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
Thorat.		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		
	++=	- THE SECOND	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				
	++=[
аммо □□	<u>1000</u> 000000000	<u> </u>	<u> </u>			
WEAPON	REACH	or RANGE DAMAGE				
Description PROFICIENCY	MAGIC MISC.	ATTACK BONUS				
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	+=[]			
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	STREET, STREET	10 + +	ISC. AC	l'	CHARACTER NAME			#
		+ + +		Age		Gender	_	
Weight OME	DEX A		ISC. AC	Height		Weight		
HIELD			ISC. AC	Eyes		Hair		
OHE	AVY ARMOR	++		Skin		Handedness		
Weight SHIELD (add to AC) SHIELD MAGIC MISC. +AC				Physical Description			7	
Protective Items AC Bonus Weight]				
]				
					j.		CH/	ARACTER SKETCH
ther Equip	ment	·		Languages				
ITEM	WT.	ITEM	WT.	Race				
	X =		X =	Ability A	dj.			
	P		P	Traits				
	X =		X =					
	X =		X =	Proficien	icies			
	X =		X =	Racial La	no¹e			
202	X =		X =		round			
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250.8 0.0. '0.0.	X =	Coin Purse		Bonds				
155				-				
	CARRYING ×2	PUSH, DRAG, or LIFT	TOTAL WEIGHT CARRIED					
festyle		Expenses/Day		Flaws				
reasure CP	SP	EPGP	PP					
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√ In£u		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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