

Xander Lincoln (John X.)

CHARACTER NAME

Alchemist Artificer 6

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Human

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

-1

8

DEXTERITY

3

16

CONSTITUTION

1

12

INTELLIGENCE

4

18

WISDOM

2

14

CHARISMA

-1

8

INSPIRATION

3

PROFICIENCY BONUS

- 1 Strength
- 3 Dexterity
- 4 Constitution
- 7 Intelligence
- 5 Wisdom
- 1 Charisma

SAVING THROWS

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

SKILLS

15

PASSIVE WISDOM (PERCEPTION)

TOOL: Alchemist's Tools\*, Thieves' Tools\*,  
Tinker's Tools\*, Wind Instruments  
LANGUAGE: Common, Giant  
ARMOR: Light & medium, Shields  
WEAPON: Simple weapons

OTHER PROFICIENCIES & LANGUAGES

19

ARMOR CLASS

3

INITIATIVE

30

SPEED

Hit Point Maximum 39

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 6

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME	ATK	DAMAGE/TYPE
Catapult		3d8 Bludgeo...
Flaming Sphere		2d6 fire
Sling	+6	1d4+3 Bludg...
Create Bonfire	DC15	2d8+4 Fire
Acid Splash	DC15	2d6+4 Acid

ATTACKS & SPELLCASTING

CP	SP	EP	GP	PP
1 Breastplate				
1 Shield				
1 Accordion				
1 Sling				
1 Goggles				
4 Oil (flask)				
2 Acid (vial)				

EQUIPMENT

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

Infusions Known

Runic Spells Known

Alchemical Savant

Experimental Elixir

Magical Tinkering

Tool Expertise

Right Tool for the Job

FEATURES & TRAITS



SPELLCASTING CLASS

INTELLIGENCE

SPELLCASTING ABILITY

15

SPELL SAVE DC

7

SPELL ATTACK BONUS

0 **CANTRIPS**

Acid Splash

Create Bonfire

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

1 4

○ Catapult

○ Entangle

○ Magic Missile

○ Cure Wounds

○ Comprehend Languages

○ Feather Fall

○ Expeditious Retreat

2 2

○ Rope Trick

○ Flaming Sphere

○ Heat Metal

○ Invisibility

○ See Invisibility

3 0

4 0

5 0

6 0

7 0

8 0

9 0

# FEATURES & TRAITS

## Infusions Known

1. Repulsion Shield
2. Homunculus Servant
3. Replicate Magic Item: Bag of Holding
4. Replicate Magic Item: Pipes of Haunting
5. Replicate Magic Item: Eyes of Charming
6. Replicate Magic Item: Alchemy Jug

## Runic Spells Known

1st-level spells (can be cast without a spell slot 1/long rest):

1. Comprehend Languages
2. Entangle

## Alchemical Savant

When you cast a spell using alchemist's supplies as a focus, add your INT modifier to one roll of the spell, either restoring hit points or dealing Acid, Fire, Necrotic, or Poison damage.

## Experimental Elixir

At 6th level, you can make 2 elixirs at the end of each long rest. Roll when you create each one to get a random effect:

1. Healing. Restores a number of hit points equal to 2d4 + your INT modifier
2. Swiftiness. Increases walking speed by 10 feet for 1 hour.
3. Resilience. Adds +1 bonus to AC for 10 minutes.
4. Boldness. Roll a d4 and add the number rolled to every attack roll and saving throw made for the next minute.
5. Flight. Gain a flying speed of 10 feet for 10 minutes.
6. Transformation. Transform (as if by the Alter Self spell) for 10 minutes.

Alter Self options:

Aquatic Adaptation. You can breathe underwater and gain a swimming speed equal to your walking speed.

Change Appearance. You transform your appearance.

Natural Weapons. Grow claws, fangs, or horns. Unarmed strikes deal 1d6 bludgeoning, piercing, or slashing damage. You get proficiency and a +1 bonus to attack and damage rolls.

## Magical Tinkering

Use tools on a small object to apply one magical property:

1. It sheds bright light in a 5ft radius and dim light for an additional 5ft
2. Whenever tapped by a creature, it plays a 6-second audio recording that can be heard up to 10ft away.
3. It continuously emits an odor or nonverbal sound (wind, waves, chirping, etc) perceivable up to 10 feet away.
4. A still image and/or up to 25 words of text appears on one surface.

This lasts until you choose to end the effect as an action. You can apply an effect to a number of objects equal to your INT modifier. If you exceed your maximum, the oldest effect ends and the new property applies.

## Tool Expertise

Your proficiency bonus is now doubled for any ability check with a tool you are proficient in.

## Right Tool for the Job

With an hour of prep time, you can recreate any other tool kit using thieves' tools or artisan tools.