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		
	++=	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				
	++=[
аммо □□	<u>1000</u> 000000000	<u> </u>	<u> </u>			
WEAPON	REACH	or RANGE DAMAGE				
Description PROFICIENCY	MAGIC MISC.	ATTACK BONUS				
DAMAGE DICE	+ + = +	DAMAGE	<u> </u>			
	+=[]			
	10000000000					

page: 1

ARMOR	ARMOR CL.	ASS (AC) Calcul	ations ISC. AC						#
ONO	SUDDITION OF THE PARTY OF THE P	10 + +			CHARACTER NAME		••••		"
CLIG	HT DEX A	HAGIC M	SC. AC	Age	Ge	ender			
Weight -	DEX A		ISC. AC	Height	w	eight		1	
HIELD	TO MAY	+ +		Eyes	Ha			1	
HEAVY ARMOR ARMOR MAGIC MISC. AC			Skin		Handedness		1	- 1	
Weight □ ○shi	Physical Description				1				
Protective I	tems		AC Weight Bonus					1	
								CHARACTER	SVETCH
								CHARACTER	SKEICH
ther Equip	ment			Languages					
ITEM	WT.	ITEM	WT.	Race					
	X =		X =	Ability A	dj.				
	X =		X =	Traits					
	X =		X =	Proficien	cies				
	X =		X =	Racial Lar	10's				
200	X =		X =	Backg					
	X =	Person	X =						
76.13	X =	Date Commence	X =						
	X =	THE STATE OF THE S	X =	Proficien	cies				
11 -	X =		X =	.La.	STATE OF THE STATE				
	V	2000		Equipmen	nt				
IS MIN				Bkgnd La	ng's				
11/2/2012	X		X	Person					
-	X =	THE STATE OF THE S	X =	- 01 001					
	X =		X =						
	X =		X =	Ideals					
	X =		X =						
	X = 0	Coin Purse		Bonds					
				Donus					
	CARRYING ×2	PUSH, DRAG, or LIFT	TOTAL WEIGHT CARRIED						
ifestyle	estronomon.	Expenses/Day		Flaws					
Creasure CP	SP	EPGP	PP						
				Foots					
				Feature	5				
				Magic	c Item:				Attuned
					555 P-1669-1 (1667-0)				
								1	
Magic Item:			Attun	ed Magid	c Item:				Attuned
				1 1					



المجالية	Al	RTIFICER				
3-5-1	L	evel:		CHARAC	Specialist 1	##
Λ.	Iı	nfusions Know			used Items	Artisan tool created
						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
5th LV	_			i H		
9th LV						
13th L	/L					
17th L	/L		Alternative .	╛┖		
c	antrip		Known Page		rips Intrip	Pag
L						
			Artifice	1000		_
repared L	VL Spell		Page Pre	pared LV	/L Spell	Pag
⊢						
			1 1		i	

page: 4