DUNGEONS & DRAGONS®

Delta 3
CHARACTER NAME

Level 9 Battle Smith Artificer	Soldier	
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Warforged	Neutral Good	
RACE	ALIGNMENT	EXPERIENCE POINTS

INSPIRATION

+4 PROFICIENCY BONUS

STRENGTH
10
(0)

DEXTERITY
8
(-1)

CONSTITUTION
16
(+3)

INTELLIGENCE
20
(+5)

WISDOM
13
(+1)

CHARISMA
12
(+1)

SAVING THROWS
- ○ ____ Strength
- ○ ____ Dexterity
- ◉ +7 Constitution
- ◉ +9 Intelligence
- ○ ____ Wisdom
- ○ ____ Charisma

SKILLS
- ○ ____ Acrobatics (Dex)
- ○ ____ Animal Handling (Wis)
- ◉ +9 Arcana (Int)
- ◉ +4 Athletics (Str)
- ○ ____ Deception (Cha)
- ○ ____ History (Int)
- ○ ____ Insight (Wis)
- ◉ +5 Intimidation (Cha)
- ◉ +9 Investigation (Int)
- ○ ____ Medicine (Wis)
- ○ ____ Nature (Int)
- ◉ +5 Perception (Wis)
- ○ ____ Performance (Cha)
- ○ ____ Persuasion (Cha)
- ○ ____ Religion (Int)
- ○ ____ Sleight of Hand (Dex)
- ○ ____ Stealth (Dex)
- ○ ____ Survival (Wis)

____ PASSIVE WISDOM (PERCEPTION)

18/19 ARMOR CLASS

-1 INITIATIVE

30 SPEED

Hit Point Maximum ____
75
CURRENT HIT POINTS

Infusions: 3
TEMPORARY HIT POINTS

Total ____
9
HIT DICE

SUCCESSES ○—○—○
FAILURES ○—○—○
DEATH SAVES

ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE
Hammer	+4	1d4 B
Fire Bolt	+9	2d10 Fire
Longswor	+10	1d8+6 S

Firebolt - 120' range
Hammer - Thrown 20/60

Infused Longsword +1

Extra Attack when Attacking

EQUIPMENT
CP ___
SP ___
EP ___
GP **10**
PP ___

Breast Plate
Shield

Rank Insignia, trophy from a fallen enemy, set of bone dice

Dungeoneer's Pack

OTHER PROFICIENCIES & LANGUAGES
Common - Gnomish

TOOL EXPERTISE
 - Double Proficiency Bonus for Tools
Gaming Set
Vehicles (Land)
Painter's Supplies
Thieves Tools
Tinkerer's Tools
Smith's Tools
Cartographer's Tools

PERSONALITY TRAITS
I can stare down a hell hound without flinching.

QUIRK - Fiercely Protective of your friends

IDEALS
Greater Good: Our lot is to lay down our lives in Defense of others (Good)

BONDS
Those who fight beside me are those worth dying for

FLAWS
My hatred of my enemies is blind and unreasoning

FEATURES & TRAITS
INFUSIONS (after long rest)
 - Boots of Elvenkind
 - Goggles of Night (Darkvision 60')
 - Wand of Magic Detection
 - Lantern of Revealing
 - Repulsion Shield - +1 to AC. Has 4 charges. After being hit by melee attack, use a reaction to push attacker 15' back. 1d4 charges regained at dawn
 - Radiant Weapon gives a weapon a +1 bonus to attack/damage rolls - magical. Bonus action shed light in 30' radius/+30' dim light. Bonus action to extinguish. 4 Charges. Reaction after being hit Expend a charge to cause attacker to be blinded until end of their next turn allow CON Save. Regains 1d4 charges at dawn

Right Tool for the Job
 - Can create any tool you need with Tinkerer's tools. Takes one hour and can be done on short/long rest

Flash of Genius
 - You or another creature can see within 30' make ability check / save, Use Reaction to add INT modifier to the roll.
Can use this number of times = INT Modifier

Arcane Jolt
 - When you hit with magic weapon or steel defender hits a target can either:
 1) target takes extra 2d6 Force Damage
 2) Creature see within 30' regains 2d6 HP
Can use once per turn / number times per day = INT Modifier

Delta 3

?	6'4	294
AGE	HEIGHT	WEIGHT
Sky Blue	Metal	None
EYES	SKIN	HAIR

CHARACTER APPEARANCE

Soldier Background - Does not remember his service or rank. Specialty?

Constructed Resilience
 - ADV on Poison Saves
 - Resistant to Poison
 - Immune Disease / Sleep
 - Does not Eat, Drink, Sleep or Breathe

Sentry's Rest
 - Must spend 6 hours inactive, motionless during a long rest. Still appear inert, but not unconscious. See and Hear as normal

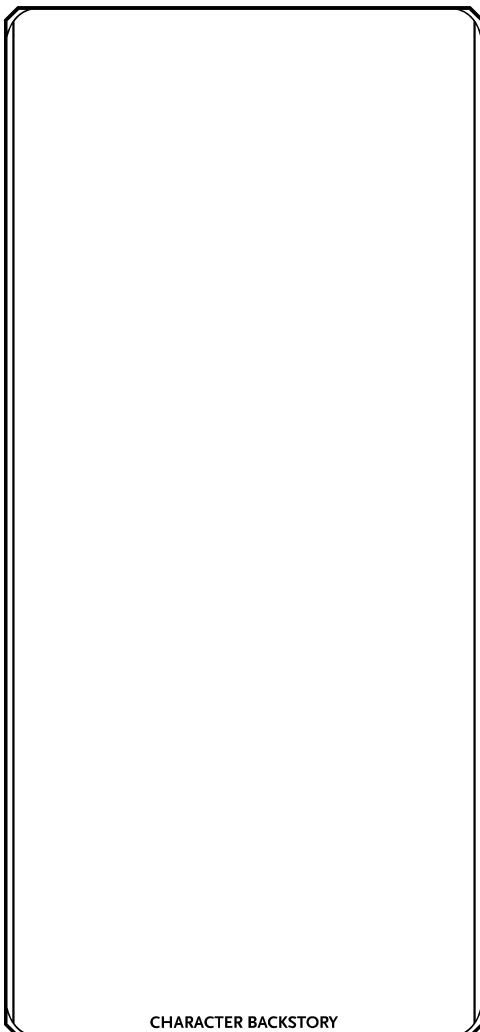Integrated Protection - Built in Defense layers
 - Gain a +1 to AC
 - Armor is incorporated into body. 1 Hour to don or doff. Can rest while doing this
 - Armor cannot be removed against your will

NAME

SYMBOL

ALLIES & ORGANIZATIONS

"Bolt" STEEL DEFENDER - Companion / Medium Construct
AC: 15. Speed: 40'. Immune Charm/Exhaust/Poison. Darkvision 60'
HP = (47) Steel Defenders CON mod + Artificers INT mod + 5 times level in this class.
Can't be surprised
Force Empowered Rend: +4 to Hit. 1d8+2 Force Damage
Repair 3/day: Restore 2d8+2 HP to itself or a construct/object
REACTION - Defense Attack: Imposes DISADV on attack roll of a creature it can see within 5', provided the attack is against a creature other than the Steel Defender.
 - Will take Dodge action unless you use a BONUS ACTION to command it to take an action.
 - Mending Cantrip will heal the Defender 2d6 HP. Can revive it with Smith's Tools and expend a spell slot of 1st level or higher
 - Can create a new one after a long rest to replace this one.

ADDITIONAL FEATURES & TRAITS

Magical Tinkering
 Touch a Tiny nonmagical object to give it a magical property. Number of items equal to INT Modifier
 - Object sheds bright light in 5 foot radius. Dim light 5'.
 - When tapped, object emits recorded message up to 10'. Recording is 6 seconds long
 - Object continuously emits an odor or sound. Heard up to 10' away
 - Static visual effect on an object's surface. Picture, up to 25 words, shapes, lines.

CHARACTER BACKSTORY

TREASURE

Artificer

INT	17	+9
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

0 — CANTRIPS

Can exchange 1 Cantrip when Level UP

- Fire Bolt
- Mending

SPELL LEVEL

1 — SLOTS TOTAL 4 — SLOTS EXPENDED

PREPARED — SPELL NAME

- ○
- ○
- ○ Heroism
- ○ Shield

2 — 3

- ○ Branding Smite
- ○ Warding Bond

3 — 2

- ○
- ○ Aura of Vitality
- ○ Conjure Barrage

4

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