

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 SAVED

SUCCESS

FAILURES

NAME

ATK BONUS

DAMAGE/TYPE

SPELL ATTACK BONUS

SPELL SAVE DC

SPELLS SLOTS

1st

2nd

3rd

4th

Level

SPILLS KNOWN

MECHANICAL SERVANT

Hit Points

AC

Initiative

Speed

STR

DEX

CON

INT

WIS

CHA

Skills

Senses

NAME

ATK BONUS

DAMAGE/TYPE

ADDITIONAL FEATURES & TRAITS

PROFICIENCIES

LANGUAGES

TOOLS & OTHER PROFICIENCIES

ARTIFICER

ARTIFICER SPECIALIST

ARCANE MAGAZINE

LEVEL 1

At the end of each long rest, you can magically produce 40 rounds of ammunition with this magazine. After each short rest, you can produce 10 rounds.

THUNDER CANNON

LEVEL 1

You are proficient with the Thunder Cannon. The firearm is a two-handed ranged weapon that deals 2d6 piercing damage. Its normal range is 150 feet, and its maximum range if 500 feet. Once fired, it must be reloaded as a bonus action.

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

THUNDER MONGER

LEVEL 3

As an action, you can make a special attack with your Thunder Cannon that deals an extra 1d6 thunder damage on a hit. This extra damage increases by 1d6 when you reach certain levels in this class: 5th level (2d6), 7th level (3d6), 9th level (4d6), 11th level (5d6), 13th level (6d6), 15th level (7d6), 17th level (8d6), and 19th level (9d6).

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.

BLAST WAVE

LEVEL 9

As an action, you unleash force energy in a 15-foot cone from your gun. Each creature in that area must make a Strength saving throw with a DC of 8 + your proficiency bonus + your Intelligence modifier. On a failure, a target takes 2d6 force damage and is pushed 10 feet away from you. This damage increases to 3d6 at 13th level and 4d6 at 17th level.

PIERCING ROUND

LEVEL 14

As an action, your gun unleashes a bolt of lightning, 5-feet wide and 30-feet long. Each creature in that area must make a Dexterity saving throws with a DC of 8 + your proficiency bonus + your Intelligence modifier. On a failure, a target takes 4d6 lightning damage. This damage increases 6d6 when you reach 19th level.

EXPLOSIVE ROUND


LEVEL 17

As an action, you launch an explosive round from your gun. The round detonates in a 30-foot radius sphere at a point within range. Each creature in that area must make a Dexterity saving throw with a DC of 8 + your proficiency bonus + your Intelligence modifier. On a failed saving throw, a target takes 4d8 fire damage.

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.



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

Attuned

HEAD

AMULET

CLOAK

ARMOUR

HANDS/ARMS

RING

RING

BELT

BOOTS

CP

SP

EP

GP

PP

MAGIC ITEMS

Attuned

Name

Attuned

Name

Attuned

Name

Attuned

Name

Attuned

Name

BACKPACK/STORAGE