch tiny nonmagical obj. with thieves'/artisan's tools (A): bestow 1 effect	INT MOD	1	TCOE 11
infuse item	imbue nonmagical objects w/ infusions (LR); can attune immediately	—	2	TCOE 12
right tool for the job	use thieves'/artisan's tools to make artisan's tools in 1 h (can use during rest)	1/TIME	3	TCOE 13
tool expertise	2× prof. on tool checks	—	6	TCOE 13
flash of genius	me or creature within 30' (my R): add my INT MOD to check/save	INT MOD/LR	7	TCOE 13
magic item adept	attune 4 items & craft (un)common items in 1/4 time for 1/2 gold	—	10	TCOE 13
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.	1/TIME	11	TCOE 13
magic item savant	attune 5 items & ignore class, race, spell, level requirements on items	—	14	TCOE 14
magic item master	attune 6 items	—	18	TCOE 14

#### MAGICAL TINKERING (EFFECTS)

5'/5' light • mix of picture, drawing, 25 words • 10' odor/non-verbal sound • on tap: verbal message (10', 6s) from me

#### INFUSIONS

USES/KNOWN 2/4, 3/6@LV6, 4/8@LV10, 5/10@LV14, 6/12@LV18; 1/object; fades INT MOD days after death/when forgotten

COMBAT	DESCRIPTION	#	LV	SOURCE
eldritch cannon	(A) carver's/smith's tools to make on a surface within 5'; (BA) activate within 60'	1/LR or SS	3	TCOE 17
arcane firearm	carver's tools to adorn a wand/staff/rod (focus; adds d8 DMG to 1 spell roll)	1/TIME	5	TCOE 18
fortified position	make/use 2 cannons at once (2 ss) & cannons give 10' of half cover to allies	—	15	TCOE 18
soul of artifice	+1 to EFF DC & if I reach 0HP without death, (R) to end infusion and drop to 1HP	—	20	TCOE 14

#### INFUSIONS


#### HOMUNCULUS SERVANT

SIZE tiny HP 1+INTMOD+LV  
MV 20', FLY 30' HD LV×d4

STR -3 INT +0

DEX\* +2 WIS +0

CON +1 CHA -2

IMMUNE pois, exhaust

SKILLS perc\*, stealth

MENDING recovers 2d6 HP

EVASION no dmg on DEX resist, half dmg on failure

FORCE STRIKE 30', d4+PB FORCE

CHANNEL MAGIC (R) 120', homunculus delivers my touch spell

#### ELDRITCH CANNON

HP 5×LV SIZE tiny/small

AC 18 MV 15', CLIMB 15'

EFF DC 14 IMMUNE pois/psy

DISMISSAL (A) early or after 1h

MENDING recovers 2d6 HP

ACTIVATE choose on creation

- FLAMETHROWER 15' cone, spell vs. DEX, 2d8 (3d8@LV9) FIRE & flammables ignite

- FORCE BALLISTA 120', spell vs. AC, 2d8 (3d8@LV9) FORCE & they are pushed away 5'

- PROTECTOR 10' cone, d8+INT MOD (2d8+INT MOD@LV9) TEMP HP to cannon & choice

# TOOLBELT ITEMS (O.I. TO GRAB)

## TINY ITEMS

1 \_\_\_\_\_

2 \_\_\_\_\_

3 \_\_\_\_\_

4 \_\_\_\_\_

5 \_\_\_\_\_

6 \_\_\_\_\_

7 \_\_\_\_\_

8 \_\_\_\_\_

9 \_\_\_\_\_

10 \_\_\_\_\_

11 \_\_\_\_\_

12 \_\_\_\_\_

gp  
sp  
cp  
gems ( gp)

/100= slots +

## CARRY CAPACITY

SLOTS ≤ 5 + STR ready  
5 + STR < SLOTS ≤ 10 + STR burdened  
10 + STR < SLOTS ≤ 15 + STR taxed  
SLOTS > 15 + STR overloaded

## BEING ENCUMBERED (CUMULATIVE)

ready —  
burdened -10 SPD; no passive SPD bonus  
taxed -10 SPD; disadv. phys. checks/saves  
overloaded SPD 0; prone

## CATEGORY SIZE #

tiny palm-sized, worn —  
light dagger/vial/ration 1/5  
normal shield/quiver/flask 1  
heavy heavy/big/clunky 2  
m. armor — 2  
h. armor — 4

1 \_\_\_\_\_ 21 \_\_\_\_\_

2 \_\_\_\_\_ 22 \_\_\_\_\_

3 \_\_\_\_\_ 23 \_\_\_\_\_

4 \_\_\_\_\_ 24 \_\_\_\_\_

5 \_\_\_\_\_ 25 \_\_\_\_\_

6 \_\_\_\_\_ 26 \_\_\_\_\_

7 \_\_\_\_\_ 27 \_\_\_\_\_

8 \_\_\_\_\_ 28 \_\_\_\_\_

9 \_\_\_\_\_ 29 \_\_\_\_\_

10 \_\_\_\_\_ 30 \_\_\_\_\_

11 \_\_\_\_\_ 31 \_\_\_\_\_

12 \_\_\_\_\_ 32 \_\_\_\_\_

13 \_\_\_\_\_ 33 \_\_\_\_\_

14 \_\_\_\_\_ 34 \_\_\_\_\_

15 \_\_\_\_\_ 35 \_\_\_\_\_

16 \_\_\_\_\_ 36 \_\_\_\_\_

17 \_\_\_\_\_ 37 \_\_\_\_\_

18 \_\_\_\_\_ 38 \_\_\_\_\_

19 \_\_\_\_\_ 39 \_\_\_\_\_

20 \_\_\_\_\_ 40 \_\_\_\_\_