

CHARACTER NAME		RACE	BACKGROUND																																																																																																																																																																																																		
		ALIGNMENT	EXPERIENCE POINTS																																																																																																																																																																																																		
<div style="display: flex; justify-content: space-between;"><div style="width: 48%;">PROFICIENCY</div><div style="width: 48%;">PASSIVE PERCEPTION</div></div> <div style="display: flex; justify-content: space-between;"><div style="width: 48%;">INSPIRATION</div><div style="width: 48%;">PASSIVE INSIGHT</div></div> <div style="margin-top: 10px;"><div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;">STRENGTH<div style="display: flex; align-items: center; gap: 10px;"><div>◆ — SAVING THROWS</div><div>○ — ATHLETICS</div></div></div><div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;">Dexterity<div style="display: flex; align-items: center; gap: 10px;"><div>◆ — SAVING THROWS</div><div>○ — ACROBATICS</div><div>○ — SLEIGHT OF HAND</div><div>○ — STEALTH</div></div></div><div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;">CONSTITUTION<div style="display: flex; align-items: center; gap: 10px;"><div>◆ — SAVING THROWS</div></div></div><div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;">INTELLIGENCE<div style="display: flex; align-items: center; gap: 10px;"><div>◆ — SAVING THROWS</div><div>○ — ARCANA</div><div>○ — HISTORY</div><div>○ — INVESTIGATION</div><div>○ — NATURE</div><div>○ — RELIGION</div></div></div><div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;">WISDOM<div style="display: flex; align-items: center; gap: 10px;"><div>◆ — SAVING THROWS</div><div>○ — ANIMAL HANDLING</div><div>○ — INSIGHT</div><div>○ — MEDICINE</div><div>○ — PERCEPTION</div><div>○ — SURVIVAL</div></div></div><div style="border: 1px solid black; padding: 5px;">CHARISMA<div style="display: flex; align-items: center; gap: 10px;"><div>◆ — SAVING THROWS</div><div>○ — DECEPTION</div><div>○ — INTIMIDATION</div><div>○ — PERFORMANCE</div><div>○ — PERSUASION</div></div></div></div>		<div style="display: grid; grid-template-columns: repeat(3, 1fr); gap: 5px;"><div style="border: 1px solid black; padding: 5px; text-align: center;">AC</div><div style="border: 1px solid black; padding: 5px; text-align: center;">INITIATIVE</div><div style="border: 1px solid black; padding: 5px; text-align: center;">SPEED</div></div> <div style="display: flex; justify-content: space-between; margin-top: 10px;"><div style="width: 60%; border: 1px solid black; padding: 5px;"><div style="display: flex; justify-content: space-between;">Hit Point MaximumTemporary Hit Points</div><div style="height: 100px;"></div></div><div style="width: 35%; border: 1px solid black; padding: 5px;"><div style="display: flex; justify-content: space-between;">HIT DICEDEATH SAVES</div><div style="display: flex; justify-content: space-around;"><div style="border: 1px solid black; padding: 5px; width: 45%;">UsedTotal d8</div><div style="border: 1px solid black; padding: 5px; width: 45%;">SUCCESSSES <div style="display: flex; justify-content: space-around;"><div>○</div><div>○</div><div>○</div></div>FAILURES <div style="display: flex; justify-content: space-around;"><div>○</div><div>○</div><div>○</div></div></div></div></div></div> <div style="margin-top: 10px;"><table border="1" style="width: 100%; border-collapse: collapse;"><thead><tr><th>NAME</th><th>ATK BONUS</th><th>DAMAGE/TYPE</th></tr></thead><tbody><tr><td> </td><td> </td><td> </td></tr><tr><td> </td><td> </td><td> </td></tr><tr><td> </td><td> </td><td> </td></tr></tbody></table></div> <div style="margin-top: 10px;"><table border="1" style="width: 100%; border-collapse: collapse;"><thead><tr><th>SPELL ATTACK BONUS</th><th>SPELL SAVE DC</th><th colspan="4">SPELLS SLOTS</th></tr><tr><th> </th><th> </th><th>1st</th><th>2nd</th><th>3rd</th><th>4th</th></tr></thead><tbody><tr><td>○</td><td>○</td><td>○</td><td>○</td><td>○</td><td>○</td></tr><tr><td>○</td><td>○</td><td>○</td><td>○</td><td>○</td><td>○</td></tr><tr><td>○</td><td>○</td><td>○</td><td>○</td><td>○</td><td>○</td></tr><tr><td>○</td><td>○</td><td>○</td><td>○</td><td>○</td><td>○</td></tr><tr><td>○</td><td>○</td><td>○</td><td>○</td><td>○</td><td>○</td></tr><tr><td>○</td><td>○</td><td>○</td><td>○</td><td>○</td><td>○</td></tr><tr><td>○</td><td>○</td><td>○</td><td>○</td><td>○</td><td>○</td></tr><tr><td>○</td><td>○</td><td>○</td><td>○</td><td>○</td><td>○</td></tr><tr><td>○</td><td>○</td><td>○</td><td>○</td><td>○</td><td>○</td></tr></tbody></table></div> <div style="margin-top: 10px;"><table border="1" style="width: 100%; border-collapse: collapse;"><thead><tr><th>Level (R)</th><th colspan="2">SPELLS KNOWN</th></tr></thead><tbody><tr><td> </td><td>○</td><td> </td></tr><tr><td> </td><td>○</td><td> </td></tr><tr><td> </td><td>○</td><td> </td></tr><tr><td> </td><td>○</td><td> </td></tr><tr><td> </td><td>○</td><td> </td></tr><tr><td> </td><td>○</td><td> </td></tr><tr><td> </td><td>○</td><td> </td></tr><tr><td> </td><td>○</td><td> </td></tr><tr><td> </td><td>○</td><td> </td></tr><tr><td> </td><td>○</td><td> </td></tr><tr><td> </td><td>○</td><td> </td></tr><tr><td> </td><td>○</td><td> </td></tr><tr><td> </td><td>○</td><td> </td></tr><tr><td> </td><td>○</td><td> </td></tr><tr><td> </td><td>○</td><td> </td></tr><tr><td> </td><td>○</td><td> </td></tr><tr><td> </td><td>○</td><td> </td></tr><tr><td> </td><td>○</td><td> </td></tr><tr><td> </td><td>○</td><td> </td></tr><tr><td> </td><td>○</td><td> </td></tr><tr><td> </td><td>○</td><td> </td></tr></tbody></table></div> <div style="margin-top: 10px;"><table border="1" style="width: 100%; border-collapse: collapse;"><thead><tr><th colspan="4">MECHANICAL SERVANT</th></tr></thead><tbody><tr><td style="border: 1px solid black; padding: 5px; text-align: center;">Hit Points</td><td style="border: 1px solid black; padding: 5px; text-align: center;">AC</td><td style="border: 1px solid black; padding: 5px; text-align: center;">Initiative</td><td style="border: 1px solid black; padding: 5px; text-align: center;">Speed</td></tr><tr><td style="border: 1px solid black; padding: 5px; text-align: center;">STR</td><td style="border: 1px solid black; padding: 5px; text-align: center;">DEX</td><td style="border: 1px solid black; padding: 5px; text-align: center;">CON</td><td style="border: 1px solid black; padding: 5px; text-align: center;">INT</td><td style="border: 1px solid black; padding: 5px; text-align: center;">WIS</td><td style="border: 1px solid black; padding: 5px; text-align: center;">CHA</td></tr><tr><td colspan="6">Skills _____</td></tr><tr><td colspan="6">Senses _____</td></tr><tr><td colspan="2">NAME</td><td colspan="2">ATK BONUS</td><td colspan="2">DAMAGE/TYPE</td></tr><tr><td colspan="2"> </td><td colspan="2"> </td><td colspan="2"> </td></tr><tr><td colspan="2"> </td><td colspan="2"> </td><td colspan="2"> </td></tr><tr><td colspan="6" style="height: 100px; vertical-align: bottom; text-align: center;">ADDITIONAL FEATURES & TRAITS</td></tr></tbody></table></div>		NAME	ATK BONUS	DAMAGE/TYPE										SPELL ATTACK BONUS	SPELL SAVE DC	SPELLS SLOTS						1st	2nd	3rd	4th	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	Level (R)	SPELLS KNOWN			○			○			○			○			○			○			○			○			○			○			○			○			○			○			○			○			○			○			○			○			○		MECHANICAL SERVANT				Hit Points	AC	Initiative	Speed	STR	DEX	CON	INT	WIS	CHA	Skills _____						Senses _____						NAME		ATK BONUS		DAMAGE/TYPE														ADDITIONAL FEATURES & TRAITS					
NAME	ATK BONUS	DAMAGE/TYPE																																																																																																																																																																																																			
SPELL ATTACK BONUS	SPELL SAVE DC	SPELLS SLOTS																																																																																																																																																																																																			
		1st	2nd	3rd	4th																																																																																																																																																																																																
○	○	○	○	○	○																																																																																																																																																																																																
○	○	○	○	○	○																																																																																																																																																																																																
○	○	○	○	○	○																																																																																																																																																																																																
○	○	○	○	○	○																																																																																																																																																																																																
○	○	○	○	○	○																																																																																																																																																																																																
○	○	○	○	○	○																																																																																																																																																																																																
○	○	○	○	○	○																																																																																																																																																																																																
○	○	○	○	○	○																																																																																																																																																																																																
○	○	○	○	○	○																																																																																																																																																																																																
Level (R)	SPELLS KNOWN																																																																																																																																																																																																				
	○																																																																																																																																																																																																				
	○																																																																																																																																																																																																				
	○																																																																																																																																																																																																				
	○																																																																																																																																																																																																				
	○																																																																																																																																																																																																				
	○																																																																																																																																																																																																				
	○																																																																																																																																																																																																				
	○																																																																																																																																																																																																				
	○																																																																																																																																																																																																				
	○																																																																																																																																																																																																				
	○																																																																																																																																																																																																				
	○																																																																																																																																																																																																				
	○																																																																																																																																																																																																				
	○																																																																																																																																																																																																				
	○																																																																																																																																																																																																				
	○																																																																																																																																																																																																				
	○																																																																																																																																																																																																				
	○																																																																																																																																																																																																				
	○																																																																																																																																																																																																				
	○																																																																																																																																																																																																				
	○																																																																																																																																																																																																				
MECHANICAL SERVANT																																																																																																																																																																																																					
Hit Points	AC	Initiative	Speed																																																																																																																																																																																																		
STR	DEX	CON	INT	WIS	CHA																																																																																																																																																																																																
Skills _____																																																																																																																																																																																																					
Senses _____																																																																																																																																																																																																					
NAME		ATK BONUS		DAMAGE/TYPE																																																																																																																																																																																																	
ADDITIONAL FEATURES & TRAITS																																																																																																																																																																																																					
<div style="border: 1px solid black; padding: 5px; height: 100px; text-align: center;">RACIAL TRAITS</div> <div style="display: flex; margin-top: 10px;"><div style="flex: 1; border: 1px solid black; padding: 5px;">PROFICIENCIES<div style="display: flex; justify-content: space-between;"><div>LIGHT ARMOUR ○ MEDIUM ARMOUR ○ HEAVY ARMOUR ○</div><div>SIMPLE WEAPONS □ MARTIAL WEAPONS ⚙️ SHIELDS ○</div></div></div><div style="flex: 1; border: 1px solid black; padding: 5px;">LANGUAGES<div style="height: 100px;"></div></div></div> <div style="border: 1px solid black; padding: 5px; margin-top: 10px; text-align: center;">TOOLS & OTHER PROFICIENCIES</div>		<div style="text-align: right; font-size: 2em; font-weight: bold; margin-bottom: 10px;">ARTIFICER</div> <div style="text-align: center; font-weight: bold; margin-bottom: 10px;">ARTIFICER SPECIALIST</div> <div style="display: flex; justify-content: space-between;"><div style="width: 60%;"><div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;">LEVEL 1ALCHEMIST'S SATCHEL<p>The bag and its contents are both magical, and this magic allows you to pull out exactly the right materials you need for your Alchemical Formula options.</p></div><div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;">LEVEL 1MAGIC ITEM ANALYSIS<p>You know the artificer spells detect magic and identify, and you can cast them as rituals. You don't need to provide a material component when casting identify with this class feature.</p></div><div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;">LEVEL 2WONDROUS INVENTION<table border="1" style="width: 100%; border-collapse: collapse;"><thead><tr><th>Level</th><th>Wondrous Invention</th></tr></thead><tbody><tr><td>2nd</td><td> </td></tr><tr><td>5th</td><td> </td></tr><tr><td>10th</td><td> </td></tr><tr><td>15th</td><td> </td></tr><tr><td>20th</td><td> </td></tr></tbody></table></div><div style="border: 1px solid black; padding: 5px;">LEVEL 4INFUSE MAGIC<p>When you cast an artificer spell with a casting time of 1 action, you can increase its casting time to 1 minute. If you do so while holding a nonmagical item, you expend a spell slot and the spell transfers into that item for later use if the item doesn't already contain a spell from this feature.</p><p>Any creature holding the item thereafter can use an action to activate the spell if the creature has an Intelligence score of at least 6. The spell is cast using your spellcasting ability, targeting the creature that activates the item. If the spell targets more than one creature, the creature that activates the item selects the additional targets. If the spell has an area of effect, it is centered on the item. If the spell's range is self, it targets the creature that activates the item. It must be used within 8 hours. You can have a number of infused spells equal to your Intelligence modifier.</p></div><div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;">LEVEL 5SUPERIOR ATTUNEMENT<p>You can now attune to up to four magic items at a time. At 15th level, this limit increases to five magic items.</p></div><div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;">LEVEL 20SOUL OF ARTIFICE<p>You can attune to up to six magic items at once. In addition, you gain a +1 bonus to all saving throws per magic item you are currently attuned to.</p></div><div style="border: 1px solid black; padding: 5px;">ALCHEMICAL FORMULA<p>1st-Level: Alchemical Fire. Action, range 30ft. On impact, the v</p></div></div></div>		Level	Wondrous Invention	2nd		5th		10th		15th		20th																																																																																																																																																																																							
Level	Wondrous Invention																																																																																																																																																																																																				
2nd																																																																																																																																																																																																					
5th																																																																																																																																																																																																					
10th																																																																																																																																																																																																					
15th																																																																																																																																																																																																					
20th																																																																																																																																																																																																					



CHARACTER NAME

AGE

HEIGHT

WEIGHT

DISTINGUISHING MARKS

EYES

SKIN

HAIR

SCARS

CHARACTER APPEARANCE

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

BACKGROUND

ALLIES

ENEMIES

ADDITIONAL FEATURES & TRAITS

EQUIPMENT

Attuned

HEAD

AMULET

CLOAK

ARMOUR

HANDS/ARMS

RING

RING

BELT

BOOTS

CP

SP

EP

GP

PP

MAGIC ITEMS

Attuned

Name

Attuned

Name

Attuned

Name

Attuned

Name

Attuned

Name

BACKPACK/STORAGE