



Character name	Level	XP
Player name	Race	Alignment

STRENGTH	○ — SAVING THROW ○○ — ATHLETICS
DEXTERITY	○ — SAVING THROW ○○ — ACROBATICS ○○ — SLEIGHT OF HAND ○○ — STEALTH
CONSTITUTION	○ — SAVING THROW
INTELLIGENCE	○ — SAVING THROW ○○ — ARCANA ○○ — HISTORY ○○ — INVESTIGATION ○○ — NATURE ○○ — RELIGION
WISDOM	○ — SAVING THROW ○○ — ANIMAL HANDLING ○○ — INSIGHT ○○ — MEDICINE ○○ — PERCEPTION ○○ — SURVIVAL
CHARISMA	○ — SAVING THROW ○○ — DECEPTION ○○ — INTIMIDATION ○○ — PERFORMANCE ○○ — PERSUASION
Proficiency Bonus	Passive Perception

Armor, Weapon & Tool Proficiencies

Known Languages

Features & Other

Currency	Amount
Currency	Amount
Currency	Amount
Currency	Amount
Currency	Amount

AC	CONDITIONS
INITIATIVE	Maximum Temporary
SPEED	HIT POINTS

HIT DICE

You can spend one or more hit dice at the end of a short rest. Roll each die and add your CON modifier. You regain HP equal to the total. Regain hit dice up to half your max. hit dice (min. of 1) after a long rest.

Die size Max. dice Dice left

DEATH SAVING THROWS

If you start your turn with 0 HP, roll a d20. If the roll is 10 or higher, mark off 1 success, otherwise, mark off 1 failure. 3 success and you become stable, 3 failures and you die. Rolling a 1 counts as 2 failures. If you roll a 20, you regain 1 HP and regain consciousness. If you take damage while at 0 HP, mark off 1 failure. If you suffer a critical hit, mark off 2 failures. If the damage exceeds your max. HP, you suffer instant death.

Successes Failures

Weapon	Range
To hit	Damage

Weapon	Range
To hit	Damage

Weapon	Range
To hit	Damage

Ammunition	Count
Ammunition	Count
Number of attacks per attack action	○ ○ ○ ○ ○

Currently Equipped

Item	Count
Item	Count
Item	Count

MAGIC ITEM ANALYSIS @ Level 1

You know and can cast Detect Magic and Identify as rituals without needing any material components.

THUNDER CANNON @ Level 1

The Thunder Cannon is a weapon you crafted that fires leaden bullets for 2d6 piercing damage. It's a two-handed weapon with 150 / 500 ft. range, and once fired you must use a Bonus Action to reload. If lost, you can create a new one spending three days and 100 gp worth of raw materials.

ARCANE MAGAZINE @ Level 1

Crafted leather bag to carry ammo for the Thunder Cannon. At the end of each short rest, you can magically produce 10 rounds of ammo. After each long rest you can magically produce 40 rounds of ammo. If lost, you can create a new one as part of a long rest using 25 gp of leather and other raw materials.

TOOL EXPERTISE @ Level 2

Double prof. for tools that use tool proficiency you gain from this class.

WONDROUS INVENTION @ Level 2, 5, 10, 15 and 20

Gain one magic item from list of lvl 2 magic items. Gain additional magic item at 5th, 10th, 15th and 20th levels. Item must be on the list for your current level or lower.

SPELLCASTING @ Level 3

Regain all expended spell slots after a long rest.

Spell attack Spell DC Spells known

THUNDER MONGER @ Level 3

As an Action when attacking with Thunder Cannon, you can deal an extra 1d6 thunder damage or

2d6 @ 5rd level 5d6 @ 11th level 8d6 @ 17th level
3d6 @ 7th level 6d6 @ 13th level 9d6 @ 19th level
4d6 @ 9th level 7d6 @ 15th level

INFUSE MAGIC @ Level 4

When casting an Artificer spell with casting time of 1 Action, you can instead increase the casting time to 1 minute and transfer the spell to a nonmagical item you are holding. Expend spell slot as normal, but none of the spell's effects occur. Infused spell fades when used or after 8 hours. Can have number of infused items equal your INT. A creature with Intelligence greater than 6 holding the item can use an Action to activate the spell using your spellcasting ability targeting the creature who activated it. If spell has multiple targets, the creature activating the spell selects them. Area of effect spells are centered on the item. If spell range is self, it targets the creature activating the spell.

SUPERIOR ATTUNEMENT @ Level 5

You can attune to 4 magical items. At 15th level, can attune to 5 items.

MECHANICAL SERVANT @ Level 6

Select a Large beast with CR 2 or less to be your servant. Your servant is a construct instead of a beast, cannot be charmed, is immune to poison damage and the poisoned condition, has 60 ft. darkvision, understands the languages you speak when you created it, but can't speak, and if you are the target of a melee attack and the servant is within 5 ft. of the attacker, you can use your reaction to make your servant use its reaction to make a melee attack against the attacker. The servant obeys your orders to the best of its ability. In combat it rolls its own initiative and acts on its own. If the servant is killed it can be brought back by normal means, e.g. using Revivify. Alternatively you can repair it during a long rest after which it returns to life with 1 HP. If beyond repair, you can spend one week and 1000 gp worth of raw materials to make a new one.

BLAST WAVE @ Level 9

As an Action when attacking with Thunder Cannon you can make a special attack. Instead of normal attack, you unleash energy in 15 ft. cone. Each affected creature must make STR save against your spell DC or be pushed 10 ft. away from you and take 2d6 force damage or 3d6 @ 13th level 4d6 @ 17th level

PIERCING ROUND @ Level 14

As an Action when attacking with Thunder Cannon you can make a special attack. Instead of normal attack, you cause the gun to unleash lightning 5 ft. wide and 30 ft. long. Each affected creature must make DEX save against your spell DC take 4d6 lightning damage or 6d6 @ 13th level

EXPLOSIVE ROUND @ Level 17

As an Action when attacking with Thunder Cannon you can make a special attack. Instead of normal attack, you launch an explosive round that detonates in a 30 ft. radius sphere at a point within range. Each affected creature must make DEX save against your spell DC take 4d8 fire damage.

SOUL OF ARTIFICE @ Level 20

Can attune to 6 magic items. In addition, you get +1 to all saving throws per magic item you are attuned to.

Notes

ARTIFICER - GUNSMITH