

CHARACTER NAME

RACE

BACKGROUND

ALIGNMENT

EXPERIENCE POINTS

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

AC

INITIATIVE

SPEED

Hit Point Maximum

Temporary Hit Points

HIT DICE

Used

Total

d8

DEATH SAVED

SUCCESSSES

FAILURES

NAME

ATK BONUS

DAMAGE/TYPE

SPELL ATTACK BONUS

SPELL SAVE DC

SPELLS SLOTS

1st

2nd

3rd

4th

5th

Level (R)

SPELLS KNOWN

MAGICAL TINKERING

LEVEL 1

As an action, you can touch a Tiny nonmagical object 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.
- 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.

The maximum number of objects you can affect with the feature at one time is equal to your Intelligence modifier.

INFUSE ITEM

LEVEL 2

You gain the ability to imbue mundane items with certain magical infusions. The magic items you create with this feature are effectively prototypes of permanent items. 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 forgo attunement so that someone else can attune to the item. Your infusion remains in an item indefinitely, but when you die, the infusion vanishes after a number of days have passed equal to your Intelligence modifier. The infusion also vanishes if you give up your knowledge of the infusion for another one.

ARTIFICER

ARTIFICER SPECIALIST

LEVEL 3

ALCHEMIST FEATURE

Level Alchemist Spells

3rd

5th

9th

13th

17th

LEVEL 5

ARCANE ARMAMENT

You can attack twice, rather than once, whenever you take the Attack action on your turn. One of the attacks must be made with a magic weapon, which you use to propel the attack.

LEVEL 6

ALCHEMIST FEATURE

LEVEL 10

THE RIGHT CANTRIP FOR THE JOB

Whenever you finish a short or long rest, you can replace one of the artificer cantrips you know with another cantrip from the artificer spell list.

LEVEL 14

ALCHEMIST FEATURE

LEVEL 18

SPELL-STORING ITEM

Whenever you finish a long rest, you can touch one simple or martial weapon or an item that you can use as a spellcasting focus and store a spell in it, choosing one 1st or 2nd-level spell from the artificer spell list that requires 1 action to cast (you don't need to have the spell prepared). With the object in hand, a creature can take an action to produce the spell's effect from it, using your spellcasting ability modifier. The spell stays in the object until it has been used a number of times equal to twice your Intelligence modifier (minimum of twice) or until you use this feature again.

LEVEL 20

SOUL OF ARTIFICE

You can attune to up to six magic items at once. In addition, you gain a +1 bonus to all saving throws per magic item you are currently attuned to.

KNOWN

MAGICAL INFUSIONS

INFUSED

RACIAL TRAITS

PROFICIENCIES

LANGUAGES

TOOLS & OTHER PROFICIENCIES

LIGHT ARMOUR


SIMPLE WEAPONS

MEDIUM ARMOUR

MARTIAL WEAPONS

HEAVY ARMOUR

SHIELDS



CHARACTER NAME

AGE

HEIGHT

WEIGHT

DISTINGUISHING MARKS

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

BACKPACK/STORAGE

Hit Points

AC

Initiative

Speed

STR

DEX

CON

INT

WIS

CHA

Skills

Senses

NAME

ATK BONUS

DAMAGE/TYPE

ADDITIONAL FEATURES & TRAITS

MAGIC ITEMS

Attuned

Name

Name

Name

Name

Name