

Newton York (John Y.)

CHARACTER NAME

Armorer Artificer 6

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Human

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

0

10

DEXTERITY

1

12

CONSTITUTION

2

14

INTELLIGENCE

4

18

WISDOM

1

12

CHARISMA

0

10

INSPIRATION

3

PROFICIENCY BONUS

- 0 Strength
- 1 Dexterity
- 5 Constitution
- 7 Intelligence
- 1 Wisdom
- 0 Charisma

SAVING THROWS

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

SKILLS

21

ARMOR CLASS

1

INITIATIVE

30

SPEED

Hit Point Maximum 45

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 6

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME	ATK	DAMAGE/TYPE
Thunder Gau...	+7	1d8+4 Thunder
Booming Blade		
Mind Sliver	DC15	2d6
Toll the Dead	DC15	2d8 Necrotic ...
Fire Bolt	+7	2d10 Fire
Magic Missile		1d4+1 Force
Heat Metal	DC15	2d8 Fire

Thunder Gau... +7 1d8+4 Thunder

Booming Blade

Mind Sliver DC15 2d6

Toll the Dead DC15 2d8 Necrotic ...

Fire Bolt +7 2d10 Fire

Magic Missile 1d4+1 Force

Heat Metal DC15 2d8 Fire

ATTACKS & SPELLCASTING

CP

SP

EP

15

GP

PP

1 Shield-Guitar

1 Plate Armor

1 Dungeoneer's Pack

1 Thieves' Tools

EQUIPMENT

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

Infusions Known

Wizard Spells Known (Magic Initiate)

Arcane Armor (Guardian)

Extra Attack

Magical Tinkering

Right Tool for the Job

Tool Expertise

FEATURES & TRAITS

14

PASSIVE WISDOM (PERCEPTION)

TOOL: Smith's Tools+, Stringed Instruments,

Thieves' Tools+, Tinker's Tools+

LANGUAGE: Common

ARMOR: Light, medium, & heavy, Shields

WEAPON: Simple weapons

OTHER PROFICIENCIES & LANGUAGES



INTELLIGENCE	15	7
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

0 **CANTRIPS**

- Toll the Dead
- Fire Bolt
- Shocking Grasp
- Mind Sliver
- Booming Blade

SPELL LEVEL    SLOTS TOTAL    SLOTS EXPENDED

1    4

- Shield
- Magic Missile
- Thunderwave
- Cure Wounds
- Disguise Self
- Identify
- Alarm

2    2

- Shatter
- Heat Metal
- Aid
- Magic Mouth

3    0

4    0

5    0

6    0

7    0

8    0

9    0

# FEATURES & TRAITS

## Infusions Known

1. Armor of Magical Strength
2. Resistant Armor
3. Enhanced Defense
4. Repulsion Shield
5. Replicate Magic Item: Goggles of Night
6. Replicate Magic Item: Bag of Holding

## Wizard Spells Known (Magic Initiate)

Cantrips:

1. Toll The Dead
2. Mind Sliver

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

1. Shield

## Arcane Armor (Guardian)

This armor can't be removed against your will and has no STR requirement. Attacks made with the armor use your INT modifier.

Thunder Gauntlets: Each counts as a simple melee weapon while you aren't holding anything in it. A creature hit by the gauntlet has disadvantage on attack rolls against targets other than you until the start of your next turn.

Defensive Field: Regain temp HP equal to your level a number of times equal to your proficiency bonus.

## Extra Attack

You can attack twice, rather than once, whenever you take the Attack action on your turn.

## 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.

## Right Tool for the Job

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

## Tool Expertise

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