DUNGEONS & DRAGONS®

Boris Blade
CHARACTER NAME

3 Artillerist	Arseny
LEVEL & CLASS	PLAYER NAME
Guild Artisan*	Human
BACKGROUND	RACE
900	2,700
EXPERIENCE	Next Level

Ability Scores

Ability	Modifier	Score
STRENGTH	-1	8
DEXTERITY	+2	14
CONSTITUTION	+3	16
INTELLIGENCE	+3	17
WISDOM	0	10
CHARISMA	-1	8

Saving Throws

Prof	Mod	Ability
○	-1	STR
○	+2	DEX
●	+5	CON
●	+5	INT
○	0	WIS
○	-1	CHA

RESISTANCES

SAVING THROWS

Skills

Prof/Exp	Mod	Skill
●	+4	Acrobatics (Dex)
○	0	Animal Handling (Wis)
●	+5	Arcana (Int)
○	-1	Athletics (Str)
○	-1	Deception (Cha)
○	+3	History (Int)
○	0	Insight (Wis)
○	-1	Intimidation (Cha)
●	+5	Investigation (Int)
○	0	Medicine (Wis)
○	+3	Nature (Int)
●	+2	Perception (Wis)
○	-1	Performance (Cha)
○	-1	Persuasion (Cha)
○	+3	Religion (Int)
○	+2	Sleight of Hand (Dex)
●	+4	Stealth (Dex) [disadv.]
○	0	Survival (Wis)
●		Tool (all of them)

SKILLS

Combat Stats

27 MAXIMUM HIT POINTS	+2 PROFICIENCY BONUS	20 ARMOR CLASS

Temporary Hit Points:

CURRENT HIT POINTS

+2 INITIATIVE

DEATH SAVES — SUCCESSES ○—○—○ / FAILURES ○—○—○

HIT DICE: LEVEL 3 / DIE d8+3 / USED

ENCUMBERED: 20 ft / 30 ft SPEED

Limited Features

FEATURE	MAX	RECOVER	USED
Tinker's Magic	3	LR	
Eldritch Cannon (create 1 cannon)	1	LR/SS 1+	

LIMITED FEATURES

Actions

ACTIONS	BONUS ACTIONS	REACTIONS
Tinker's Magic (add/remove)	Eldritch Cannon (activate)	
Eldritch Cannon (summon/dismiss)		
Transform Manifold Tool		

ACTIONS

Armor

AC		DESCRIPTION
15	Armor	Half Plate of Gleaming
3	Shield	+1 Shield
2	Dex	● Medium Armor ○ Heavy Armor
	Magic	
	Misc	
	Misc	

ARMOR

INSPIRATION

13 ABILITY SAVE DC — INTELLIGENCE

Proficiencies

ARMOR: ● Light ● Medium ○ Heavy ● Shields

WEAPONS: ● Simple ○ Martial ○ Other Weapons:

LANGUAGES	TOOLS & OTHERS
Common	Thieves' Tools
Draconic	Tinker's Tools
Infernal	Mason's Tools
Elvish	Woodcarver's Tools
	Smith's tools
	3 more artisan tools

PROFICIENCIES

Senses

12 PASSIVE WISDOM (PERCEPTION)

SENSES

Ammunition

NAME	TOTAL
Bullets, Renaissance	

AMMUNITION

NAME	TOTAL
Daggers	

AMMUNITION

Attacks: Weapons & Cantrips

ATTACK NAME	PROF	ABILITY	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
Pistol		Dex	30/90 ft	+2	1d10+2	Piercing
Ammunition (Bullet, Firearm), Loading; Vex						
Dagger	✓	Dex	Melee, 20/60 ft	+4	1d4+2	Piercing
Finesse, Light, Thrown; Nick						

ATTACKS: WEAPONS & CANTRIPS

CLASS FEATURES

Artillerist, level 3:

◆ Spellcasting (Artificer 1, E:FA) [2 cantrips & 4 spells prepared]

  I can cast Artificer spells using Int as my spellcasting ability. I can use Thieves' Tools,

  Tinker's Tools, or another kind of Artisan's Tools I am proficient with as a Spellcasting Focus

  I must have one of those foci in hand when I cast an Artificer spell

  I can replace one cantrip with another when I finish a Long Rest

◆ Tinker's Magic (Artificer 1, E:FA) [Intelligence modifier per long rest]

  As a Magic action, I use Tinker's Tools to create one item per 2024 PHB in an unoccupied space within 5ft.

  I can only make one of the following, which will last until I finish a Long Rest:

   • Ball Bearings • Basket • Bedroll • Bell • Blanket • Block & Tackle • Bucket • Caltrops • Candle

   • Crowbar • Flask • Jug • Lamp • Net • Oil • Paper • Parchment • Pole • Pouch • Rope • Sack

   • Shovel • String • Tinderbox • Torch • Vial

◆ Replicate Magic Item (Artificer 2, E:FA) [4 plans known; max 2 replicated items]

  Use the "Choose Feature" button above to add Magic Items Replicated to the third page

◆ Eldritch Cannon (Artillerist 3, E:FA) [create 1 cannon, 1× per long rest or SS 1+]

  As a Magic action, I can use Woodcarver's or Smith's Tools to create an Eldritch Cannon in 5 ft

  I can do this once per Long Rest, or by expending a spell slot (SS 1+) to create one cannon

  I decide its size (Small/Tiny) and appearance

  It disappears after 1 hour, when reduced to 0 HP, or if I dismiss it as a Magic action

  As a Bonus Action when within 60 ft of it, I can activate it to move and do its action

  I can't have multiple cannons; Select "Eldritch Cannon" on a companion page for its stats

◆ Tools of the Trade (Artillerist 3, E:FA) [proficient with Martial Ranged Weapons & Woodcarver's Tools]

  I can craft a magic Wand in half the normal time.

PERSONALITY TRAITS

I believe that anything worth doing is worth doing right. I can't help it— I'm a perfectionist. I always want to know how things work and what makes people tick.

IDEALS

Community: It is the duty of all civilized people to strengthen the bonds of community and the security of civilization. (Lawful)

BONDS

The workshop where I learned my trade is the most important place in the world to me.

FLAWS

I'm quick to assume that someone is trying to cheat me.

BACKGROUND FEATURE

Feature Name: **Guild Membership**

5 gp membership fees per month: The guild offers lodging if possible. In case of being accused of a crime, the guild will support me if a good case can be made for my innocence or the crime is justifiable. I can also gain access to powerful political figures through the guild, as long as I'm in good standing and the guild is paid enough.

RACIAL TRAITS

Human
• Resourceful: I gain Heroic Inspiration when I finish a Long Rest.
• Versatile : I gain an Origin feat of my choice.

EQUIPMENT

ADVENTURING GEAR	#	LB
Backpack, with:		5
Set of artisan's tools		
Letter of introduction from guild		
Caltrops	20	0.1
Crowbar		5
Oil, flasks of	2	1
Rations, days of	10	2
Rope		5
Tinderbox		1
Torches	10	1
Waterskin		5

SUBTOTAL	55

ADVENTURING GEAR	#	LB

SUBTOTAL	

ADVENTURING GEAR	#	LB
Traveler's clothes		4
Belt pouch (with coins)		1
Scale Mail		45
Shield		6
Pistol	1	3
Dagger	1	1

ATTUNED MAGICAL ITEMS

SUBTOTAL	60

CP
SP
EP
GP **15**
PP

WEIGHT CARRIED
60 lb

CARRYING CAPACITY
120 lb

PUSH/DRAG/LIFT
121 - 240 lb

- Replicate Magic Item (Artificer 2, E:FA) [4 plans known; max 2 replicated items]
  When I finish a Long Rest, I can create 1 or 2 different magic items from arcane plans using
  Tinker's Tools. I can attune to it immediately; If I replicate too many items, the oldest item
  vanishes. The infusion lasts until I unlearn it or my death + my 1d4 days. Infused containers,
  like a Bag of Holding, spread their contents harmlessly in & around its space when it vanishes.
  Whenever I gain an Artificer level, I can replace an arcane plan I know with another.
  I can use a replicated Wand or Weapon as a Spellcasting Focus.
- Manifold Tool (Replicate Magic Item, E:FA 112) [requires attunement]
- Alchemy Jug (Replicate Magic Item, D24 227)
- Armor of Gleaming (Replicate Magic Item, D24 230)
- Shield +1 (Replicate Magic Item, D24 303)

NOTES

ADVENTURING GEAR	#	LB	ADVENTURING GEAR	#	LB
	SUBTOTAL			SUBTOTAL	

EXTRA EQUIPMENT

OTHER HOLDINGS

FEAT: **Magic Initiate (Wizard) [Origin]** [P24 201]

I gain 2 Cantrips and 1 1st-level spell of choice from the Wizard spell list, I may swap any one of these spells with another from the Wizard spell list when I gain a level, I may cast the 1st-level spell once without using a spell slot before a long rest, otherwise I may cast it using any spell slots I have.

FEAT: **Crafter [Origin]** [P24 200]

I gain proficiency in three Fast Craft Artisan Tools of choice and can use them to Fast Craft during a long rest, (see Notes Page for details), the fast crafted item lasts until my next long rest. I received a 20% discount on non-magical objects.

FEAT:

FEAT:

FEATS

MAGIC ITEM: **Manifold Tool** [E:FA 112] ●Attuned

This tool takes the form of a wrench, screwdriver, or other basic tool. As a Magic action, I can touch the item and transform it into a type of Artisan's Tools of my choice. Whatever form the tool takes, I have proficiency with it when I use it.

MAGIC ITEM: **Alchemy Jug** [D24 227]

As a Magic action, command the jug to produce liquid; Utilize action to uncork it and pour 2 gal/min. After producing, it only makes the same up to its max, until next dawn. Acid (8 fl oz), basic poison (4 fl oz), beer (4 gal), honey/wine (1 gal), fresh water (8 gal), mayonnaise/vinegar (2 gal), oil (1 qt), salt water (1 ⊞

MAGIC ITEM: **Half Plate of Gleaming** [D24 230]

This half plate armor never gets dirty.

MAGIC ITEM: **Shield +1** [D24 303]

While holding this Shield, you have a +1 bonus to AC. This bonus is in addition to the Shield's normal bonus to AC.

MAGIC ITEM: ○Attuned

MAGIC ITEMS

Boris Blade

CHARACTER NAME

1ST LEVEL	2ND LEVEL	3RD LEVEL	4TH LEVEL	5TH LEVEL	6TH LEVEL	7TH LEVEL	8TH LEVEL	9TH LEVEL
○ ○								
○								

SPELL SLOTS

ARTILLERIST SPELLS

Intelligence	4	+5	DC 13
SPELLCASTING ABILITY	TO PREPARE	ATTACK MODIFIER	SAVING THROW DC

CANTRIPS (0 LEVEL)

ME	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
At Will	Acid Splash	Each creature in 5-ft radius sphere save or 1d6 Acid dmg	Dex	Evoc	1 a	60 ft	V,S,Mƒ	Instantaneous	P4	239
At Will	Mending	Repair a single broken object no larger than 1 cu ft; can't restore magic to broken magic item	—	Trans	1 min	Touch	V,S,Mƒ	Instantaneous	P4	297
At Will	Thorn Whip	Melee spell atk for 1d6 Piercing and can pull up to Large crea up to 10 ft closer	—	Trans	1 a	30 ft	V,S,Mƒ	Instantaneous	P4	333

1ST LEVEL

ME	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
☑	Absorb Elements	Acid, Cold, Fire, Lightning, or Thunder resistance till next turn start; first melee hit +1d6+1d6/SL dmg	—	Abjur	1 rea	Self	S,Mƒ	1 rnd	X	150
○	Alarm (R)	Door, window, or 20-ft cube area; audible (60 ft) or mental alarm (1 mile) if undesignated crea enters	—	Abjur	1 min	30 ft	V,S,Mƒ	8 h	P4	239
○	Catapult	Send 5+5/SL lb unattended object in 90 ft straight line; if crea hit, save or 3d8+1d8/SL Bludg. dmg	Dex	Trans	1 a	60 ft	S,Mƒ	Instantaneous	X	150
○	Cure Wounds	1 creature heals 2d8+2d8/SL+3 (Int) HP	—	Abjur	1 a	Touch	V,S,Mƒ	Instantaneous	P4	259
☑	Detect Magic (R)	Sense magic effects in 30ft; 1 a to see aura on magical object/creature and determine school	—	Div	1 a	S:30-ft rad	V,S,Mƒ	Conc, 10 min	P4	262
○	Disguise Self	Alter appearance with illusion; Int (Investigation) check vs. spell DC to determine disguise	—	Illus	1 a	Self	V,S,Mƒ	1 h	P4	262
○	Expeditious Retreat	I can take the Dash action now and as a bonus action for the duration	—	Trans	1 bns	Self	V,S,Mƒ	Conc, 10 min	P4	270
☑	Faerie Fire	20-ft cube all obj/crea save or emit 10 ft dim light and attacks have adv.; no benefit from Invisible	Dex	Evoc	1 a	60 ft	V,Mƒ	Conc, 1 min	P4	271
○	False Life	I gain 2d4+4+5/SL temporary hit points.	—	Necro	1 a	Self	V,S,Mƒ	Instantaneous	P4	271
○	Feather Fall	5 creatures descend only 60 ft/rnd for duration or until land, taking no falling damage	—	Trans	1 rea	60 ft	V,Mƒ	1 min	P4	271
☑	Grease	10-ft square difficult terrain; all entering, in area at casting or at end of turn save or fall prone	Dex	Conj	1 a	60 ft	V,S,Mƒ	1 min	P4	280
○	Identify (R)	1 crea/obj; if magic or magic-imbued, learn properties, how to use, spells affecting it, see B (100gp)	—	Div	1 min	Touch	V,S,Mƒ	Instantaneous	P4	287
○	Jump	1+1/SL creature can spend 10 ft movement to jump 30 ft once per turn	—	Trans	1 bns	Touch	V,S,Mƒ	1 min	P4	290
○	Longstrider	1+1/SL creature's speed increases by 10 ft for the duration	—	Trans	1 a	Touch	V,S,Mƒ	1 h	P4	293
○	Purify Food and Drink (R)	5-ft radius of food and drink is rendered free from all poison and rot	—	Trans	1 a	10 ft	V,S,Mƒ	Instantaneous	P4	310
○	Sanctuary	1 crea warded until atk/cast/do dmg; pass save to atk or target them; no protection vs area spells	Wis	Abjur	1 bns	30 ft	V,S,Mƒ	1 min	P4	313
◉	Shield	If hit by atk +5 AC until start of next turn, may cause to miss; or stop Magic Missile from damaging me	—	Abjur	1 rea	Self	V,S,Mƒ	1 round	P4	316
○	Snare	5-ft rad trap; Investigation vs spell DC to see; save or restrained 3 ft in the air; save each rnd (5sp)	Dex	Abjur	1 min	Touch	S,M†	8 h, till trigger	X	165
○	Tasha's Caustic Brew	30-ft long 5-ft wide all save or 2d4+2d4/SL Acid dmg at start of turn; action to clean self or adjacent	Dex	Evoc	1 a	S:30-ft line	V,S,Mƒ	Conc, 1 min	T	115
◉	Thunderwave	All crea/unsecured obj 2d8+1d8/SL Thunder, pushed 10 ft away; save 1/2 dmg only; audible 300ft	Con	Evoc	1 a	S:15ft cube	V,S,Mƒ	Instantaneous	P4	334

MAGIC INITIATE SPELLS

Intelligence	+5	DC 13
SPELLCASTING ABILITY	ATTACK MODIFIER	SAVING THROW DC

CANTRIPS (0 LEVEL)

KN	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
At Will	Mage Hand	Spectral hand does simple task in 30ft; carries up to 10 lb; 1 a to control again; only 1 instance	—	Conj	1 a	30 ft	V,S	1 min	P4	293
At Will	Mind Sliver*	1 crea save or 1d6 Psychic and -1d4 from first saving throw before my next turn ends	Int	Ench	1 a	60 ft	V	1 round	P4	298

1ST LEVEL

KN	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
1x LR	Magic Missile*	3 darts hit same or different creatures for 1d4+1 Force dmg per dart	—	Evoc	1 a	120 ft	V,S	Instantaneous	P4	295