Player Name: Sven		Character Name:	Flint	Level: 4
Race: Rock Gnome	Class: Artificier, B	attle Smith	Age: 30	Sex: Male
Hair:	Eyes:		Handed:	
Appearance: 1,2 m high				

**12** 

+1

Dexterity 15

+2

(+2) Proficiency Bonus

Saving Throws

+1 Strength

- +2 Dexterity
- +5 Constitution
- +7 Intelligence
- O +2 Wisdom
  - **+2** Charisma

Constitution **16** 

+3

Intelligence 20

+5

Wisdom **14** 

**(+2)** 

Charisma 14

+2

Skills

- +2 Acrobatics (Dex)
- +5 Arcana (Int)
- +1 Athletics (Str)
- +2 Deception (Cha)
- +5 Fauna (Int)
- O +5 Flora (Int)
- +5 Geography (Int)
- +5 History (Int)
- +4 Insight (Wis)
- +2 Intimidation (Cha)
- . .
- +7 Investigation (Int)
- +4 Medicine (Wis)
- +4 Perception (Wis)
- +2 Performance (Cha)
- **+4** Persuasion (Cha)
- O +5 Politics (Int)
- O +5 Religion (Int)
- +2 Slight of Hand (Dex)
- +2 Stealth (Dex)
- +2 Survival (Wis)

/ Spell Breakdown `				
Lvl	Slots		Notes	
1	3			
2				
3				
4				
5				
6				
7				
8				
9				
Save	DC :	15	Known _	_

Atk+ 7 Cantrips 2

Wealth	8
Denare:	
Sesterzen:	
Adler:	148
DM Sta	cks
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<b>16</b>	<b>-2</b> 25
Armor B	reakdown
Armor	_ $\bigcirc$ Light
Shield	_
Dex	_ $\bigcirc$ Heavy
Other	_ O Stealth Penalty

Prof	icier	ncies

- Simple M. Weapons
- Simple R. Weapons
- Martial M. Weapons
- Martial R. Weapons
- Light Armor
- Medium Armor
- O Heavy Armor
- Shields

Max HP	Current HP	Temp HP
41		

Hit Dice:	Death Saves	Inspire
0000000000	Successes: OOO Failures: OOO	

Weapon	+Hit	Damage
Steinschlosspistole	+7	1d10 + 5 + 1d4 L
(If: Repeating shot)	(+8)	(1d10 + 6)
Light Hammer	+4	1d4 + 4
(IF: Magic)	(+7)	(1d4 + 4)
Longsword	+4	1d8 + 5
(IF: Magic)	(+7)	(1d8 + 5)

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## **Notes**

Ritual Casting, 5 LVL 1 Spells (Select after long rest), Heroism and Shield always prepared, Firearm proficiency

# Magical tinkering

Glow: Object is bright lit in 5 ft, dim in 5 ft
Recorder: Play recorded message by touch, 6s long
Nonverb: Emit odor or nonverbal sound up to 10 ft

VFX: Static visual effect on one oft he objects surfaces. Picture or 25 words, lines, shapes, or

mixture

Lasts indefinitely, can be touched as action to be ended. One effect per object, max. 4 objects at the same time

# Infusions (4 known, 2 can be kept up) + Homu

(Humunculus servant: 13 AC, 10 HP, 20ft / 30ft speed, +4 Hit, 1d4 + 2 force, evasion)

Repeating shot: +1 to hit/damage, ignore load property
Enhanced arcane focus: +1 on spell attack, ignore half cover

Replicate magic iten

(Steel defender: 15 AC, 27 HP, 40 ft speed, +4 Hit, 1d8 + 2 in 5ft, vigilant

Repair 2d8 to any construct, 3/day, deflect attack, usually dodges, cann carry two small 20 ft, medium+smqall 10 ft)

#### Cantrips

Mending: (Touch) Repair object

Fire bolt: (120 ft) Sets target on fire, 1d10 damage

## Level 1

Tashas caustic brew: (30ft long, 5 ft wide): DEX to escape, 2d4 damage at begin of turn until

action is used to remove

Cure wounds: (Touch): Restore 1d8 + 4

Heroism: (Touch): +4 temporary hitpoints, immune to fright

Shield: (Reaction): +5 AC

Alarm: (Ritual): Set up an alarm, mental (1 mi) or audible (60ft)

Snare: Create magical trap
Ray of frost: 1d8, movement down to 10f
Catapult: (60 ft) 1-5 pnd obeject, 90ft, 3d8

Feat: Keen mind: Always knows: North direction, hours till sunset/-rise, recall anything 31d ago

Equipment	
Backpack	
Crowbar / Schraubenschlüssel	Wachs, Siegelring
Hammer	Spiegel (Poliertes Blech)
2 Fackeln	Tinker-, Thievestools
Zinngeschirr und -besteck	Ledertuch und Lederkordel
Schlafsack	Amulett (m. Inhalt)
Geldbeutel	Gilmont
10 Rationen	Injektor: P. of Healing (1d4+4)
Seil	Injektor: Empty
Wasserschlauch	Bag of Holding
10 Kerzen	
Kreide	
Kochmesser	
Würfel	
Pfeife	
Tinte, Feder, Notizbuch	

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I have witty aphorisms and proverbs for any occasion. I work hard to be the best at my craft. One day I will return to my guild and prove them to be the greatest artesan of them all. I am not satisfied with what I have. I always want more.

Other S	kille	/ Proficiencies		
60' Darkvision	KIII3	Musical		
OO Darkvision		Bagpipes		
Artisan's Tools	$\bigcirc$	Drum		) `
Alchemist	$\circ$	Dulcimer		ノ う
Brewer		Flute		
Calligrapher		Lute		) )
Carpenter	$\circ$	Lyre		) )
Cartographer	$\circ$	Horn		$\int$
Cobbler	$\circ$	Pan flute		<u>)</u>
Cook	$\circ$	Shawm		<u></u>
Glassblower	$\circ$	Viol		5
Jeweler	Õ	Navigation Tools	(	5
Leatherworker	Ö	Poisoner's Kit	$\tilde{O}$	
Mason	Ô	Thief's Tools		
Painter	Ö	Vehicles		
Potter	Ō	Land		$\overline{}$
Smith		Water	Water	
Tinker				
Weaver	$\circ$	Damage	R	W
Woodcarver		Acid	$\circ$	$\circ$
		Bludgeoning	$\bigcirc$	$\circ$
Disguise Kit	0	Cold	$\circ$	$\circ$
Forgery Kit	$\circ$	Fire	$\circ$	$\circ$
		Force	$\circ$	$\circ$
Gaming	$\circ$	Lightning	$\circ$	0
Dice	$\circ$	Necrotic	$\circ$	0
Dragonchess	$\circ$	Piercing	$\circ$	0
Playing Cards	0 0 0 0	Poison	00000000	$\circ$
3-Dragon-Ante	$\circ$	Psychic	$\circ$	0
		Radiant	0	0
Herbalism Kit	$\circ$	Slashing	0	0
		Thunder	$\bigcirc$	$\bigcirc$

Mount / P	et	Туре	
НР	AC		Speed
			Gear / Notes

	Character Portrait
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Common, Gnomish, Dwarfish