

ARMOR		ARMOR CLASS (AC) Calculations						
<input type="radio"/> NO ARMOR	DEX	+	10	MAGIC	+	MISC.	=	AC
	DEX	+	ARMOR	MAGIC	+	MISC.	=	AC
<input type="radio"/> LIGHT ARMOR								
	DEX	+	ARMOR	MAGIC	+	MISC.	=	AC
<input type="radio"/> MEDIUM ARMOR								
	DEX	+	ARMOR	MAGIC	+	MISC.	=	AC
	+2 MAX							
<input type="radio"/> HEAVY ARMOR								
<input type="radio"/> SHIELD (add to AC)	SHIELD	+	MAGIC	+	MISC.	=	+AC	
	+2							

CHARACTER NAME

Height		Weight	
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Eyes		Hair	
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Skin		Handedness	
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Physical Description

CHARACTER SKETCH

Protective Items

	Bonus	

Other Equipment

[illegible]**Ability Adj.**

Traits

Proficiencies

Racial Lang's

Background

Proficiencies

Equipment

Bkgnd Lang's

Personality

Ideals

Bonds

Flaws

Feature

Magic Item:

☐ **Attuned**

Magic Item:

☐ **Attuned**

Magic Item:

☐ **Attuned**

Character Background and Notes Overflow

CHARACTER NAME

#

ARTIFICER

Level: _____

Specialist Type: _____

CHARACTER NAME

#



Infused Items

Artisan tool created

Spell-Storing Item

USES

USED

$$8 + \boxed{}_{\text{P.B.}} + \boxed{}_{\text{INT}} + \boxed{}_{\text{MISC.}} =$$

+ + =
P.B. INT MISC.

Spell Slots and Castings

1st	2nd	3rd	4th	5th
○ ○ ○ ○	○ ○ ○	○ ○ ○ ○	○ ○ ○ ○	○ ○

LEGEND: INT = Intelligence Modifier, P.B. = Proficiency Bonus, MISC. = Miscellaneous or Magical Modifier,



$$\boxed{} + \boxed{} =$$

1/2 LVL INT (Min 1)

Regain spell slots after a long rest. See page 56 in “Eberron: Rising From the Last War” for the Artificer’s Spell List.

Artificer's Level

LVL	Spell	Page

LVL	Spell	Page

Cantrip

Page

Cantrip

Page

	Prepared LVL	Spell
1		
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Page

Prepared LVL

Spell

Page

[illegible][illegible]