



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.

ALCHEMIST'S SATCHEL @ Level 1
Craft Alchemist's Satchel containing magical reagents for Alchemical Formulas. You can pull from the bag exactly what you need when using Alchemical Formulas. After using materials, satchel reclaims them. If lost, you can create a new one in 3 days using 100 gp worth of materials.

ALCHEMICAL FORMULA @ Level 1
To use any formula, your satchel must be within reach. Formula DC is the same as your Spell Save DC. You always know Alchemical Fire, Alchemical Acid and one formula of your choice. You learn one additional formula at 3rd, 9th, 14th and 17th levels.

Alchemical Fire
As an Action, pull out a vial of volatile liquid from your satchel and hurl it at a target within 30 ft. of you. Vial disappears if not used within your current turn. On impact the vial detonates in a 5 ft. radius. Affected creatures must make DEX save or take 1d6 fire damage or:
2d6 @ 4th level 5d6 @ 13th level
3d6 @ 7th level 6d6 @ 16th level
4d6 @ 10th level 7d6 @ 19th level

Alchemical Acid
As an Action, pull out a vial of acid from your satchel and hurl it at a target within 30 ft. of you. Vial disappears if not used within your current turn. On impact the vial shatters. Object takes max damage. Creature must make DEX save or take 1d6 fire damage or:
2d6 @ 3rd level 5d6 @ 9th level 8d6 @ 15th level
3d6 @ 5th level 6d6 @ 11th level 9d6 @ 17th level
4d6 @ 7th level 7d6 @ 13th level 10d6 @ 19th level

Healing Draught
As an Action, pull out a vial of healing liquid from your satchel. Vial disappears if not used within 1 hour. A creature can drink liquid as an Action and regain 1d8 HP or:
2d6 @ 3rd level 5d6 @ 9th level 8d6 @ 15th level
3d6 @ 5th level 6d6 @ 11th level 9d6 @ 17th level
4d6 @ 7th level 7d6 @ 13th level 10d6 @ 19th level

Smoke Stick
As an Action, pull out a stick that produces smoke from your satchel. You can hold or throw the stick 30 ft. as part of the action used to create it. Vision and darkvision is blocked within 10 ft. of stick. Stick and smoke lasts for 1 minute. You can only use this formula once per minute.

Swift Steep Draught
As a Bonus Action, pull out a vial of bubbling brown liquid from your satchel. As an action, a creature can drink it to increase their speed by 20 ft. for 1 minute. You can only use this formula once per minute.

Tanglefoot Bag
As an Action, pull out a bag of writhing, sticky black tar and hurl it at a point on the ground within 30 ft. of you. Bag disappears if not used within your current turn. Bag bursts on impact and covers the ground in a 5 ft. radius with sticky goo, making it difficult terrain for 1 minute, and any creature starting their turn in the area has their movement speed halved. You can only use this formula once per minute.

Thunderstone
As an Action, pull out a crystalline shard and hurl it at a target within 30 ft. of you. Shard disappears if not used within your current turn. Shard shatters on impact with a blast of concussive energy. Each creature within 10 ft. of impact must make CON save or be knocked prone and pushed 10 ft. away from that point.

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

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.

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