Artificer

CHARACTER NAME

RACE | BACKGROUND

ALIGNMENT | EXPERIENCE POINTS

ARTIFICER SPECIALIST

PROFICIENCY | PASSIVE PERCEPTION

INSPIRATION | PASSIVE INSIGHT

STRENGTH
- ___ SAVING THROWS
- ___ ATHLETICS

DEXTERITY
- ___ SAVING THROWS
- ___ ACROBATICS
- ___ SLEIGHT OF HAND
- ___ STEALTH

CONSTITUTION
- ___ SAVING THROWS

INTELLIGENCE
- ___ SAVING THROWS
- ___ ARCANA
- ___ HISTORY
- ___ INVESTIGATION
- ___ NATURE
- ___ RELIGION

WISDOM
- ___ SAVING THROWS
- ___ ANIMAL HANDLING
- ___ INSIGHT
- ___ MEDICINE
- ___ PERCEPTION
- ___ SURVIVAL

CHARISMA
- ___ SAVING THROWS
- ___ DECEPTION
- ___ INTIMIDATION
- ___ PERFORMANCE
- ___ PERSUASION

RACIAL TRAITS

PROFICIENCIES

LIGHT ARMOUR | SIMPLE WEAPONS

MEDIUM ARMOUR | MARTIAL WEAPONS

HEAVY ARMOUR | SHIELDS

LANGUAGES

TOOLS & OTHER PROFICIENCIES

AC | INITIATIVE | SPEED

Hit Point Maximum | Temporary Hit Points

HIT DICE: Used / Total — d8

DEATH SAVES: SUCCESSES / FAILURES

NAME	ATK BONUS	DAMAGE/TYPE

SPELL ATTACK BONUS | SPELL SAVE DC

SPELL SLOTS

1st	2nd	3rd	4th	5th

MAGICAL TINKERING — LEVEL 1

As an action, you can touch a Tiny nonmagical object and give it one of the following magical properties indefinitely. The maximum number of objects you can affect with the feature at one time is equal to your Intelligence modifier.

- The object sheds bright light in a 5-foot radius and dim light for an additional 5 feet.
- When tapped, the object emits a recorded message that can be heard up to 10 feet away. You utter the message when you bestow this property. 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.

INFUSE ITEM — LEVEL 2

You gain the ability to imbue mundane items with certain magical infusions. When you finish a long rest, you can touch a nonmagical object and imbue it with one of your artificer infusions. If the item requires attunement, you can attune to it the instant you infuse the item, or you can attune to it as normal at a later time. Your infusion remains in an item indefinitely, but when you die, the infusion vanishes after a number of days equal to your Intelligence modifier. The infusion also vanishes if you reokace your knowledge of the infusion for another one. You can infuse more than one nonmagical object at the end of a long rest.

KNOWN | MAGICAL INFUSIONS | INFUSED

ARTIFICER SPECIALIST FEATURE — LEVEL 3

Level	Artificer Specialist Spells
3rd	
5th	
9th	
13th	
17th	

THE RIGHT TOOL FOR THE JOB — LEVEL 3

Using thieves's tools or artisan's tools, you can magically create one set of artisan's tools. This requires 1 hour of uninterrupted work (can be done during a short or long rest).

ARTIFICER SPECIALIST FEATURE — LEVEL 5

FLASH OF GENIUS — LEVEL 7

When you or another creature you can see within 30 feet makes an ability check or saving throw, you can use your reaction to add your Intelligence modifier to the roll. You can use this feature a number of times equal to your Intellience modifier (minimum of one). You regain all uses when you fiinish a long rest.

ARTIFICER SPECIALIST FEATURE — LEVEL 9

MAGIC ITEM MASTER — LEVEL 10

ADEPT: At 11th level
- You can attune to up to four items at once.
- If you craft a common or uncommon magic item, it takes quarter of the time and costs half as much gold.

SAVANT: At 14th level
- You can attune to up to five items at once.
- You ignore all class, race, spell, and level requirements when attuning to or using a magic item.

MASTER: At 18h level
- You can attune to up to six items at once.

SPELL-STORING ITEM — LEVEL 11

When you finish a long rest, you can touch one weapon or spellcasting focus, and store a spell in it. Choose a 1st- or 2nd- level spell from the artificer spell list that requires 1 action to cast. While holding the object, a creature can take an action to cast the spell, using your spellcasting ability modifier. If the spell requires concentration, the creaure must concentrate. The spell stays in the object until it's been used a number of times equal to twice your Intelligence modifier or until you use this feature again.

ARTIFICER SPECIALIST FEATURE — LEVEL 15

SOUL OF ARTIFACE — LEVEL 20

- You gain a +1 bonus to all saving throws per magic item you are attuned to.
- If reduced to 0 hit points but not killed, you can use your reaction to end of of your artificer infusions, causing you to drop to 1 hit point instead of 0.

Artificer

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RACE | BACKGROUND

ALIGNMENT | EXPERIENCE POINTS

ARTIFICER SPECIALIST

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

SAVING THROWS

- ___ Strength
- ___ Dexterity
- ___ Constitution
- ___ Intelligence
- ___ Wisdom
- ___ Charisma

SKILLS

- ___ Acrobatics (Dex)
- ___ Animal Handling (Wis)
- ___ Arcana (Int)
- ___ Athletics (Str)
- ___ Deception (Cha)
- ___ History (Int)
- ___ Insight (Wis)
- ___ Intimidation (Cha)
- ___ Investigation (Int)
- ___ Medicine (Wis)
- ___ Nature (Int)
- ___ Perception (Wis)
- ___ Performance (Cha)
- ___ Persuasion (Cha)
- ___ Religion (Int)
- ___ Sleight of Hand (Dex)
- ___ Stealth (Dex)
- ___ Survival (Wis)

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TOOLS & OTHER PROFICIENCIES

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CHARACTER NAME

AGE	HEIGHT	WEIGHT	DISTINGUISHING FEATURES
EYES	SKIN	HAIR	SCARS

CHARACTER APPEARANCE

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

BACKGROUND

ALLIES

ENEMIES

ADDITIONAL FEATURES & TRAITS

EQUIPMENT

		Attuned
HEAD		○
AMULET		○
CLOAK		○
ARMOUR		○
HANDS/ARMS		○
RING		○
RING		○
BELT		○
BOOTS		○

CP	SP	EP	GP	PP

MAGIC ITEMS

Name	Attuned
	○
	○
	○
	○
	○

BACKPACK/STORAGE

CHARACTER NAME

AGE	HEIGHT	WEIGHT	DISTINGUISHING FEATURES
EYES	SKIN	HAIR	SCARS

CHARACTER APPEARANCE

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

BACKGROUND

ALLIES

ENEMIES

SIDEKICK NAME

Hit Points | AC | Initiative | Speed

STR | DEX | CON | INT | WIS | CHA

Skills

Senses

NAME	ATK BONUS	DAMAGE/TYPE

ADDITIONAL FEATURES & TRAITS

EQUIPMENT

		Attuned
HEAD		
AMULET		
CLOAK		
ARMOUR		
HANDS/ARMS		
RING		
RING		
BELT		
BOOTS		

CP SP EP GP PP

MAGIC ITEMS

Name _____ Attuned

Name _____ Attuned

Name _____ Attuned

Name _____ Attuned

Name _____ Attuned

BACKPACK/STORAGE

ADDITIONAL FEATURES

LEVEL

Class

RANGE | ACTION | SAVE

DURATION | USES (Used / Total) | VALUE

RECOVERS

EFFECT

LEVEL

Class

RANGE | ACTION | SAVE

DURATION | USES (Used / Total) | VALUE

RECOVERS

EFFECT

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Class

RANGE | ACTION | SAVE

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RECOVERS

EFFECT

LEVEL

Class

RANGE | ACTION | SAVE

DURATION | USES (Used / Total) | VALUE

RECOVERS

EFFECT

MAGIC ITEMS

TYPE | RARITY | REQUIREMENTS
ATTUNEMENT | USES (Used / Total) | DURATION
RECOVERS
EFFECT

TYPE | RARITY | REQUIREMENTS
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