

Delta 3

CHARACTER NAME

Level 1 Artificer

CLASS & LEVEL

Warforged

RACE

Soldier

BACKGROUND

Neutral Good

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH  
10  
0

DEXTERITY  
8  
-1

CONSTITUTION  
16  
+3

INTELLIGENCE  
16  
+3

WISDOM  
13  
+1

CHARISMA  
12  
+1

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS

- Strength
- Dexterity
- +5 Constitution
- +5 Intelligence
- Wisdom
- Charisma

SKILLS

- Acrobatics (Dex)
- Animal Handling (Wis)
- +5 Arcana (Int)
- +2 Athletics (Str)
- Deception (Cha)
- History (Int)
- Insight (Wis)
- +3 Intimidation (Cha)
- +5 Investigation (Int)
- Medicine (Wis)
- Nature (Int)
- +3 Perception (Wis)
- Performance (Cha)
- Persuasion (Cha)
- Religion (Int)
- Sleight of Hand (Dex)
- Stealth (Dex)
- Survival (Wis)

17 ARMOR CLASS

-1 INITIATIVE

30 SPEED

Hit Point Maximum \_\_\_\_\_

11 CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total \_\_\_\_\_

1 HIT DICE

SUCCESSES ○○○○

FAILURES ○○○○

DEATH SAVES

I can stare down a hell hound without flinching.

QUIRK - Fiercely Protective of your friends

PERSONALITY TRAITS

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

IDEALS

Those who fight beside me are those worth dying for

BONDS

My hatred of my enemies is blind and unreasoning

FLAWS

NAME ATK BONUS DAMAGE/TYPE

Hammer +2 1d4 B

Fire Bolt +5 1d10 Fire

Firebolt - 120' range

Hammer - Thrown 20/60

ATTACKS & SPELLCASTING

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.

FEATURES & TRAITS

PASSIVE WISDOM (PERCEPTION)

Common - Gnomish

Gaming Set

Vehicles (Land)

Painter's Supplies

Thieves Tools

Tinkerer's Tools

Smith's Tools

OTHER PROFICIENCIES & LANGUAGES

Scale Mail Shield

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

10

Dungeoneer's Pack

EQUIPMENT



# Delta 3

CHARACTER NAME

?

AGE

Sky Blue

EYES

6'4

HEIGHT

Metal

SKIN

294

WEIGHT

None

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

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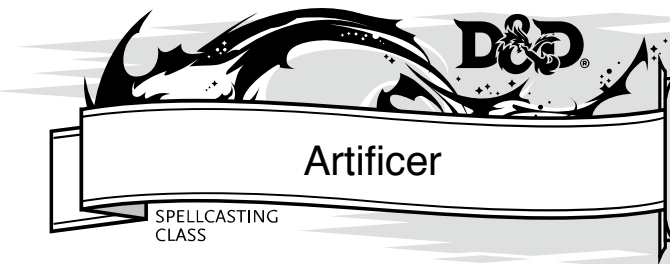
SYMBOL

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE



# Artificer

SPELLCASTING CLASS

**INT**  
SPELLCASTING ABILITY

**13**  
SPELL SAVE DC

**+5**  
SPELL ATTACK BONUS

**0** **CANTRIPS**

Can exchange 1 Cantrip when Level UP

Fire Bolt

Guidance

SPELL LEVEL	SLOTS TOTAL	SLOTS EXPENDED
<b>1</b>		

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SPELLS KNOWN