

## Dovin

CHARACTER NAME

Level 10 Artificer (Alchemist) **Izzet League**

CLASS & LEVEL

BACKGROUND

PLAYER NAME

**Vedalken**

**Neutral**

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

16

+3

DEXTERITY

12

+1

CONSTITUTION

13

+1

INTELLIGENCE

18

+4

WISDOM

9

-1

CHARISMA

10

0

INSPIRATION

+4

PROFICIENCY BONUS

- \_\_\_ Strength
- \_\_\_ Dexterity
- +5 Constitution
- +8A Intelligence
- ADV Wisdom
- ADV Charisma

SAVING THROWS

- \_\_\_ Acrobatics (Dex)
- \_\_\_ Animal Handling (Wis)
- +8 Arcana (Int)
- \_\_\_ Athletics (Str)
- \_\_\_ Deception (Cha)
- \_\_\_ History (Int)
- \_\_\_ Insight (Wis)
- \_\_\_ Intimidation (Cha)
- 81d4 Investigation (Int)
- +3 Medicine (Wis)
- \_\_\_ Nature (Int)
- +3 Perception (Wis)
- \_\_\_ Performance (Cha)
- \_\_\_ Persuasion (Cha)
- \_\_\_ Religion (Int)
- +5 Sleight of Hand (Dex)
- DIS Stealth (Dex)
- \_\_\_ Survival (Wis)

SKILLS

19

ARMOR CLASS

+1

INITIATIVE

30

SPEED

Hit Point Maximum

63

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

10d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I do what my gut tells me.

PERSONALITY TRAITS

Fun. I love my job! Despite the dangerous working conditions. There's nothing I'd rather do.

IDEALS

I'm convinced it was sabotage that destroyed my first laboratory and killed many of my friends and I seek revenge against whoever did it

BONDS

I get bored easily and if nothing is happening I'll make something happen

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Hand Axe

+7

1d6+3 S (20/60)

Fire Bolt

+8

2d10 (120')

Return Weapon Axe

+8

1d6+4 S (20/60)

Arcane Weapon - Bonus Action  
 Level 1 Transmutation (V, S)  
 Concentration 1 Hour  
 Channel Arcane Energy and choose Acid, Cold, Fire, Lightning, Poison or Thunder.  
 Deal Extra 1d6 Damage of the type  
 Weapon Becomes Magical  
 3rd Level Slot or higher - 8 Hours/Conc

ATTACKS & SPELLCASTING

- Vedalken Dispassion: ADV on INT, WIS, CHA Saves

- Tireless Precision: Add 1d4 to die roll for Alchemists Supplies and Investigation (DM substitution) Otherwise Sleight of Hand / Alchemists

- Partially Amphibious: Absorb Oxygen through skin to Breath Underwater up to 1 hour. 1/day

- Magical Tinkering: Invest spark of magic into objects equal to INT modifier  
 \* Sheds Bright Light 5' Dim Light additional 5'  
 \* Tapped to replay a 6 second recorded message that can be heard within 10'  
 \* Continuously emits an odor or non-verbal sound up to 10'  
 \* Static visual effect. Picture, text up to 25 words, lines and shapes or a mixture

INFUSE ITEM - Known: 5. Infused: 3  
 \*Returning Weapon: Gains +1 Attack/Damage and returns/teleports back to hand after used for ranged attack

\*Alchemy Jug: Create, Acid, Beer, Poison, Honey, Mayonnaise, Oil, Vinegar, Water, Salt Water, or Wine. 1/day

\*Goggles of Night: Darkvision 60'

\*Many Handed Pouch: 2-5 pouches that share a storage space if within 100 miles of one another

\*Resistant Armor: Creature has resistance to one of the following: Acid, Cold, Fire, Force, Lightning, Necrotic, Poison, Psychic, Radiant or Thunder

HEAVY ARMOR FEAT  
 +1 STR. Proficient Heavy Armor

ARCANE ARMAMENT: Two attacks, but one must be with a magical weapon

FEATURES & TRAITS

11

PASSIVE WISDOM (PERCEPTION)

Common - Vedalken - Goblin - Draconic

TOOL EXPERTISE

Double Proficiency Bonus on Ability Check that uses Proficiency with a tool.

- (B) Smith's Tools
- (R) Alchemists Supplies +1d4 Tireless Precision (Swap for Subclass)
- (C) Thieves Tools
- (C) Tinkerer's Tools
- (C) Glassblower's Tools
- (S Lvl 3) Poisoner's Tools (Swap for Race)
- (S Lvl 3) Herbalism Kit

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

CP

CP

PP

5

- Chain Mail with Contraptions  
 - Gadget Shield

-Izzet Insignia  
 -Twisted Remains of a Failed Experiment  
 - Extra Hand Axe  
 -Block and Tackle  
 -Common Clothes  
 -Goggles

- Bag of Light Hammers  
 - Hammer with Izzet Insignia

EQUIPMENT



Dovin

CHARACTER NAME

40

AGE

Dark Blue

EYES

6'3

HEIGHT

Blue

SKIN

195

WEIGHT

None

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

Crafting: Potions take a quarter of normal time and half the cost to make

Alchemical Homunculus (Niv-Mizzet) - Tiny Dragon Construct

AC 13. HP 54 (5 times level + INT)

Speed 20 Fly 30

STR 4 DEX 15 CON 11 INT 10 WIS 10 CHA 7

Immune Acid/Poison

Immune Charm, Exhaustion, Poison

Darkvision 60'

Pass Perception 10

Understands languages I Speak

Increase Skill Bonuses and Bonus to Hit/Damage when my Proficiency Bonus increases

Acid Spittle: Range Attack +4 to hit. 30'. 1d6+4 Poison Damage

Alchemical Salve (3 times a day). Touches a creature for one of these effects:

Flying speed of 10' for 10 minutes

Inspiration on certain ability checks. Choose before or after rolling. Can use on number of checks =

INT modifier

Resilience. Target gains Temp HP equal to 2d6 + INT Modifier.

ADDITIONAL FEATURES & TRAITS

Alchemical Mastery

When casting a spell with Alchemists Supplies Gain a bonus of one roll of the spell. That roll must restore HP or be deal acid/poison damage.

Bonus = INT Modifier

Lesser Restoration can be cast with alchemists supplies without using spell slot with number of days equal to INT modifier

RIGHT CANTRIP for the JOB:

Can Replace Cantrips after a Long or Short Rest

CHARACTER BACKSTORY

TREASURE



Dovin

SPELLCASTING CLASS

INT

SPELLCASTING ABILITY

16

SPELL SAVE DC

+8

SPELL ATTACK BONUS

0

CANTRIPS

KNOW 3 Cantrips. Can switch after a rest

Fire Bolt

Mending

Message

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

Arcane Weapon

ALWAYS PREPARED AT LEVEL 3

Purify Food & Drink

Ray of Sickness

2

3

Lesser Restoration can be cast with alchemists supplies

using spell slot with number of days equal to INT modifier

ALWAYS PREPARED AT LEVEL 5

Melf's Arrow

Web

3

2

ALWAYS PREPARED AT LEVEL 9

Create Food & Water

Stinking Cloud

4

ALWAYS PREPARED AT LEVEL 13

Blight

Death Ward

5

ALWAYS PREPARED AT LEVEL 17

Cloudkill

Raise Dead

6

8

9

SPELLS KNOWN