



DUNGEONS & DRAGONS®

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

INSPIRATION
PROFICIENCY BONUS

DEXTERITY

Strength
 Dexterity
 Constitution
 Intelligence
 Wisdom
 Charisma

SAVING THROWS

CONSTITUTION

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

INTELLIGENCE

WISDOM

CHARISMA

ARMOR CLASS
INITIATIVE
SPEED

Hit Point Maximum _____
CURRENT HIT POINTS
TEMPORARY HIT POINTS

Total _____
HIT DICE
SUCCESSES
FAILURES

PERSONALITY TRAITS

IDEALS
BONDS
FLAWS

NAME ATK BONUS DAMAGE/TYPE

ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)

CP
SP
EP
GP
PP

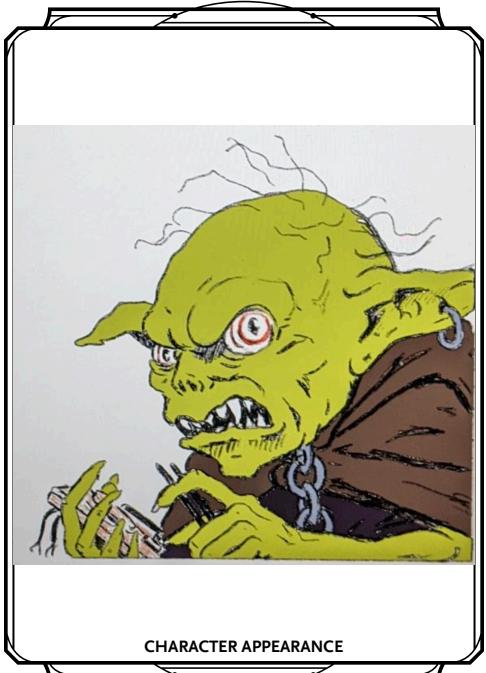
EQUIPMENT

OTHER PROFICIENCIES & LANGUAGES

FEATURES & TRAITS



CHARACTER NAME	AGE	HEIGHT	WEIGHT
	EYES	SKIN	HAIR



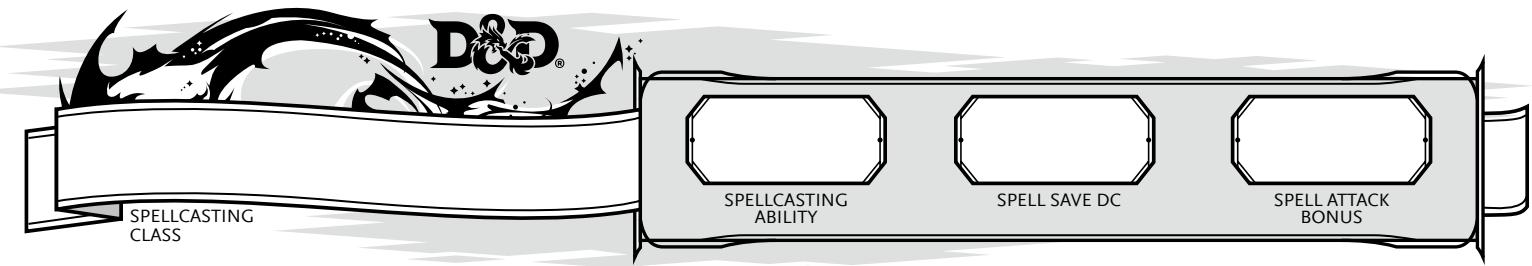
CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS	NAME SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE



Features and Traits

Sneak Attack

Once per turn, you can deal extra damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Uncanny Dodge

When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Evasion

You can nimbly dodge out of the way of certain area effects. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Cunning Action

Your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

- When you take the **Dash** action, you gain extra movement for the current turn. The increase equals your speed, after applying any modifiers.
- If you take the **Disengage** action, your movement doesn't provoke opportunity attacks for the rest of the turn.
- When you take the **Hide** action, you make a Dexterity (Stealth) check in an attempt to hide, following the rules for hiding. If you succeed, you gain certain benefits:
 - Attacks against you have disadvantage.
 - When a creature can't see you, you have advantage on attack rolls against it. Your attack reveals your position.

Thieves' Cant

During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly.

In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

The Right Tool for the Job

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.

Magical Tinkering

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.

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 a number of days equal to your Intelligence modifier (minimum of 1 day). No object can bear more than one of your infusions at a time. 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 know the following infusions:

- **Armor of Magical Strength** – This armor has 6 charges. The armor regains 1d6 expended charges daily at dawn. The wearer can expend the armor's charges in

the following ways:

- When the wearer makes a Strength check or a Strength saving throw, it can expend 1 charge to add a bonus to the roll equal to its Intelligence modifier.
- If the creature would be knocked prone, it can use its reaction to expend 1 charge to avoid being knocked prone.
- **Repeating Shot** – This magic weapon grants a +1 bonus to attack and damage rolls made with it when it's used to make a ranged attack, and it ignores the loading property if it has it.
- **Replicate Magic Item** – Using this infusion, you replicate a particular magic item. You can learn this infusion multiple times; each time you do so, choose a magic item that you can make with it, picking from the Replicable Items tables. You have chosen:
 - Rope of Climbing
 - Cap of Water Breathing

Eldritch Cannon

You've learned how to create a magical cannon. Using woodcarver's tools or smith's tools, you can take an action to magically create a Small or Tiny eldritch cannon in an unoccupied space on a horizontal surface within 5 feet of you. A Small eldritch cannon occupies its space, and a Tiny one can be held in one hand.

Once you create a cannon, you can't do so again until you finish a long rest or until you expend a spell slot to create one. You can have only one cannon at a time and can't create one while your cannon is present.

The cannon is a magical object. Regardless of size, the cannon has an AC of 18 and a number of hit points equal to five times your artificer level. It is immune to poison damage and psychic damage. If it is forced to make an ability check or a saving throw, treat all its ability scores as 10 (+0). If the mending spell is cast on it, it regains 2d6 hit points. It disappears if it is reduced to 0 hit points or after 1 hour. You can dismiss it early as an action.

On each of your turns, you can take a bonus action to cause the cannon to activate if you are within 60 feet of it. As part of the same bonus action, you can direct the cannon to walk or climb up to 15 feet to an unoccupied space, provided it has legs.

You can create the following cannons:

- **Flamethrower** – The cannon exhales fire in an adjacent 15-foot cone that you designate. Each creature in that area must make a Dexterity saving throw against your spell save DC, taking 2d8 fire damage on a failed save or half as much damage on a successful one.
- **Force Ballista** – Make a ranged spell attack, originating from the cannon, at one creature or object within 120 feet of it. On a hit, the target takes 2d8 force damage, and if the target is a creature, it is pushed up to 5 feet away from the

cannon.

- **Protector** – The cannon emits a burst of positive energy that grants itself and each creature of your choice within 10 feet of it a number of temporary hit points equal to $1d8 + \text{your Intelligence modifier}$ (minimum of +1).

Equipment

Arms

- **Grundler's Crossbow** – a heavily modified light crossbow of the Grundler's own design. Many additional attachments and controls have been fastened to this bow, suggesting it is capable of far more than just firing bolts. Many of the Grundler's seemingly magical abilities are in fact produced by custom tools attached to this crossbow. Without his crossbow, he cannot use them (see the spell list for details on which spells depend on the crossbow).
 - +2 attack bonus, 1d8 + 2 damage
 - Loading weapon (can be removed with "rapid fire" infusion)
 - Range 80 ft / 320 ft with disadvantage
- **Dagger** – a sharp, well-balanced steel dagger strapped to the Grundler's bandolier.
 - +1 attack bonus, 1d4 + 1 damage
 - Can be thrown, range 20 ft / 40 ft with disadvantage
- **Grundler's Vambrace** – to an untrained eye, this looks like an ordinary vambrace on the Grundler's left forearm. In fact, it conceals a variety of tools.
 - Thieves' tools and Artisan's tools are embedded in the vambrace, and can be retrieved if the Grundler's right hand is free.
 - Controls for the Grundler's constructs, like his mechanical dragonfly and eldritch cannon, are embedded in the vambrace. He can use the controls if his right hand is free.
 - A hidden, spring-loaded dagger is sheathed inside the vambrace. It can be unsheathed or retracted using a switch near his left hand, meaning it can be triggered even if his hands are bound, so long as the fingers of his left hand are free. Once unsheathed, the blade remains attached to the vambrace and acts as an ordinary dagger dealing 1d4 damage.

Armor

- **Enchanted Leather Armor** – the Guild has supplied the Grundler with a lightweight set of leather armor that has been enchanted for additional protection.
 - Armor class 12
- **Bandolier** – the Grundler's dagger, crossbow bolts, and various other tools are attached to a bandolier wrapped over his right shoulder.

Tools

- **Thieve's tools** – This set of tools includes 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. Proficiency with these tools lets you add your proficiency bonus to any ability checks you make to disarm traps or open locks.
- **Disguise Kit** – This pouch of cosmetics, hair dye, and small props lets you

create disguises that change your physical appearance. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to create a visual disguise.

- **Forgery Kit** – This small box contains a variety of papers and parchments, pens and inks, seals and sealing wax, gold and silver leaf, and other supplies necessary to create convincing forgeries of physical documents. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to create a physical forgery of a document.
 - **Climber's Kit** – A climber's kit includes special pitons, boot tips, gloves, and a harness. You can use the climber's kit as an action to anchor yourself; when you do, you can't fall more than 25 feet from the point where you anchored yourself, and you can't climb more than 25 feet away from that point without undoing the anchor.

Special Items

- **Rope of Climbing** – This 60-foot length of silk rope weighs 3 pounds and can hold up to 3,000 pounds. If you hold one end of the rope and use an action to speak the command word, the rope animates. As a bonus action, you can command the other end to move toward a destination you choose. That end moves 10 feet on your turn when you first command it and 10 feet on each of your turns until reaching its destination, up to its maximum length away, or until you tell it to stop. You can also tell the rope to fasten itself securely to an object or to unfasten itself, to knot or unknot itself, or to coil itself for carrying.
 - **Cap of Water Breathing** – While wearing this cap underwater, you can speak its command word as an action to create a bubble of air around your head. It allows you to breathe normally underwater. This bubble stays with you until you speak the command word again, the cap is removed, or you are no longer underwater.
 - **Spy Glass** – Objects viewed through a spyglass are magnified to twice their size.

Other Items

Spells

Mage Hand

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 minute

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again.

You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it.

The hand can't attack, activate magical items, or carry more than 10 pounds.

Mending

Casting Time: 1 minute

Range: Touch

Components: V, S, M (two lodestones)

Duration: Instantaneous

This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage.

This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

Shield

Casting Time: 1 reaction, which you take when you are hit by an attack or targeted by the [magic missile](#) spell

Range: Self

Components: V, S

Duration: 1 round

An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from [magic missile](#).

Thunderwave

Casting Time: 1 action

Range: Self (15-foot cube)

Components: V, S

Duration: Instantaneous

A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed.

In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet.

Feather Fall

Casting Time: 1 reaction, which you take when you or a creature within 60 feet of you falls

Range: 60 feet

Components: V, M (a small feather or piece of down)

Duration: 1 minute

Choose up to five falling creatures within range. A falling creature's rate of descent slows to 60 feet per round until the spell ends. If the creature lands before the spell ends, it takes no falling damage and can land on its feet, and the spell ends for that creature.

Catapult

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Instantaneous

Choose one object weighing 1 to 5 pounds within range that isn't being worn or carried. The object flies in a straight line up to 90 feet in a direction you choose before falling to the ground, stopping early if it impacts against a solid surface. If the object would strike a creature, that creature must make a Dexterity saving throw. On a failed save, the object strikes the target and stops moving. When the object strikes something, the object and what it strikes each take 3d8 bludgeoning damage.

Grease

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a bit of pork rind or butter)

Duration: 1 minute

Slick grease covers the ground in a 10-foot square centered on a point within range and turns it into difficult terrain for the duration.

When the grease appears, each creature standing in its area must succeed on a Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or fall prone.

Cure Wounds

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

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

Spare the Dying

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a living creature that has 0 hit points. The creature becomes stable. This spell has no effect on undead or constructs.