

Delta 3

CHARACTER NAME

Level 2 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)

17/18 **ARMOR CLASS**

-1 **INITIATIVE**

30 **SPEED**

Hit Point Maximum _____

19 **CURRENT HIT POINTS**

Infusions: 2

TEMPORARY HIT POINTS

Total _____

2 **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.

INFUSIONS (after long rest)

- Enhanced Defense gives a +1 to AC
- Enhanced Weapon gives a weapon a +1 bonus to attack/damage rolls - magical
- Goggles of Night (Darkvision 60')
- Wand of Magic Detection

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

CP Scale Mail Shield

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

EP 10

GP Dungeoneer's Pack

PP

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

SYMBOL

ALLIES & ORGANIZATIONS

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

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

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SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

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SPELLS KNOWN