

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 SAVES

SUCCESSSES

FAILURES

NAME

ATK BONUS

DAMAGE/TYPE

SPELL ATTACK BONUS

SPELL SAVE DC

SPELLS SLOTS

1st

2nd

3rd

4th

Level (R)

SPELLS KNOWN

MECHANICAL SERVANT

Hit Points

AC

Initiative

Speed

STR

DEX

CON

INT

WIS

CHA

Skills

Senses

Darkvision 60ft.

NAME

ATK BONUS

DAMAGE/TYPE

ADDITIONAL FEATURES & TRAITS

- Can't be charmed.

- Immune to poison damage and the poisoned condition.

ARTIFICER

Alchemist

ARTIFICER SPECIALIST

ALCHEMIST'S SATCHEL

The bag and its contents are both magical, and this magic allows you to pull out exactly the right materials you need for your Alchemical Formula options.

MAGIC ITEM ANALYSIS

You know the artificer spells detect magic and identify, and you can cast them as rituals. You don't need to provide a material component when casting identify with this class feature.

WONDROUS INVENTION

Level

Wondrous Invention

2nd

5th

10th

15th

20th

INFUSE MAGIC

When you cast an artificer spell with a casting time of 1 action, you can increase its casting time to 1 minute. If you do so while holding a nonmagical item, you expend a spell slot and the spell transfers into that item for later use if the item doesn't already contain a spell from this feature.

Any creature holding the item thereafter can use an action to activate the spell if the creature has an Intelligence score of at least 6. The spell is cast using your spellcasting ability, targeting the creature that activates the item. If the spell targets more than one creature, the creature that activates the item selects the additional targets. If the spell has an area of effect, it is centered on the item. If the spell's range is self, it targets the creature that activates the item. It must be used within 8 hours. You can have a number of infused spells equal to your Intelligence modifier.

SUPERIOR ATTUNEMENT

You can now attune to up to four magic items at a time. At 15th level, this limit increases to five magic items.

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.

ALCHEMICAL FORMULA

1st-Level: Alchemical Fire.

Action, range 30ft. On impact, the vial detonates in a 5-foot radius. Any creature in that area must succeed on a Dexterity saving throw or take 1d6 fire damage. This damage increases at 4th level (2d6), 7th level (3d6), 10th level (4d6), 13th level (5d6), 16th level (6d6), and 19th level (7d6).

1st-Level: Alchemical Acid.

Action, range 30ft. On impact, the vial shatters on impact. A creature must succeed on a Dexterity saving throw or take 1d6 acid damage. An object automatically takes maximum damage. This damage increases at 4th level (2d6), 7th level (3d6), 10th level (4d6), 13th level (5d6), 16th level (6d6), and 19th level (7d6).

RACIAL TRAITS

PROFICIENCIES

LIGHT ARMOUR

SIMPLE WEAPONS

MEDIUM ARMOUR

MARTIAL WEAPONS

HEAVY ARMOUR

SHIELDS

LANGUAGES

TOOLS & OTHER PROFICIENCIES



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

HEAD

AMULET

CLOAK

ARMOUR

HANDS/ARMS

RING

RING

BELT

BOOTS

Attuned

CP

SP

EP

GP

PP

MAGIC ITEMS

Name

Attuned

Name

Attuned

Name

Attuned

Name

Attuned

Name

Attuned

BACKPACK/STORAGE