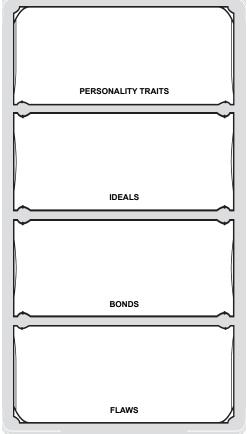
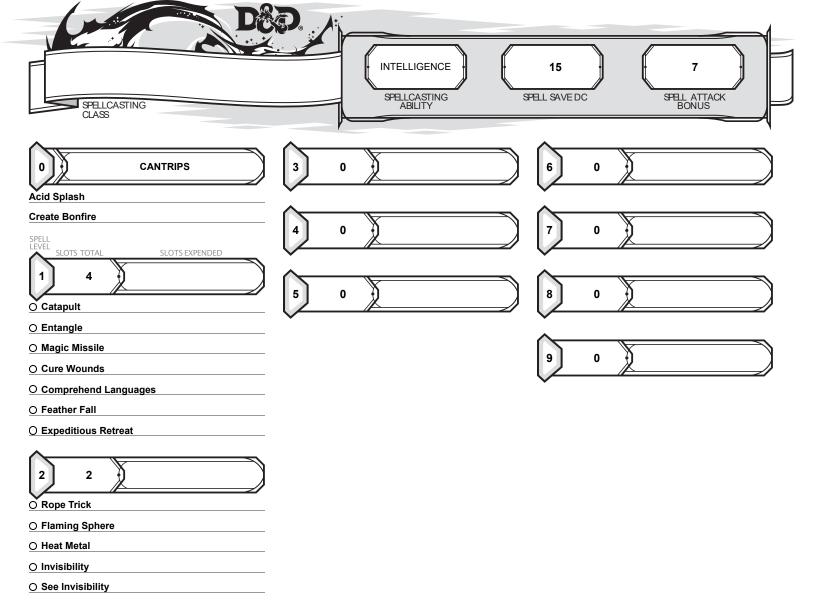


ARMOR: Light & medium, Shields
WEAPON: Simple weapons

OTHER PROFICIENCIES & LANGUAGES







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.

FEATURES & TRAITS

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. Swiftness. 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 theives' tools or artisan tools.