

Artificer - Alchemist

CHARACTER NAME

Magical Tinkering LVL 1

As an Action - Holding tinker's tools or other artisan's tools, touch a Tiny nonmagical object. Choose its effect:

- Sheds bright light for 5' radius + 5' dim light.
- Emits recorded message when tapped. 6 seconds long. Can hear 10' away.
- Emits continuous sound or odor. Can perceive 10' away.
- One surface gets picture, text, and/or shapes.

The number items you can effect = your INT modifier (min 1). Effect lasts until you touch it to end it. Or if you exceed your maximum, the oldest property immediately goes away.

Infuse Item LVL 2

As an Action - Touch a nonmagical object and imbue it with one of your artificer infusions, turning it into a magic item and be attuned to it if you choose.(1/long rest)

The Right Tool for the Job LVL 3

Takes 1 hour - With tinker's tools, you magically create one nonmagical set of artisan's tools in an unoccupied space within 5' that vanish when you use this feature again.

Tool Proficiency LVL 3

You gain proficiency with alchemist's supplies. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

Alchemist Spells LVL 3, 5, 9, 13, 17

Always have prepared. Don't count against the number of artificer spells you prepare.

LVL 3 *healing word, ray of sickness*

LVL 5 *flaming sphere, Melf's acid arrow*

LVL 9 *gaseous form, mass healing word*

LVL 13 *blight, death ward*

LVL 17 *cloudkill, raise dead*

Experimental Elixir LVL 3, 6, 15

As an Action - Touch an empty flask to magically produce an experimental elixir (1/long rest at LVL 3) (2/long rest at lvl 6) (3/long rest at LVL 15). You must have alchemist supplies on your person, and it lasts until it is drunk or until the end of your next long rest. Roll on the Experimental Elixir table (ERFTLW p. 58) to determine the effect on creature when it drinks it (requires an action to drink).

As an Action - Can spend a spell slot of 1st level or higher to create additional experimental elixirs which have the effects of your choice from the Experimental Elixir table.

Ability Score Improvement LVL 4, 8, 12, 16, and 19

Increase one ability score by 2, or two ability scores by 1, to a maximum score of 20. Or select one feat.

Alchemical Savant LVL 5

When you cast a spell using your alchemist's supplies as the spellcasting focus, add a bonus = your INT modifier (min +1) to roll that restores hit points or to roll that deals acid, fire, necrotic, or poison damage.

Tool Expertise LVL 6

Double your proficiency bonus for any proficiency checks for using a tool.

Flash of Genius LVL 7

As a reaction - Can add your INT modifier to an ability check or a saving throw for you or another within 30' that you can see. You can use number of times = your INT modifier (min 1). This number resets after a long rest

Restorative Reagents LVL 9

- When someone drinks an experimental elixir you created, he gains temporary hit points equal to 2d6 + your INT modifier (min. 1).
- If you use alchemist's supplies as the spellcasting focus, you can cast lesser restoration without using a spell slot and without preparing the spell, a number of times = your INT modifier (min. 1), and you regain uses on a long rest.

Magic Item Adept LVL 10

- Can attune to up to four magic items at once.
- Crafting a (common or uncommon) magic item takes you a quarter of the time, and it costs half as much as usual.

Spell-storing Item LVL 11

As an Action - Can touch one simple or martial weapon or spellcasting focus item, and store a spell in it. Must be a 1st or 2nd lvl artificer spell that requires 1 action to cast. (1/long rest) Anyone can use an action to cast the spell from the item, using your INT modifier. Can be cast number of times = 2x your INT modifier (minimum of twice) or until you use this feature again to store a spell in an object.

Magic Item Savent LVL 14

- Can attune to up to five magic items at once.
- Can ignore all class, race, spell, and level requirements on attuning to or using a magic item.

Chemical Mastery LVL 15

- Have resistance to acid and poison damage, and are immune to the poisoned condition.
- Can cast *greater restoration* and *heal* without expending a spell slot, without preparing the spell, and without material components, provided you use alchemist's supplies as the spellcasting focus. Once you cast either spell with this feature, you can't cast that spell with it again until you finish a long rest.

Soul of Artifice LVL 20

- You gain a +1 bonus to all saving throws per magic item you are currently attuned to.
- If you're reduced to 0 hit points but not killed outright, you can use your reaction to end one of your artificer infusions, causing you to drop to 1 hit point instead of 0.

Artificer - Artillerist

CHARACTER NAME

Magical Tinkering LVL 1

As an Action - Holding tinker's tools or other artisan's tools, touch a Tiny nonmagical object. Choose its effect:

- Sheds bright light for 5' radius + 5' dim light.
- Emits recorded message when tapped. 6 seconds long. Can hear 10' away.
- Emits continuous sound or odor. Can perceive 10' away.
- One surface gets picture, text, and/or shapes.

The number items you can effect = your INT modifier (min 1). Effect lasts until you touch it to end it. Or if you exceed your maximum, the oldest property immediately goes away.

Infuse Item LVL 2

As an Action - Touch a nonmagical object and imbue it with one of your artificer infusions, turning it into a magic item and be attuned to it if you choose.(1/long rest)

The Right Tool for the Job LVL 3

Takes 1 hour - With tinker's tools, you magically create one nonmagical set of artisan's tools in an unoccupied space within 5' that vanish when you use this feature again.

Tool Proficiency LVL 3

You gain proficiency with woodcarver's tools. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

Alchemist Spells LVL 3, 5, 9, 13, 17

Always have prepared. Don't count against the number of artificer spells you prepare.

LVL 3 *shield, thunderwave*

LVL 5 *scorching ray, shatter*

LVL 9 *fireball, wind wall*

LVL 13 *ice storm, wall of fire*

LVL 17 *cone of cold, wall of force*

Eldritch Cannon LVL 3

As an Action - Use woodcarver's tools or smith's tools to magically create a Small or Tiny magical eldritch cannon in an unoccupied space on a horizontal surface within 5 feet of you. Small is 5'. Tiny can be held in one hand.(1/long rest or until you expend a spell slot of 1st level or higher). It last for 1 hr., until you use an action to dismiss it, or it is reduced to 0 hp. You can have only one cannon at a time.

The cannon is AC =18 and hit points = 5x your artificer lvl. It's immune to poison damage, psychic damage, and all conditions. Assume all ability scores = 10 (+0). *Mending* spell cast restores 2d6 hit points.

You decide its appearance, if it has legs and which type it is (refer to the Eldritch Cannons table).

As a bonus action - if you are within 60' you can cause it to activate and walk or climb up to 15' to an unoccupied space, if it has legs.

Ability Score Improvement LVL 4, 8, 12, 16, and 19

Increase one ability score by 2, or two ability scores by 1, to a maximum score of 20. Or select one feat.

Arcane Firearm LVL 5

Can use woodcarver's tools to create a firearm from a wand, staff, or rod.(1/long rest) Can only have one at a time. Can use it as a spellcasting focus for artificer spells and add 1d8 to damage roll on those spells.

Tool Expertise LVL 6

Double your proficiency bonus for any proficiency checks for using a tool.

Flash of Genius LVL 7

As a reaction - Can add your INT modifier to an ability check or a saving throw for you or another within 30' that you can see. You can use number of times = your INT modifier (min 1). This number resets after a long rest.

Explosive Cannon LVL 9

- Add 1d8 to your eldritch cannon's damage rolls.
- As an Action - command the cannon to detonate if you are within 60 feet of it. This destroys the cannon. All creatures within 20 feet of it take 3d8 force damage, or half on DEX save.

Magic Item Adept LVL 10

- Can attune to up to four magic items at once.
- Crafting a (common or uncommon) magic item takes you a quarter of the time, and it costs half as much as usual.

Spell-storing Item LVL 11

As an Action - Can touch one simple or martial weapon or spellcasting focus item, and store a spell in it. Must be a 1st or 2nd lvl artificer spell that requires 1 action to cast. (1/long rest) Anyone can use an action to cast the spell from the item, using your INT modifier. Can be cast number of times = 2x your INT modifier (minimum of twice) or until you use this feature again to store a spell in an object.

Magic Item Savant LVL 14

- Can attune to up to five magic items at once.
- Can ignore all class, race, spell, and level requirements on attuning to or using a magic item.

Fortified Position LVL 15

- Your Eldritch Cannons have shimmering fields which provide half cover within 10 feet.
- You can have two cannons. You can create two with the same action (but not the same spell slot), and can activate both with the same bonus action. They can be identical or different.

Soul of Artifice LVL 20

- You gain a +1 bonus to all saving throws per magic item you are currently attuned to.
- If you're reduced to 0 hit points but not killed outright, you can use your reaction to end one of your artificer infusions, causing you to drop to 1 hit point instead of 0.

Artificer - Battle Smith

CHARACTER NAME

Magical Tinkering LVL 1

As an Action - Holding tinker's tools or other artisan's tools, touch a Tiny nonmagical object. Choose its effect:

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- Emits recorded message when tapped. 6 seconds long. Can hear 10' away.
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- One surface gets picture, text, and/or shapes.

The number items you can effect = your INT modifier (min 1). Effect lasts until you touch it to end it. Or if you exceed your maximum, the oldest property immediately goes away.

Infuse Item LVL 2

As an Action - Touch a nonmagical object and imbue it with one of your artificer infusions, turning it into a magic item and be attuned to it if you choose.(1/long rest)

The Right Tool for the Job LVL 3

Takes 1 hour - With tinker's tools, you magically create one nonmagical set of artisan's tools in an unoccupied space within 5' that vanish when you use this feature again.

Tool Proficiency LVL 3

You gain proficiency with smith's tools.
If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

Alchemist Spells LVL 3, 5, 9, 13, 17

Always have prepared. Don't count against the number of artificer spells you prepare.

LVL 3 *heroism, shield*

LVL 5 *branding smite, warding bond*

LVL 9 *aura of vitality, conjure barrage*

LVL 13 *aura of purity, fire shield*

LVL 17 *banishing smite, mass cure wounds*

Battle Ready LVL 3

- You have proficiency with martial weapons.
- When you attack with a magic weapon, you can use your INT mod., instead of STR or DRX mod., for attack and damage rolls.

Steel Defender LVL 3

- You can create a steel defender with your smith's tools (refer to Steel Defender stat block). You determine its appearance and if it has 2 or 4 legs. It is friendly to you and your companions, and it obeys your commands. It acts immediately after you in initiative. (1/long rest - can only have one at a time)
- As a Bonus action (during combat) - You can command it to take the Dash, Disengage, Help, Hide, or Search action, otherwise it can only move, use the Dodge action, and take its reaction.
- A *mending* spell can restore 2d6 hit points.
- As a Bonus Action - You can use your smith's tools to revive it if it died within the last hour. You must use a 1st lvl spell slot or higher, and be within 5 feet of it. It will return to life after 1 minute with all its hit points.

Ability Score Improvement LVL 4, 8, 12, 16, and 19

Increase one ability score by 2, or two ability scores by 1, to a maximum score of 20. Or select one feat.

Extra Attack LVL 5

You can attack twice, rather than once, when you take the Attack action.

Tool Expertise LVL 6

Double your proficiency bonus for any proficiency checks for using a tool.

Flash of Genius LVL 7

As a reaction - Can add your INT modifier to an ability check or a saving throw for you or another within 30' that you can see. You can use number of times = your INT modifier (min 1). This number resets after a long rest.

Arcane Jolt LVL 9

When either you hit a target with a magic weapon attack or your steel defender hits a target, pick one of these effects:

- The target takes an extra 2d6 force damage.
- One creature or object you can see within 30 feet of the target has 2d6 hit points restored.

You can do this a number of times = your INT mod. (minimum of 1), but no more than once on a turn. (Regain all uses when you finish a long rest.)

Magic Item Adept LVL 10

- Can attune to up to four magic items at once.
- Crafting a (common or uncommon) magic item takes you a quarter of the time, and it costs half as much as usual.

Spell-storing Item LVL 11

As an Action - Can touch one simple or martial weapon or spellcasting focus item, and store a spell in it. Must be a 1st or 2nd lvl artificer spell that requires 1 action to cast. (1/long rest) Anyone can use an action to cast the spell from the item, using your INT modifier. Can be cast number of times = 2x your INT modifier (minimum of twice) or until you use this feature again to store a spell in an object.

Magic Item Savant LVL 14

- Can attune to up to five magic items at once.
- Can ignore all class, race, spell, and level requirements on attuning to or using a magic item.

Improved Defender LVL 15

- The extra damage and the healing of your Arcane jolt both increase to 4d6.
- Your steel defender gains a +2 bonus to Armor Class.
- When your steel defender uses its Deflect Attack, the attacker takes force damage = 1d4+ your INT mod.

Soul of Artifice LVL 20

- You gain a +1 bonus to all saving throws per magic item you are currently attuned to.
- If you're reduced to 0 hit points but not killed outright, you can use your reaction to end one of your artificer infusions, causing you to drop to 1 hit point instead of 0.