Player:	Record		Race	additional and a second and are a	Class	Artificer
Campaign:	Character Creation	Date:	Alignment	Size	Deity	Level
Current XP:	Next Level Goal:			Base Speed	A A	djusted Initiative Speed Modifier
Ability Score	Ability Saving Modifier Throws	ARMOR CLASS	HIT POINT	Current Hit		Temporary Hit Points
STR]
DEX		()	HIT DICE			
CON			d	Available H	it Dice	Death Saves
INT		\vee		Add CON modifer	to each HD.	Fail 🗆 🗆 🗆
wis 🗀	/	Adv:				Exhaustion Level Effect
СНА		Disad:				☐1 DA on ability checks☐2 Speed halved
Wis	Passive Percep	tion		1	XX	☐3 DA on attacks and sav
Thorate.		MA (2000) 1911		THE STATE OF THE PERSON NAMED IN COLUMN TWO IN COLUMN TO THE PERSON NAMED IN COLUMN TO THE PERSO		□ 5 Speed reduced to 0 □ 6 Death
WEAPON Description	REACH	or RANGE DAMAGE	INITIATIVE	PROFIC	CIENCI	
PROFICIENCY	MAGIC MISC.	ATTACK BONUS	SKILLS		<i>-</i>	SAVES:
DAMAGE DICE	□ ↓	DAMAGE	Dex	Acrobatic		
	++=	or these participations are the	Wis	Animal Hr Arcana ×2		TOOLS:
ter of the control of	1000000000000		Str 🗆	Athletics		10013.
WEAPON Description	REACH	or RANGE DAMAGE	Cha	Deception		
PROFICIENCY	MAGIC MISC.	ATTACK BONUS	Int 🗆	History ×2		WEAPONS:
DAMAGE DICE	+	DAMAGE	Wis Cha	Insight 🗵 Intimidati		
	++=		Int 🗆	Investigat	VC-03000	
аммо □□	1000000000000	<u> </u>		Medicine		
WEAPON	REACH	or RANGE DAMAGE	Int □ Wis □	Nature ≥ Perceptio		ARMOR:
PROFICIENCY	MAGIC MISC.	ATTACK BONUS	Cha□	Performa		
DAMAGE DICE	+	DAMAGE	Cha□	Persuasio		OTHER:
	++=		Int □ Dex□	Religion E		
аммо □□	<u>1000</u> 000000000	<u> </u>	Dex 🗆	Sleight of Stealth ≥2		2
WEAPON	REACH	or RANGE DAMAGE	Wis	Survival		
DescriptionPROFICIENCY	MAGIC MISC.	ATTACK BONUS				
DAMAGE DICE	+	DAMAGE				
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аммо □□	<u>1000</u> 000000000	<u> </u>	<u> </u>			
WEAPON	REACH	or RANGE DAMAGE				
Description PROFICIENCY	MAGIC MISC.	ATTACK BONUS				
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Weight -	DEX A		ISC. AC	Height	Weight		
HIELD OAR	+2 MAY	+ +		Eyes	Hair		
	AVY ARMOR	RMOR MAGIC M	SC. AC	Skin	Handed	Iness	
Weight SHIELD (add to AC) SHIELD MAGIC MISC. +AC Protective Items AC Weight				Physical Description			1
1000001701			Bonus				
							CHARACTER SKETCH
	PIRE CONTE		7,5				CHARACTER SKETCH
ther Equip	110000			Languages			
ITEM	WT.	ITEM	WT.	Race	El El		
	X =		X =	Ability Ad	i.		
	X =		X =	Traits			
	X =		X =				
	Ĥ		P	Proficienc	ies		
	X =		X =	Racial Lan	g's		
200	X =		X =	Backgr			
	X =	Proposition of the second	X =				
18.18	X =	Sect C. A.	X =				
	X =	NEW YEAR	X =	Proficienc	ies		
1	X =		X =		20 T		
ECAL COMM		200		Equipmen	t		
BILLY	<u> </u>			Bkgnd Lan	a'e		
11/2/2011	X =		X	Person			
	X =	- HARRISY	X =	1 01 3011			
	X =		X =				
	X =		X =	Ideals			
	X =		X =				
	X =	Coin Purse		David			
The state of the s				Bonds			
	CARRYING ×2	PUSH, DRAG, or LIFT	TOTAL WEIGHT CARRIED				
festyle	CAFACIIT	Expenses/Day	CARRIED	Flaws			
Creasure CP	SP	EPGP	PP				
				The Control of the Co			
				Feature			
				Magic	ltem:		Attuned
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Magic Item:			Attun	ed Magic	Item:		Attuned



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3-5-1	L	evel:		CHARAC	Specialist 1	##		
Infusions		nfusions Know			Infused Items Artisan tool create			
						Spell-Storing Item		
						USES USED		
Sp 8+	ell Save DC	Spell Attac Modifier	k Cantri Know	ps n	Spell 5 1st	Slots and Castings 3rd 4th 5th		
		LEGEND: INT = Intelligence Modi	SPE	LLS	B SS	Spells Prepared		
		oell slots after a long rest	See page 56 in "Ebe Artificer's	Specia	alst Spells	r" for the Artificer's Spell List.		
Artificer's Lev	el LVL Spell L		Page		_ Spell	Page		
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page: 4