

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:

- 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

Tales 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.

Battle Smith 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.

Magic Item Master LVL 18

- You can attune to up to six magic items at once.

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.