

Delta 3

CHARACTER NAME

Level 10 Battle Smith Artificer

Soldier

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Warforged

Neutral Good

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

10

0

DEXTERITY

8

-1

CONSTITUTION

16

+3

INTELLIGENCE

20

+5

WISDOM

13

+1

CHARISMA

12

+1

INSPIRATION

+4

PROFICIENCY BONUS

- 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)

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

OTHER PROFICIENCIES & LANGUAGES

18/19

ARMOR CLASS

-1

INITIATIVE

30

SPEED

Hit Point Maximum

83

CURRENT HIT POINTS

Infusions: 4

TEMPORARY HIT POINTS

Total

10

HIT DICE

SUCCESSES

○ ○ ○ ○

FAILURES

○ ○ ○ ○

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

Hammer

+4

1d4 B

Fire Bolt

+9

2d10 Fire

Longsword

+10

1d8+6 S

Firebolt - 120' range

Hammer - Thrown 20/60

Infused Longsword +1

Extra Attack when Attacking

ATTACKS & SPELLCASTING

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

INFUSIONS (after long rest)

- Boots of Elvenkind
- Goggles of Night (Darkvision 60')
- Wand of Magic Detection
- Lantern of Revealing
- Winged Boots
- Helm of Telepathy
- 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

Magic Item Adept

- Attune up to 4 Magic Items
- Crafting items take less time and gold

FEATURES & TRAITS

Breast Plate Shield

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

10

Dungeoneer's Pack

EQUIPMENT



Delta 3

CHARACTER NAME

?	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 = (57) 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

SPELLCASTING CLASS

INT

SPELLCASTING ABILITY

17

SPELL SAVE DC

+9

SPELL ATTACK BONUS

0

CANTRIPS

Can exchange 1 Cantrip when Level UP

Fire Bolt

Mending

Guidance

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

Branding Smite

Warding Bond

3

2

Aura of Vitality

Conjure Barrage

6

4

7

5

8

9

SPELLS KNOWN