

CHARACTER NAME

RACE BACKGROUND

ALIGNMENT EXPERIENCE POINTS

# ARTIFICER

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

AC INITIATIVE SPEED

Hit Point Maximum Temporary Hit Points

HIT DICE DEATH SAVES

Used Total

SUCCESSSES FAILURES

d8

NAME	ATK BONUS	DAMAGE/TYPE

SPELL ATTACK BONUS SPELL SAVE DC

SPELLS SLOTS

1st	2nd	3rd	4th
○	○	○	○
○	○	○	○
○	○	○	○

Level (R) SPELLS KNOWN

○		○	
○		○	
○		○	
○		○	
○		○	
○		○	
○		○	
○		○	
○		○	
○		○	

RACIAL TRAITS

MECHANICAL SERVANT

Hit Points AC Initiative Speed

STR DEX CON INT WIS CHA

Skills

Senses

NAME	ATK BONUS	DAMAGE/TYPE

PROFICIENCIES LANGUAGES

LIGHT ARMOUR SIMPLE WEAPONS

MEDIUM ARMOUR MARTIAL WEAPONS

HEAVY ARMOUR SHIELDS

TOOLS & OTHER PROFICIENCIES

**ALCHEMIST'S SATCHEL** LEVEL 1

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** LEVEL 1

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 2

Level Wondrous Invention

2nd

5th

10th

15th

20th

**INFUSE MAGIC** LEVEL 4

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** LEVEL 5

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** LEVEL 20

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 takes maximum damage. This damage increases at 3rd level (2d6), 5th level (3d6), 7th level (4d6), 9th level (5d6) 11th level (6d6), 13th level (7d6), 15th level (8d6), 17th level (9d6), and 19th level (10d6).



CHARACTER NAME

AGE	HEIGHT	WEIGHT	DISTINGUISHING MARKS
EYES	SKIN	HAIR	SCARS

CHARACTER APPEARANCE

PERSONALITY TRAITS

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IDEALS

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BONDS

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FLAWS

BACKGROUND

ALLIES

ENEMIES

ADDITIONAL FEATURES & TRAITS

EQUIPMENT

HEAD _____	Attuned	<input type="checkbox"/>
AMULET _____		<input type="checkbox"/>
CLOAK _____		<input type="checkbox"/>
ARMOUR _____		<input type="checkbox"/>
HANDS/ARMS _____		<input type="checkbox"/>
RING _____		<input type="checkbox"/>
RING _____		<input type="checkbox"/>
BELT _____		<input type="checkbox"/>
BOOTS _____		<input type="checkbox"/>

CP

SP

EP

GP

PP

BACKPACK/STORAGE

MAGIC ITEMS

Name _____	Attuned	<input type="checkbox"/>
Name _____	Attuned	<input type="checkbox"/>
Name _____	Attuned	<input type="checkbox"/>
Name _____	Attuned	<input type="checkbox"/>
Name _____	Attuned	<input type="checkbox"/>