

CHARACTER NAME

CHARACTER LEVEL, RACE, & CLASS

EXPERIENCE

BACKGROUND

ALIGNMENT

DEITY

PLAYER NAME

STRENGTH

PROFICIENCY BONUS

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

SAVING THROWS

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)

SKILLS

PASSIVE PERCEPTION

ARMOR

SHIELD

AC

ARMOR CLASS

MAXIMUM

HIT DICE

TEMPORARY

CURRENT HIT POINTS

SPEED

FLY

CLIMB

SWIM

VISION

INSPIRATION

EXHAUSTION

SPEED, SENSES, & CONDITIONS

Lucky. When you roll a 1 on 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.

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.

RACIAL TRAITS

Lucky (3/Long Rest). Whenever you make an attack roll, an ability check, or a saving throw, you can spend one luck point to roll an additional d20. You can choose to spend one of your luck points after you roll the die, but before the outcome is determined. You can also spend one luck point when an attack roll is made against you. Roll a d20, and then choose whether the attack uses the attacker's roll or yours.

Magical Tinkering. You must have tinker's tools or other artisan's tools in hand. You 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 (no more than 6 seconds long) that can be heard up to 10 feet away. The object continuously emits your choice of an odor or a nonverbal sound. The chosen phenomenon is perceivable up to 10 feet away. A static visual effect appears on one of the object's surfaces. The chosen property lasts indefinitely. As an action, you can touch the object and end the property early. You can bestow magic on up to 3 objects.

Infuse 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. Your infusion remains in an item indefinitely, but when you die, the infusion vanishes after 3 days have passed. You can infuse up to 2 nonmagical objects at the end of a long rest.

Enhanced Arcane Focus. You can infuse a rod, staff, or wand into an enhanced arcane focus.

Enhanced Defense. You can infuse a suit of armor or a shield into a +1 armor or a +1 shield.

Enhanced Weapon. You can infuse a simple or martial weapon into a +1 weapon.

Repeating Shot. You can infuse a simple or martial weapon with the ammunition property into a repeating weapon.

The Right Tool for the Job. With tinker'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.

Experimental Elixir. Whenever you finish a long rest, you can magically produce up to 1 elixirs, each in an empty flask you touch. Any elixir you create with this feature lasts until it is drunk or until the end of your next long rest. You can create additional experimental elixirs by expending a spell slot of 1st level or higher for each one.

Alchemical Savant. Whenever you cast a spell using your alchemist's supplies, you gain a +3 bonus to one roll of the spell. That roll must restore hit points or be a damage roll that deals acid, fire, necrotic, or poison damage.

FEATURES & TRAITS

Armor Proficiencies. Light Armor, Medium Armor, Shields

Weapon Proficiencies. Simple Weapons

Tool Proficiencies. Brewer's supplies, Disguise kit, Forgery kit, Alchemist's supplies, Thieves' tools, Tinker's tools

Languages. Common, Halfling

PROFICIENCIES & LANGUAGES

INITIATIVE

NAME

RANGE

ATTACK

DAMAGE / TYPE

ATTACKS & SPELLCASTING



CHARACTER NAME

GENDER

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

SYMBOL

I lie about almost everything, even when there's no good reason to.
I lie about almost everything, even when there's no good reason to.

PERSONALITY TRAITS

Aspiration. I'm determined to make something of myself. (Any)

IDEAL

A powerful person killed someone I love. Some day soon, I'll have my revenge.

BOND

I hate to admit it and will hate myself for it, but I'll run and preserve my own hide if the going gets tough.

FLAW

You have created a second identity that includes documentation, established acquaintances, and disguises that allow you to assume that persona. Additionally, you can forge documents including official papers and personal letters, as long as you have seen an example of the kind of document or the handwriting you are trying to copy.

BACKGROUND FEATURE

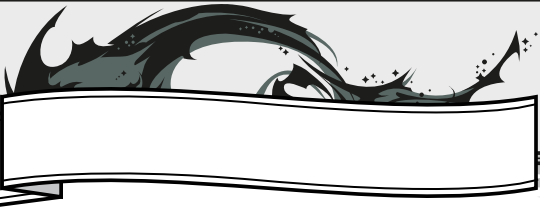
An empty wine bottle bearing a pretty label that says, "The Wizard of Wines Winery, Red Dragon Crush, 33142 - W"

TRINKET

BACKGROUND STORY

ADDITIONAL FEATURES

[illegible][illegible]



SPELLCASTING ABILITY

SPELL ATTACK BONUS

SAVING THROW DC

SPELLS TO PREPARE

CANTRIPS

1ST LEVEL4 SPELL SLOTS

2ND LEVEL2 SPELL SLOTS

Prestidigitation

Transmutation Cantrip

CASTING TIME 1 action

RANGE 10 feet

DURATION Up to 1 hour

COMPONENTS V, S

This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range:

- You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.
- You instantaneously light or snuff out a candle, a torch, or a small campfire.
- You instantaneously clean or soil an object no larger than 1 cubic foot.
- You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour.
- You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour.
- You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

Spellcasting (Artificer)

Player's Handbook

Ray of Frost

Evocation Cantrip

CASTING TIME 1 action

RANGE 60 feet

DURATION Instantaneous

COMPONENTS V, S

A frigid beam of blue-white light streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 1d8 cold damage, and its speed is reduced by 10 feet until the start of your next turn. The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Spellcasting (Artificer)

Player's Handbook

Cure Wounds

1st-level evocation

CASTING TIME 1 action

RANGE Touch

DURATION Instantaneous

COMPONENTS V, S

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

Prepared (Artificer)

Player's Handbook

Expeditious Retreat

1st-level transmutation

CASTING TIME 1 bonus action

RANGE Self

DURATION Concentration, up to 10 minutes

COMPONENTS V, S

This spell allows you to move at an incredible pace. When you cast this spell, and then as a bonus action on each of your turns until the spell ends, you can take the Dash action.

Prepared (Artificer)

Player's Handbook

Faerie Fire

1st-level evocation

CASTING TIME 1 action

RANGE 60 feet

DURATION Concentration, up to 1 minute

COMPONENTS V

Each object in a 20-foot cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the spell is cast is also outlined in light if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-foot radius.

Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

Prepared (Artificer)

Player's Handbook

Healing Word

1st-level evocation

CASTING TIME 1 bonus action

RANGE 60 feet

DURATION Instantaneous

COMPONENTS V

A creature of your choice that you can see within range regains hit points equal to 1d4 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d4 for each slot level above 1st.

Alchemist Spells (Artificer)

Player's Handbook

Ray of Sickness

1st-level necromancy

CASTING TIME 1 action

RANGE 60 feet

DURATION Instantaneous

COMPONENTS V, S

A ray of sickening greenish energy lashes out toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 2d8 poison damage and must make a Constitution saving throw. On a failed save, it is also poisoned until the end of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

Alchemist Spells (Artificer)

Player's Handbook

Enlarge/Reduce

2nd-level transmutation

CASTING TIME 1 action

RANGE 30 feet

DURATION Concentration, up to 1 minute

COMPONENTS V, S, M (a pinch of powdered iron)

You cause a creature or an object you can see within range to grow larger or smaller for the duration. Choose either a creature or an object that is neither worn nor carried. If the target is unwilling, it can make a Constitution saving throw. On a success, the spell has no effect.

If the target is a creature, everything it is wearing and carrying changes size with it. Any item dropped by an affected creature returns to normal size at once.

Enlarge. The target's size doubles in all dimensions, and its weight is multiplied by eight. This growth increases its size by one category - from Medium to Large, for example. If there isn't enough room for the target to double its size, the creature or object attains the maximum possible size in the space available. Until the spell ends, the target also has advantage on Strength checks and Strength saving throws. The target's weapons also grow to match its new size. While these weapons are enlarged, the target's attack with them deal 1d4 extra damage.

Reduce. The target's size is halved in all dimensions, and its weight is reduced to one-eighth of normal. This reduction decreases its size by one category - from Medium to Small, for example. Until the spell ends, the target also has disadvantage on Strength checks and Strength saving throws. The target's weapons also shrink to match its new size. While these weapons are reduced, the target's attacks with them deal 1d4 less damage (this can't reduce the damage below 1).

Prepared (Artificer)

Player's Handbook

Flaming Sphere

2nd-level conjuration

CASTING TIME 1 action

RANGE 60 feet

DURATION Concentration, up to 1 minute

COMPONENTS V, S, M (a bit of tallow, a pinch of brimstone, and a dusting of powdered iron)

A 5-foot-diameter sphere of fire appears in an unoccupied space of your choice within range and lasts for the duration. Any creature that ends its turn within 5 feet of the sphere must make a Dexterity saving throw. The creature takes 2d6 fire damage on a failed save, or half as much damage on a successful one. As a bonus action, you can move the sphere up to 30 feet. If you ram the sphere into a creature, that creature must make the saving throw against the sphere's damage, and the sphere stops moving this turn. When you move the sphere, you can direct it over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. The sphere ignites flammable objects not being worn or carried, and it sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

Alchemist Spells (Artificer)

Player's Handbook

Invisibility

2nd-level illusion

CASTING TIME

1 action

RANGE

Touch

DURATION

Concentration, up to 1 hour

COMPONENTS

V, S, M (an eyelash encased in gum arabic)

A creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The spell ends for a target that attacks or casts a spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

Prepared (Artificer)

Player's Handbook

Melf's Acid Arrow

2nd-level evocation

CASTING TIME

1 action

RANGE

90 feet

DURATION

Instantaneous

COMPONENTS

V, S, M (powdered rhubarb leaf and an adder's stomach)

A shimmering green arrow streaks toward a target within range and bursts in a spray of acid. Make a ranged spell attack against the target. On a hit, the target takes 4d4 acid damage immediately and 2d4 acid damage at the end of its next turn. On a miss, the arrow splashes the target with acid for half as much of the initial damage and no damage at the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage (both initial and later) increases by 1d4 for each slot level above 2nd.

Alchemist Spells (Artificer)

Player's Handbook

As an action, you can splash the contents of this vial onto a creature within 5 feet of you or throw the vial up to 20 feet, shattering it on impact. In either case, make a ranged attack against a creature or object, treating the acid as an improvised weapon. On a hit, the target takes 2d6 acid damage.

An empty flask for experimental elixirs.

This sticky, adhesive fluid ignites when exposed to air. As an action, you can throw this flask up to 20 feet, shattering it on impact. Make a ranged attack against a creature or object, treating the alchemist's fire as an improvised weapon. On a hit, the target takes 1d4 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

A creature that drinks this vial of liquid gains advantage on saving throws against poison for 1 hour. It confers no benefit to undead or constructs.

Made from tough but flexible leather, studded leather is reinforced with close-set rivets or spikes.

Includes a backpack, a crowbar, a hammer, 10 pitons, 10 torches, a tinderbox, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.

A set of tinker's tools is designed to enable you to repair many mundane objects. Though you can't manufacture much with tinker's tools, you can mend torn clothes, sharpen a worn sword, and patch a tattered suit of chain mail.

Components. Tinker's tools include a variety of hand tools, thread, needles, a Whetstone, scraps of cloth and leather, and a small pot of glue.

History. You can determine the age and origin of objects, even if you have only a few pieces remaining from the original.

Investigation. When you inspect a damaged object, you gain knowledge of how it was damaged and how long ago.

Repair. You can restore 10 hit points to a damaged object for each hour of work. For any object, you need access to the raw materials required to repair it. For metal objects, you need access to an open flame hot enough to make the metal pliable.

TINKER'S TOOLS

Activity DC

Temporarily repair a disabled device 10

Repair an item in half the time 15

Improvise a temporary item using scraps 20

Perhaps the most common tools used by adventurers, thieves' tools are designed for picking locks and foiling traps.

Proficiency with the tools also grants you a general knowledge of traps and locks.

Components. Thieves' tools include a small file, a set Of lock picks, a small mirror mounted on a metal handle, a set of narrow—bladed scissors, and a pair of pliers.

History. Your knowledge of traps grants you insight when answering questions about locations that are renowned for their traps.

Investigation and Perception. You gain additional insight when looking for traps, because you have learned a variety of common signs that betray their presence.

Set a Trap. Just as you can disable traps, you can also set them. As part of a short rest, you can create a trap using items you have on hand. The total of your check becomes the DC for someone else's attempt to discover or disable the trap. The trap deals damage appropriate to the materials used in crafting it (such as poison or a weapon) or damage equal to half the total of your check, whichever the DM deems appropriate.

THIEVES' TOOLS

Activity DC

Pick a lock Varies

Disable a trap Varies

A forgery kit is designed to duplicate documents and to make it easier to copy a person's seal or signature.

Components. A forgery kit includes several different types of ink, a variety of parchments and papers, several quills, seals and sealing wax, gold and silver leaf, and small tools to sculpt melted wax to mimic a seal.

Arcana. A forgery kit can be used in conjunction with the Arcana skill to determine if a magic item is real or fake.

Deception. A well crafted forgery, such as papers proclaiming you to be a noble or a writ that grants you safe passage, can lend credence to a lie.

History. A forgery kit combined with your knowledge of history improves your ability to create fake historical documents or to tell if an old document is authentic.

Investigation. When you examine objects, proficiency with a forgery kit is useful for determining how an object was made and whether it is genuine.

Other Tools. Knowledge of other tools makes your forgeries that much more believable. For example, you could combine proficiency with a forgery kit and proficiency with cartographer's tools to make a fake map.

Quick Fake. As part of a short rest, you can produce a forged document no more than one page in length. As part of a long rest, you can produce a document that is up to four pages long. Your Intelligence check using a forgery kit determines the DC for someone else's Intelligence (Investigation) check to spot the fake.

FORGERY KIT

Activity DC

Mimic handwriting 15

Duplicate a wax seal 20

The perfect tool for anyone who wants to engage in trickery, a disguise kit enables its owner to adopt a false identity.

Components. A disguise kit includes cosmetics, hair dye, small props, and a few pieces of clothing.

Deception. In certain cases, a disguise can improve your ability to weave convincing lies.

Intimidation. The right disguise can make you look more fearsome, whether you want to scare someone away by posing as a plague victim or intimidate a gang of thugs by taking the appearance of a bully.

Performance. A cunning disguise can enhance an audience's enjoyment of a performance, provided the disguise is properly designed to evoke the desired reaction.

Persuasion. Folk tend to trust a person in uniform. If you disguise yourself as an authority figure, your efforts to persuade others are often more effective.

Create Disguise. As part of a long rest, you can create a disguise. It takes you 1 minute to don such a disguise once you have created it. You can carry only one such disguise on you at a time without drawing undue attention, unless you have a bag of holding or a similar method to keep them hidden. Each disguise weighs 1 pound.

At other times, it takes 10 minutes to craft a disguise that involves moderate changes to your appearance, and 30 minutes for one that requires more extensive changes.

DISGUISE KIT

Activity DC

Cover injuries or distinguishing marks 10

Spot a disguise being used by someone else 15

Copy a humanoid's appearance 20

Brewing is the art of producing beer. Not only does beer serve as an alcoholic beverage, but the process of brewing purifies water. Crafting beer takes weeks of fermentation, but only a few hours of work.

Components. Brewer's supplies include a large glass jug, a quantity of hops, a siphon, and several feet of tubing.

History. Proficiency with brewer's supplies gives you additional insight on Intelligence (History) checks concerning events that involve alcohol as a significant element.

Medicine. This tool proficiency grants additional insight when you treat anyone suffering from alcohol poisoning or when you can use alcohol to dull pain.

Persuasion. A stiff drink can help soften the hardest heart. Your proficiency with brewer's supplies can help you ply someone with drink, giving them just enough alcohol to mellow their mood.

Potable Water. Your knowledge of brewing enables you to purify water that would otherwise be undrinkable. As part of a long rest, you can purify up to 6 gallons of water, or 1 gallon as part of a short rest.

BREWER'S SUPPLIES

Activity DC

Detect poison or impurities in a drink 10

Identify alcohol 15

Ignore effects of alcohol 20

Alchemist's supplies enable a character to produce useful concoctions, such as acid or alchemist's fire.

Components. Alchemist's supplies include two glass beakers, a metal frame to hold a beaker in place over an open flame, a glass stirring rod, a small mortar and pestle, and a pouch of common alchemical ingredients, including salt, powdered iron, and purified water.

Arcana. Proficiency with alchemist's supplies allows you to unlock more information on Arcana checks involving potions and similar materials.

Investigation. When you inspect an area for clues, proficiency with alchemist's supplies grants additional insight into any chemicals or other substances that might have been used in the area.

Alchemical Crafting. You can use this tool proficiency to create alchemical items. A character can spend money to collect raw materials, which weigh 1 pound for every 50 gp spent. The DM can allow a character to make a check using the indicated skill with advantage. As part of a long rest, you can use alchemist's supplies to make one dose of acid, alchemist's fire, antitoxin, oil, perfume, or soap. Subtract half the value of the created item from the total gp worth of raw materials you are carrying.

ALCHEMIST'S SUPPLIES

Activity DC

Create a puff of thick smoke 10

Identify a poison 10

Identify a substance 15

Start a fire 15

Neutralize acid 20