

CHARACTER NAME

RACE BACKGROUND

ALIGNMENT EXPERIENCE POINTS

ARTIFICER

ARTIFICER SPECIALIST

PROFICIENCY PASSIVE PERCEPTION

INSPIRATION PASSIVE INSIGHT

AC INITIATIVE SPEED

Hit Point Maximum Temporary Hit Points

HIT DICE DEATH SAVES

Used Total d8

SUCCESSSES FAILURES

NAME	ATK BONUS	DAMAGE/TYPE

SPELL ATTACK BONUS SPELL SAVE DC SPELLS SLOTS

1st 2nd 3rd 4th 5th

KNOWN MAGICAL INFUSIONS INFUSED

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.

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

RACIAL TRAITS

PROFICIENCIES LANGUAGES TOOLS & OTHER PROFICIENCIES

LIGHT ARMOUR SIMPLE WEAPONS MEDIUM ARMOUR MARTIAL WEAPONS HEAVY ARMOUR SHIELDS

ARTIFICER SPECIALIST FEATURE LEVEL 3

Level Artificer Specialist Spells

3rd 5th 9th 13th 17th

THE RIGHT TOOL FOR THE JOB LEVEL 3

Using Tinker's Tools, you can magically create one set of artisan's tools. This requires 1 hour of uninterrupted work. The tools are nonmagical and vanish when you use this feature again.

ARTIFICER SPECIALIST FEATURE LEVEL 5

FLASH OF GENIUS LEVEL 7

When you or another creature you can see within 30 feet makes an ability check or saving throw, you can use your reaction to add your Intelligence modifier to the roll. You can use this feature a number of times equal to your Intelligence modifier (minimum of one). You regain all uses when you finish a long rest.

ARTIFICER SPECIALIST FEATURE LEVEL 9

MAGIC ITEM MASTER LEVEL 10

ADEPT: At 11th level

- You can attune to up to four items at once.
- If you craft a common or uncommon magic item, it takes quarter of the time and costs half as much gold.

SAVANT: At 14th level

- You can attune to up to five items at once.
- You ignore all class, race, spell, and level requirements when attuning to or using a magic item.

MASTER: At 18th level

- You can attune to up to six items at once.

SPELL-STORING ITEM LEVEL 11

When you finish a long rest, you can touch one weapon or spellcasting focus, and store a spell in it. Choose a 1st- or 2nd-level spell from the artificer spell list that requires 1 action to cast. While holding the object, a creature can take an action to cast the spell, using your spellcasting ability modifier. If the spell requires concentration, the creature must concentrate. The spell stays in the object until it's been used a number of times equal to twice your Intelligence modifier or until you use this feature again.

ARTIFICER SPECIALIST FEATURE LEVEL 15

SOUL OF ARTIFICE LEVEL 20

- You gain a +1 bonus to all saving throws per magic item you are attuned to.
- If reduced to 0 hit points but not killed, you can use your reaction to end of your artificer infusions, causing you to drop to 1 hit point instead of 0.