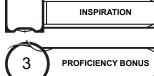
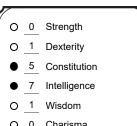


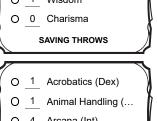
Ш			
4	Armorer Artificer 6		
ı	CLASS & LEVEL	BACKGROUND	PLAYER NAME
ı	Ulamana		
ı	Human		
┨	RACE	ALIGNMENT	EXPERIENCE POINTS
ш			



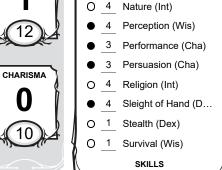
WISDOM

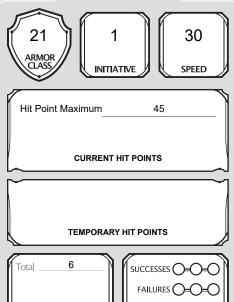






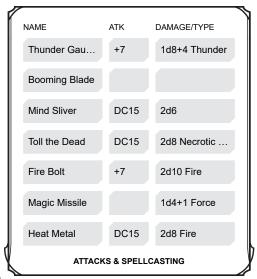


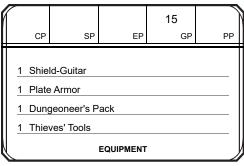


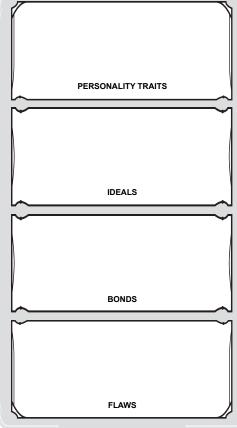


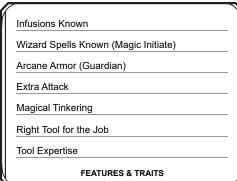
DEATH SAVES

HIT DICE









PASSIVE WISDOM (PERCEPTION)

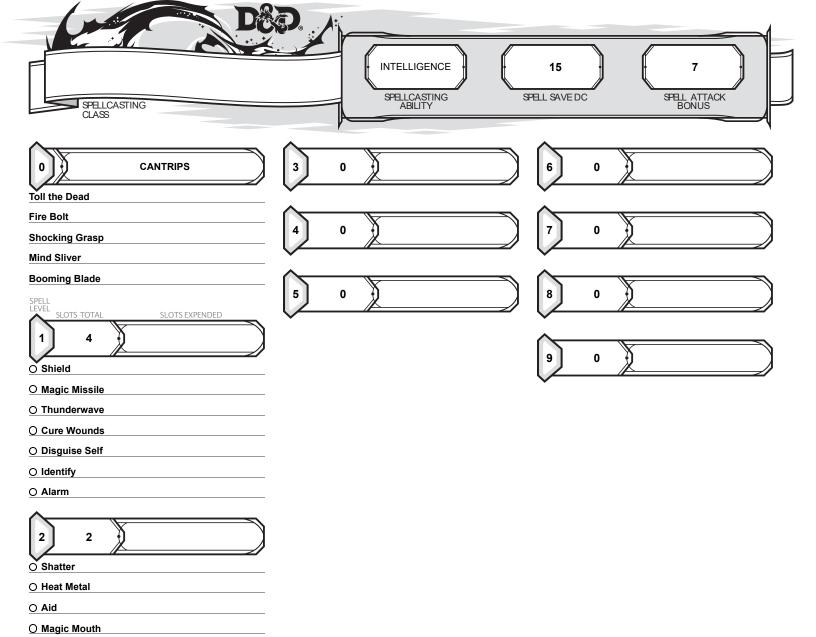
TOOL: Smith's Tools+, Stringed Instruments,
Thieves' Tools+, Tinker's Tools+

LANGUAGE: Common

ARMOR: Light, medium, & heavy, Shields

WEAPON: Simple weapons

OTHER PROFICIENCIES & LANGUAGES



# **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 theives' tools or artisan tools.

#### **Tool Expertise**

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