

Simon Evans

Halfling	Lightfoot Halfling	Artificer; Battle Smith (5), Wizard; War Magic (8)
Race	Subrace	Class
Vault Dweller	Man (he/him/his)	neutral good
Background	Gender	Alignment

+0

10

STRENGTH

-

[] +0 Athletics

+3

16

DEXTERITY

-

- [] +3 Acrobatics
- [] +3 Stealth
- [P] +8 Sleight of Hand

+1

13

CONSTITUTION

*

+5

20

INTELLIGENCE

*

- [P] +10 Arcana
- [P] +10 History
- [] +5 Investigation
- [] +5 Nature
- [] +5 Religion

+2

14

WISDOM

-

- [] +2 Animal Handling
- [] +2 Insight
- [] +2 Medicine
- [] +2 Perception
- [P] +7 Survival

+1

12

CHARISMA

-

- [] +1 Deception
- [] +1 Intimidation
- [] +1 Performance
- [] +1 Persuasion

Inspiration: No

Initiative: +8

Proficiency Bonus: +5

AC: 15

HP: 73/73

Temp HP: 0

Hit Dice: 5d8,8d6

Size: small

Speed: 25 feet

Condition Immunities:

Condition Resistances:

Condition Vulnerabilities:

Damage Immunities:

Damage Resistances:

Damage Vulnerabilities:

Senses:

Languages

common, halfling

Armor

light armor, medium armor, shield

Weapons

firearms, simple weapon, martial weapon

Tools

cook's utensils, glassblower's tools, land vehicles, smith's tools, thieves' tools, tinker's tools



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Personality Traits

I always look for the next bigger problem.

Ideals

The Universe is full of fascinating things ready to be learned and understood.

Ideals

I have an Uncle, Rufus Drogo, who wants me to be something I'm not. I attend a local high school in the archive with Willow. Tselana was a mentor to me, and I looked up to her a big sister. Pie, Buttons, and Snowball are my responsibility to keep safe.

Flaws

I am prone to self doubt and fear.

Backstory

Simon grew up never knowing his parents, Mirabella and Rory Evans. They perished in an accident just after his birth after experimenting with new arcane methods to power the Archive. Since the accident, his Uncle has been raising him and acting as his boss/mentor at their family repair shop.

Simon works with his Uncle as an apprentice, running repair jobs for the town and also producing glass. In secret Simon pours over books, learning all that he can about history, the arcane, and the outside world. He also secretly works on small gadgets, most notably his bolt gun. All of this he does against the wishes of his Uncle, who only wishes for Simon to live a normal and accident free, life.

Despite his desire to study magic, he does love his work as a handyman for the townsfolk.

Simon's time spent studying in isolation awakened an innate sorcery within him, a power to summon souls to his side. He has since constructed a sentient construct by the name of Pie, a homunculus by the name of Buttons, and a familiar stoat by the name of Snowball. Since his first attempts to summon, he has learned to fasion new host bodies for his summoned companions and resummon them at will.

Apart from summoning magic, Simon excells at spacial magic, using the manipulation of gravity and space, as well as teleportation, to manipulate the battlefield in his favor.

In the long term, Simon aims to found an arcane academy, where those are free to teach and study magic at will.

Age: 16

Dress: Raptor scale leather jacket

Eyes: Blue

Hair: Brown

Skin: Pale

Height: 4'2"

Weight: 75lbs

Description: Scrawny, shaggy brown hair

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Rustic Hospitality

Since you come from the ranks of the common folk, you fit in among them with ease. You can find a place to hide, rest, or recuperate among other commoners, unless you have shown yourself to be a danger to them. They will shield you from the law or anyone else searching for you, though they will not risk their lives for you.

Ability Score Increase

Your Dexterity score increases by 2.

Size

Your size is Small.

Speed

Your base walking speed is 25 feet.

Lucky

When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Brave

You have advantage on saving throws against being frightened.

Halfling Nimbleness

You can move through the space of any creature that is of a size larger than yours.

Languages

You can speak, read, and write Common and Halfling.

Ability Score Increase

Your Charisma score increases by 1.

Naturally Stealthy

You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

Firearm Proficiency

You are proficient with firearms.

Magical Tinkering

At 1st level, you've learned how to invest a spark of magic into mundane objects. To use this ability, you must have thieves' tools or artisan's tools in hand. You then 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 that can be heard up to 10 feet away. You utter the message when you bestow this property on the object, and the recording can be no more than 6 seconds long.
- The object continuously emits your choice of an odor or a nonverbal sound (wind, waves, chirping, or the like). The chosen phenomenon is perceivable up to 10 feet away.
- A static visual effect appears on one of the object's surfaces. This effect can be a picture, up to 25 words of text, lines and shapes, or a mixture of these elements, as you like.

The chosen property lasts indefinitely. As an action, you can touch the object and end the property early.

You can bestow magic on multiple objects, touching one object each time you use this feature, though a single object can only bear one property at a time. The maximum number of objects you can affect with this feature at one time is equal to your Intelligence modifier (minimum of one object). If you try to exceed your maximum, the oldest property immediately ends, and then the new property applies.

Spellcasting

You've studied the workings of magic and how to cast spells, channeling the magic through objects. To observers, you don't appear to be casting spells in a conventional way; you appear to produce wonders from mundane items and outlandish inventions.

Tools Required

You produce your artificer spell effects through your tools. You must have a spellcasting focus - specifically thieves' tools or some kind of artisan's tool - in hand when you cast any spell with this Spellcasting feature (meaning the spell has an "M" component when you cast it). You must be proficient with the tool to use it in this way. See the equipment chapter in the Player's Handbook for descriptions of these tools.

After you gain the Infuse Item feature at 2nd level, you can also use any item bearing one of your infusions as a spellcasting focus.

Cantrips

At 1st level, you know two cantrips of your choice from the artificer spell list. At higher levels, you learn additional artificer cantrips of your choice, as shown in the Cantrips Known column of the Artificer table.

When you gain a level in this class, you can replace one of the artificer cantrips you know with another cantrip from the artificer spell list.

Preparing and Casting Spells

The Artificer table shows how many spell slots you have to cast your artificer spells. To cast one of your artificer spells of 1st level or higher, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

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Halfling	Lightfoot Halfling	Artificer; Battle Smith (5), Wizard; War Magic (8)
Race	Subrace	Class
Vault Dweller	Man (he/him/his)	neutral good
Background	Gender	Alignment

You prepare the list of artificer spells that are available for you to cast, choosing from the artificer spell list. When you do so, choose a number of artificer spells equal to your Intelligence modifier + half your artificer level, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 5th-level artificer, you have four 1st-level and two 2nd-level spell slots. With an Intelligence of 14, your list of prepared spells can include four spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell Cure Wounds, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of artificer spells requires time spent tinkering with your spellcasting focuses: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability

Intelligence is your spellcasting ability for your artificer spells; your understanding of the theory behind magic allows you to wield these spells with superior skill. You use your Intelligence whenever an artificer spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for an artificer spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier
Spell attack modifier = your proficiency bonus + your Intelligence modifier

Ritual Casting

You can cast an artificer spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Infuse Item

At 2nd level, you've gained the ability to imbue mundane items with certain magical infusions, turning those objects into magic items.

Infusions Known

When you gain this feature, pick four artificer infusions to learn. You learn additional infusions of your choice when you reach certain levels in this class, as shown in the Infusions Known column of the Artificer table.

Whenever you gain a level in this class, you can replace one of the artificer infusions you learned with a new one.

Infusing an 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. An infusion works on only certain kinds of objects, as specified in the infusion's description. If the item requires attunement, you can attune yourself to it the instant you infuse the item. If you decide to attune to the item later, you must do so using the normal process for attunement (see the attunement rules in the Dungeon Master's Guide).

Your infusion remains in an item indefinitely, but when you die, the infusion vanishes after a number of days equal to your Intelligence modifier (minimum of 1 day). The infusion also vanishes if you replace your knowledge of the infusion.

You can infuse more than one nonmagical object at the end of a long rest; the maximum number of objects appears in the Infused Items column of the Artificer table. You must touch each of the objects, and each of your infusions can be in only one object at a time. Moreover, no object can bear more than one of your infusions at a time. If you try to exceed your maximum number of infusions, the oldest infusion ends, and then the new infusion applies.

If an infusion ends on an item that contains other things, like a bag of holding, its contents harmlessly appear in and around its space.

Artificer Specialist

At 3rd level, you choose the type of specialist you are. Your choice grants you features at 5th level and again at 9th and 15th level.

Specialty	Source
Alchemist	Tasha's Cauldron of Everything
Armorer	Tasha's Cauldron of Everything
Artillerist	Tasha's Cauldron of Everything
Battle Smith	Tasha's Cauldron of Everything

The Right Tool for the Job

At 3rd level, you've learned how to produce exactly the tool you need: with thieves' tools or artisan'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, which can coincide with a short or long rest. Though the product of magic, the tools are nonmagical, and they vanish when you use this feature again.

Ability Score Improvement

When you reach 4th level, 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Tool Proficiency

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When you adopt this specialization at 3rd level, you gain proficiency with smith's tools. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

Battle Smith Spells

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Battle Smith Spells table. These spells count as artificer spells for you, but they don’t count against the number of artificer spells you prepare.

Artificer Level	Battle Smith Spells
3rd	Heroism, Shield
5th	Branding Smite, Warding Bond
9th	Aura of Vitality, Conjure Barrage
13th	Aura of Purity, Fire Shield
17th	Banishing Smite, Mass Cure Wounds

Battle Ready

When you reach 3rd level, your combat training and your experiments with magic have paid off in two ways:

- You gain proficiency with martial weapons.
- 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

By 3rd level, your tinkering has borne you a faithful companion, a steel defender. It's friendly to you and your companions, and it obeys your commands. See its game statistics in the Steel Defender stat block, which uses your proficiency bonus (PB) in several places. You determine the creature's appearance and whether it has two legs or four; your choice has no effect on its game statistics.

In combat, the 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 another action. That action can be one in its stat block or some other action. If you are incapacitated, the defender can take any action of its choice, not just Dodge.

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 smith's tools with you. If you already have a defender from this feature, the first one immediately perishes. The defender also perishes if you die.

Extra Attack

Starting at 5th level, you can attack twice, rather than once, whenever you take the Attack action on your turn.

Spellcasting

As a student of arcane magic, you have a spellbook containing spells that show the first glimmerings of your true power.

Cantrips

At 1st level, you know three cantrips of your choice from the wizard spell list. You learn additional wizard cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Wizard table.

Spellbook

At 1st level, you have a spellbook containing six 1st-level wizard spells of your choice. Your spellbook is the repository of the wizard spells you know, except your cantrips, which are fixed in your mind.

The spells that you add to your spellbook as you gain levels reflect the arcane research you conduct on your own, as well as intellectual breakthroughs you have had about the nature of the multiverse. You might find other spells during your adventures. You could discover a spell recorded on a scroll in an evil wizard's chest, for example, or in a dusty tome in an ancient library.

Copying a Spell into the Book. When you find a wizard spell of 1st level or higher, you can add it to your spellbook if it is of a spell level you can prepare and if you can spare the time to decipher and copy it.

Copying a spell into your spellbook involves reproducing the basic form of the spell, then deciphering the unique system of notation used by the wizard who wrote it. You must practice the spell until you understand the sounds or gestures required, then transcribe it into your spellbook using your own notation.

For each level of the spell, the process takes 2 hours and costs 50 gp. The cost represents material components you expend as you experiment with the spell to master it, as well as the fine inks you need to record it. Once you have spent this time and money, you can prepare the spell just like your other spells.

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Replacing the Book. You can copy a spell from your own spellbook into another book-for example, if you want to make a backup copy of your spellbook. This is just like copying a new spell into your spellbook, but faster and easier, since you understand your own notation and already know how to cast the spell. You need spend only 1 hour and 10 gp for each level of the copied spell.

If you lose your spellbook, you can use the same procedure to transcribe the spells that you have prepared into a new spellbook. Filling out the remainder of your spellbook requires you to find new spells to do so, as normal. For this reason, many wizards keep backup spellbooks in a safe place.

The Book's Appearance. Your spellbook is a unique compilation of spells, with its own decorative flourishes and margin notes. It might be a plain, functional leather volume that you received as a gift from your master, a finely bound gilt-edged tome you found in an ancient library or even a loose collection of notes scrounged together after you lost your previous spellbook in a mishap.

Preparing and Casting Spells

The Wizard table shows how many spell slots you have to cast your wizard spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of wizard spells that are available for you to cast. To do so, choose a number of wizard spells from your spellbook equal to your Intelligence modifier + your wizard level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you're a 3rd-level wizard, you have four 1st-level and two 2nd-level spell slots. With an Intelligence of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination, chosen from your spellbook. If you prepare the 1st-level spell magic missile, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of wizard spells requires time spent studying your spellbook and memorizing the incantations and gestures you must make to cast the spell: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability

Intelligence is your spellcasting ability for your wizard spells, since you learn your spells through dedicated study and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a wizard spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

Ritual Casting

You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

Spellcasting Focus

You can use an arcane focus as a spellcasting focus for your wizard spells.

Learning Spells of 1st Level and Higher

Each time you gain a wizard level, you can add two wizard spells of your choice to your spellbook. Each of these spells must be of a level for which you have spell slots, as shown on the Wizard table. On your adventures, you might find other spells that you can add to your spellbook.

Arcane Recovery

You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your wizard level (rounded up), and none of the slots can be 6th level or higher.

For example, if you're a 4th-level wizard, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

Arcane Tradition

When you reach 2nd level, you choose an arcane tradition, shaping your practice of magic through one of the following schools. Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

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School	Source
Abjuration	Player's Handbook
Bladesinging	Tasha's Cauldron of Everything
Chronurgy	Explorer's Guide to Wildemount
Conjuration	Player's Handbook
Divination	Player's Handbook
Enchantment	Player's Handbook
Evocation	Player's Handbook
Graviturgy	Explorer's Guide to Wildemount
Illusion	Player's Handbook
Necromancy	Player's Handbook
Order of Scribes	Tasha's Cauldron of Everything
Transmutation	Player's Handbook
War Magic	Xanathar's Guide to Everything

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Arcane Deflection

At 2nd level, you have learned to weave your magic to fortify yourself against harm. When you are hit by an attack or you fail a saving throw, you can use your reaction to gain a +2 bonus to your AC against that attack or a +4 bonus to that saving throw.

When you use this feature, you can't cast spells other than cantrips until the end of your next turn.

Tactical Wit

Starting at 2nd level, your keen ability to assess tactical situations allows you to act quickly in battle. You can give yourself a bonus to your initiative rolls equal to your Intelligence modifier.

Power Surge

Starting at 6th level, you can store magical energy within yourself to later empower your damaging spells.

You can store a maximum number of power surges equal to your Intelligence modifier (minimum of one). Whenever you finish a long rest, your number of power surges resets to one. Whenever you successfully end a spell with Dispel Magic or Counterspell, you gain one power surge, as you steal magic from the spell you foiled. If you end a short rest with no power surges, you gain one power surge.

Once per turn when you deal damage to a creature or object with a wizard spell, you can spend one power surge to deal extra force damage to that target. The extra damage equals half your wizard level.

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Spell Slots: 4, 3, 3, 3, 2, 1, 0, 0, 0

Spell List - artificer

Ability: int
Mod: 0
Save DC: 0
Cantrips: Dancing Lights, Mending
1st: Cure Wounds, Feather Fall, *Heroism, Identify, *Shield
2nd: *Branding Smite, Heat Metal, Lesser Restoration, Vortex Warp, *Warding Bond
3rd:
4th:
5th:
6th:
7th:
8th:
9th:

Spell List - wizard

Ability: int
Mod: 0
Save DC: 0
Cantrips: Frostbite, Light, Lightning Lure, Toll the Dead
1st: Find Familiar, Magic Missile
2nd: Hold Person, Misty Step
3rd: Counterspell, Dispel Magic, Fly, Haste, Sending
4th: Banishment, *Fabricate, Fire Shield, Gravity Sinkhole, Summon Construct
5th:
6th:
7th:
8th:
9th:

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Inventory

Name	Total	Description
Repeating Musket	1	
War Hammer	1	
Wrench of Repair	1	
Sending Stones	1	
Dinosaur Scale Jacket (Studded Leather Armor)	1	
Arcane Grimoire	1	

Steel Defender

+2

14

STRENGTH

-

[P] +7 Athletics

+1

12

DEXTERITY

*

[] +1 Acrobatics

[] +2 Stealth

[] +2 Sleight of Hand

+2

14

CONSTITUTION

*

-3

4

INTELLIGENCE

-

[] -3 Arcana

[] -3 History

[] -3 Investigation

[] -3 Nature

[] -3 Religion

+0

10

WISDOM

-

[] +0 Animal Handling

[] +0 Insight

[] +0 Medicine

[E] +10 Perception

[] +0 Survival

-1

6

CHARISMA

-

[] -2 Deception

[] -2 Intimidation

[] -2 Performance

[] -2 Persuasion

Proficiency Bonus: +5

CR: none

AC: 15

HP: 32/32

Temp HP: 0

Type: construct

Size: medium

Speed: 40 feet

Condition Immunities: charmed, exhaustion, poisoned

Condition Resistances:

Condition Vulnerabilities:

Damage Immunities: poison

Damage Resistances:

Damage Vulnerabilities:

Senses: darkvision 60ft.

Languages

understands common, understands halfling



Steel Defender

Features

Vigilant

The defender can't be surprised.

Actions

Force Empowered Rend

Melee Weapon Attack: your spell attack modifier to hit, reach 5 ft., one target you can see. Hit: 1d8 + PB force damage.

Repair

The magical mechanisms inside the defender restore 2d8 + PB hit points to itself or to one construct or object within 5 feet of it.

Reactions

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.

Homunculus Servant

-3

4

STRENGTH

-

[] -3 Athletics

+2

15

DEXTERITY

*

[] +2 Acrobatics

[P] +7 Stealth

[] +2 Sleight of Hand

+12

1

CONSTITUTION

-

+0

10

INTELLIGENCE

-

[] +0 Arcana

[] +0 History

[] +0 Investigation

[] +0 Nature

[] +0 Religion

+0

10

WISDOM

-

[] +0 Animal Handling

[] +0 Insight

[] +0 Medicine

[E] +10 Perception

[] +0 Survival

-2

7

CHARISMA

-

[] -2 Deception

[] -2 Intimidation

[] -2 Performance

[] -2 Persuasion

Proficiency Bonus: +5

CR: none

AC: 13

HP: 11/11

Temp HP: 0

Type: construct

Size: tiny

Speed: 20 feet, fly 30 feet

Condition Immunities: exhaustion, poisoned

Condition Resistances:

Condition Vulnerabilities:

Damage Immunities: poison

Damage Resistances:

Damage Vulnerabilities:

Senses: darkvision 60ft.

Languages

understands common, understands halfling



Homunculus Servant

Features

Evasion

If the homunculus is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails. It can't use this trait if it's incapacitated.

Actions

Force Strike

Ranged Weapon Attack: your spell attack modifier to hit, range 30 ft., one target you can see. Hit: 1d4 + PB force damage.

Reactions

Channel Magic

The homunculus delivers a spell you cast that has a range of touch. The homunculus must be within 120 feet of you.

Weasel

-4

3

STRENGTH

-

[] -4 Athletics

+3

16

DEXTERITY

-

[] +3 Acrobatics

[P] +5 Stealth

[] +3 Sleight of Hand

+8

-1

CONSTITUTION

-

-4

2

INTELLIGENCE

-

[] -4 Arcana

[] -4 History

[] -4 Investigation

[] -4 Nature

[] -4 Religion

+1

12

WISDOM

-

[] +1 Animal Handling

[] +1 Insight

[] +1 Medicine

[P] +3 Perception

[] +1 Survival

-4

2

CHARISMA

-

[] -4 Deception

[] -4 Intimidation

[] -4 Performance

[] -4 Persuasion

Proficiency Bonus: +2

CR: 0

AC: 13

HP: 1/1

Temp HP: 0

Type: beast

Size: tiny

Speed: 30 feet

Condition Immunities:

Condition Resistances:

Condition Vulnerabilities:

Damage Immunities:

Damage Resistances:

Damage Vulnerabilities:

Senses:

Languages



Weasel

Features

Keen Hearing and Smell

The weasel has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Bite

Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

Summoned Construct

+4

18

STRENGTH

-

[] +4 Athletics

+0

10

DEXTERITY

-

[] +0 Acrobatics

[] +0 Stealth

[] +0 Sleight of Hand

+18

4

CONSTITUTION

-

+14

2

INTELLIGENCE

-

[] +2 Arcana

[] +2 History

[] +2 Investigation

[] +2 Nature

[] +2 Religion

+11

0

WISDOM

-

[] +0 Animal Handling

[] +0 Insight

[] +0 Medicine

[] +0 Perception

[] +0 Survival

-3

5

CHARISMA

-

[] -3 Deception

[] -3 Intimidation

[] -3 Performance

[] -3 Persuasion

Proficiency Bonus: +5

CR: none

AC: 17

HP: 55/55

Temp HP: 0

Type: construct

Size: medium

Speed: 30 feet

Condition Immunities: charmed, exhaustion, frightened, incapacitated, paralyzed

Condition Resistances:

Condition Vulnerabilities:

Damage Immunities:

Damage Resistances: poison

Damage Vulnerabilities:

Senses:

Languages

understands common, understands halfling



Summoned Construct

Features

Frigid Body (Metal Only)

A creature that touches the construct or hits it with a melee attack while within 5 feet of it takes 1d10 cold damage.

Stony Lethargy (Stone Only)

When a creature the construct can see starts its turn within 10 feet of the construct, the construct can force it to make a Wisdom saving throw against your spell save DC. On a failed save, the target can't use reactions and its speed is halved until the start of its next turn.

Actions

Multiattack

The construct makes a number of attacks equal to half this spell's level (rounded down).

Slam

Melee Weapon Attack: your spell attack modifier to hit, reach 5 ft., one target. Hit: 1d8 + 4 + the spell's level bludgeoning damage.

Reactions

Berserk Lashing (Clay Only)

When the construct takes damage, it makes a slam attack against a random creature within 5 feet of it. If no creature is within reach, the construct moves up to half its speed toward an enemy it can see, without provoking opportunity attacks.