

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, 12 HP, 20ft / 30ft speed, +4 Hit, 1d4 + 2 force, evas. DX15)

Repeating shot: +1 to hit/damage, ignore load property

Enhanced arcane focus: +1 on spell attack, ignore half cover

Returning Weapon: +1 to hit/damage, on thrown weapons

Replicate magic item

(Steel defender: 15 AC, 32 HP, 40 ft speed, +7 Hit, 1d8 + 3 in 5ft, vigilant
Repair 2d8+3 to any construct, 3/day, deflect attack (r), usually dodges, can carry two small 20 ft, medium+small 10 ft, DEX+4,CON+5)

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 + 5

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 object, 90ft, 3d8

Feat: Keen mind: Always knows: North direction, hours till sunset/-rise, recall anything 31d, -> Warding Round Branding Smite known

