

## 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 of the 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 item  
(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, cannot carry two small 20 ft, medium+small 10 ft)

### Cantrips

Mending: (Touch) Repair object  
Fire bolt: (120 ft) Sets target on fire, 1d10 damage

### Level 1

Tasha's 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 10ft  
Catapult: (60 ft) 1-5 pnd object, 90ft, 3d8  
Feat: Keen mind: Always knows: North direction, hours till sunset/-rise, recall anything 31d ago

