

magical tinkering infuse item imbue 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 stR - 3 INT + (vanue item) imbue nonmagical objects w/ infusions (LR); can attune immediately 2 TCOE 12 stR - 3 INT + (vanue item) imbue nonmagical objects w/ infusions (LR); can attune immediately 2 TCOE 12 stR - 3 INT + (vanue item) imbue nonmagical objects w/ infusions (LR); can attune immediately 3 TCOE 13 in the color of the job is use thieves'/artisan's tools to make artisan's tools in 1 H (can use during rest) 1/TIME 3 TCOE 13 in the color of tool checks 2 TCOE 13 in the color of tool checks 3 TCOE 13 in the color of tool checks 3 TCOE 13 in the color of tool checks 3 TCOE 13 in the color of tool checks 4 TCOE 14 in the color of tool checks 4	t l6 HP DEX reserve PPB FORCE 20', hom-
infuse item imbue nonmagical objects w/ infusions (LR); can attune immediately 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 TCOE13 DEX*+2 WIS+ tool expertise 2× prof. on tool checks — 6 TCOE13 CON+1 CHAPTION — 6 TCOE13 DEX*+2 WIS+ tool expertise 2× prof. on tool checks — 6 TCOE13 DEX*+2 WIS+ tool expertise 2× prof. on tool checks — 6 TCOE13 DEX*+2 WIS+ tool expertise 3 TCOE13 DEX*+2 WIS+ tool expertise 4 TCOE14 DEX*+2 WIS+ tool expertise 4 TCOE14 DEX*+2 WIS+ tool expertise 5 TCOE14 DEX*+2 WIS+ TCOE15 DEX*+2 W	t l6 HP DEX reserve PPB FORCE 20', hom-
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 DEX* + 2 WIS+ tool expertise 2 × prof. on tool checks 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 spell-storing item savent magic item savant magic item savant magic item master MAGICAL TINKERING (EFFECTS) LET touch weapon/focus and store spell (LIV 1/2, artificer, DUR: 1 A) in it; (A) to use spell (with my INT MOD); (C) wielder). MAX(2, INT MOD) spell uses. MAGICAL TINKERING (EFFECTS) MAGICAL TINKERING (EFFECTS) MAGICAL TINKERING (EFFECTS) LINE 3 TCOE 13 IMMUNE pois, exhaus skills perc*, stealth main it; (A) to use spell (with my INT MOD); (C) wielder). MAX(2, INT MOD) spell uses. MAGICAL TINKERING (EFFECTS) MA	D 2 2 t 16 HP DEX res-re PB FORCE 20', hom-
tool expertise 2× prof. on tool checks flash of genius me or creature within 30' (my R): add my INT MOD to check/save magic item adept spell-storing item magic item savant magic item master MAGICAL TINKERING (EFFECTS) Tool 13 MACICAL TINKERING (EFFECTS) MACICAL TINKERING (EFFECTS) MACICAL TINKERING (EFFECTS) COMBAT DESCRIPTION DESCRIPTION A tool checks me or creature within 30' (my R): add my INT MOD to check/save INT MOD to check/save INT MOD/LR 7 TCOE 13 IMMUNE pois, exhaus skills perc*, stealth IMMUNE pois, exhaus	2 t 6 HP DEX res- re PB FORCE 20', hom-
flash of genius magic item adept spell-storing item magic item savant magic item master magic item savant magic item master magic item savant magic item sav	DEX resere
magic item adept spell-storing item magic item savant magic item savant magic item master magic item savant savant nation 1/2 gold 11 TIME 11 TCOE 13 EVASION no dmg on ist, half dmg on failu force STRIKE 30', d4-4 CHANNEL MAGIC (R) 1: unculus delivers my to HANNEL POE 13 SKILLS POE 14 MENDING TOOE 14	DEX res- re PB FORCE 20', hom-
spell-storing item magic item savant magic item master attune 5 items & ignore class, race, spell, level requirements on items MAGICAL TINKERING (EFFECTS) S'/5' light · mix of picture, drawing, 25 words · 10' odor/non-verbal sound · on tap: verbal message (10', 6s) from me LR: touch weapon/focus and store spell(LV 1/2, artificer, DUR: 1 A) in it; (A) to use 1/TIME 11 TCOE 13 MENDING recovers 2c EVASION no dmg on ist, half dmg on failure for is	DEX res- re PB FORCE 20', hom-
magic item savant magic item s	DEX res- re PB FORCE 20', hom-
magic item savant attune 5 items & ignore class, race, spell, level requirements on items — 14 ICOE 14 magic item master attune 6 items — 18 TCOE 14 FORCE STRIKE 30', d4+ CHANNEL MAGIC (R) 12 unculus delivers my to the class of picture, drawing, 25 words · 10' odor/non- verbal sound · on tap: verbal message (10', 6s) from me COMBAT DESCRIPTION # LV SOURCE ist, half dmg on failure ist,	PB FORCE 20', hom-
magic item master attune 6 items MAGICAL TINKERING (EFFECTS) MAGICAL TINKERING (EFFECTS) S'/5' light · mix of picture, drawing, 25 words · 10' odor/non-verbal sound · on tap: verbal message (10', 6s) from me 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 HP 5×LV SIZE ti AC 18 MV15 COMBAT DESCRIPTION # LV SOURCE EFF DC 14 IMMUN	PB FORCE
MAGICAL TINKERING (EFFECTS) S'/5' light · mix of picture, drawing, 25 words · 10' odor/non-verbal sound · on tap: verbal message (10', 6s) from me LV SOURCE MAGICAL TINKERING (EFFECTS) USES/KNOWN 2/4, 3/6@LV6, 4/8@LV10, 5/10@LV14, 6/ 12@LV18; 1/object; fades INT MODICAL MARK MAY 15 LV SOURCE MINFUSIONS USES/KNOWN 2/4, 3/6@LV6, 4/8@LV10, 5/10@LV14, 6/ 12@LV18; 1/object; fades INT MODICAL MAY NOT SIZE till AC 18 MV 15 MINFUSIONS LUNCULUS delivers my to unculus delivers m	
5'/5' light · mix of picture, drawing, 25 words · 10' odor/non-verbal sound · on tap: verbal message (10', 6s) from me USES/KNOWN 2/4, 3/6@LV10, 5/10@LV14, 6/12@LV18; 1/object; fades INT MODICAL MARKET MA	
verbal sound • on tap: verbal message (10', 6s) from me 12@LV18; 1/object; fades INT MOD days after death/when forgotten HP 5 × LV SIZE ti AC 18 MV15 COMBAT DESCRIPTION # LV SOURCE EFF DC 14 IMMUN	•
HP 5×LV SIZE ti AC 18 MV 15 COMBAT DESCRIPTION # LV SOURCE EFF DC 14 IMMUN	
COMBAT DESCRIPTION # LV SOURCE EFF DC 14 IMMUN	ny/small
EFF DC 14 IMMUN	,сымв 15′
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	epois/psy
DISMISSAL (A) early or	
arcane firearm carver's tools to adorn a wand/staff/rod (focus; adds d8 DMG to 1 spell roll) 1/TIME 5 TCOE 18 MENDING recovers 2d fortified position make/use 2 cannons at once (2 ss) & cannons give 10' of half cover to allies — 15 TCOE 18	<u>6 нр</u>
soul of artifice +1 to EFF DC & if I reach OHP without death, (R) to end infusion and drop to 1HP 20 TCoE14	eation
• FLAMETHROWER 1: spell vs. dex, 2d8 (3: FIRE & flammables)	18@Lv9)
• FORCE BALLISTA 120 AC, 2d8 (3d8@Lv9) they are pushed awa	FORCE &
- PROTECTOR 10' CONG MOD (2d8+INT MG TEMP HP to cannon &	D@Lv9)

TOOLBELT ITEMS (O.I. TO GRAB)			
TINY ITEMS	1	21	
1			
2	2	22	
	3	23	
3	<u> </u>	_ 	
4	4	24	
5			
6	5	25	
7	6	26	
8	U	20	
	7	27	
9			
10	8	28	
11	9	29	
12	9		
gp	10	30	
sp cp			
gems (gp)	11	31	
/100= slots	12	32	
CARRY CAPACITY	~	- <u>32</u>	
sLots≤5+str ready 5+str <slots≤10+str burdened<="" td=""><td>13</td><td>33</td></slots≤10+str>	13	33	
10+str <slots≤15+str taxed<="" td=""><td></td><td></td></slots≤15+str>			
sLots>15+str overloaded	14	34	
BEING ENCUMBERED (CUMULATIVE)	15	35	
ready — burdened -10 spp; no passive spp			
bonus	16	36	
taxed checks/saves			
overloaded SPD 0; prone	17	37	
category size # tiny palm-sized, worn —	18	38	
light dagger/vial/ration 1/5	10	. <u>Ju</u>	
normal shield/quiver/flask 1	19	39	
heavy heavy/big/clunky 2 m. armor — 2			
h. armor — 4	20	40	