

Dovin

CHARACTER NAME

Level 2 Artificer (Alchemist)

Izzet League

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Vedalken

Neutral

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

15

+2

DEXTERITY

12

+1

CONSTITUTION

13

+1

INTELLIGENCE

16

+3

WISDOM

9

-1

CHARISMA

10

0

INSPIRATION

+2

PROFICIENCY BONUS

- ___ Strength
- ___ Dexterity
- +3 Constitution
- +5A Intelligence
- ADV Wisdom
- ADV Charisma

SAVING THROWS

- ___ Acrobatics (Dex)
- ___ Animal Handling (Wis)
- +5 Arcana (Int)
- ___ Athletics (Str)
- ___ Deception (Cha)
- ___ History (Int)
- ___ Insight (Wis)
- ___ Intimidation (Cha)
- 51d4 Investigation (Int)
- +1 Medicine (Wis)
- ___ Nature (Int)
- +1 Perception (Wis)
- ___ Performance (Cha)
- ___ Persuasion (Cha)
- ___ Religion (Int)
- +3 Sleight of Hand (Dex)
- DIS Stealth (Dex)
- ___ Survival (Wis)

SKILLS

17

ARMOR CLASS

+1

INITIATIVE

30

SPEED

Hit Point Maximum

15

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

2d8

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

+4

1d6+2 S (20/60)

Fire Bolt

+5

1d10 (120')

Return Weapon Axe

+5

1d6+3 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

11

PASSIVE WISDOM (PERCEPTION)

Common - Vedalken - Goblin - Draconic

Tools

(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

CP

CP

CP

CP

CP

CP

CP

CP

CP

CP

CP

CP

CP

CP

CP

- Ravnica Style Scale 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

- 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: 3. Infused: 2
 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'

FEATURES & TRAITS



Dovin

CHARACTER NAME

40

AGE

Dark Blue

EYES

6'3

HEIGHT

Blue

SKIN

195

WEIGHT

None

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE



Dovin

SPELLCASTING CLASS

INT

SPELLCASTING ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

0

CANTRIPS

Fire Bolt

Mending

3

6

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

2

PREPARE TO

SPELL NAME

-
- PREPARE 3
- Arcane Weapon
- Cure Wounds
- Disguise Self
-
-
-
-
-
-
-
-
-
-

2

4

7

8

5

9

SPELLS KNOWN