

Suno Blazemaker

CHARACTER NAME

Artificer 1

CLASS & LEVEL

Human (Mark of Making)

RACE

House Agent

BACKGROUND

Chaotic Neutral

ALIGNMENT

SushiDragon

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

0

10

DEXTERITY

2

14

CONSTITUTION

2

14

INTELLIGENCE

3

17

WISDOM

-1

8

CHARISMA

1

12

INSPIRATION

2

PROFICIENCY BONUS

SAVING THROWS

- 0 Strength
- 2 Dexterity
- 4 Constitution
- 5 Intelligence
- 1 Wisdom
- 1 Charisma

SKILLS

- 2 Acrobatics (Dex)
- 1 Animal Handling (Wis)
- 3 Arcana (Int)
- 0 Athletics (Str)
- 1 Deception (Cha)
- 3 History (Int)
- 1 Insight (Wis)
- 1 Intimidation (Cha)
- 5 Investigation (Int)
- 1 Medicine (Wis)
- 3 Nature (Int)
- 1 Perception (Wis)
- 1 Performance (Cha)
- 3 Persuasion (Cha)
- 3 Religion (Int)
- 4 Sleight of Hand (Dex)
- 2 Stealth (Dex)
- 1 Survival (Wis)

16

ARMOR CLASS

2

INITIATIVE

30

SPEED

Hit Point Maximum 10

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I'm always looking to improve efficiency.

I never forget an insult against me or my house.

PERSONALITY TRAITS

Innovation. Abandon old traditions and find better ways to do things. (Chaotic)

IDEALS

My house must evolve, and I'll lead the evolution.

BONDS

My secret could get me expelled from my house.

FLAWS

NAME ATK BONUS DAMAGE/TYPE

Fire Bolt	+5	1d10 Fire
Light Xbow	+4	1d8+2
Dagger	+4	1d4+2

ATTACKS & SPELLCASTING

Magical Tinkering

At 1st level, you learn how to invest a spark of magic into mundane objects. To use this ability, you must have tinker's tools or other artisan's tools in hand. You then touch a Tiny nonmagical object as an action and give it one of the following magical properties of your choice:

- The object sheds bright light in a 5-foot radius and dim light for an additional 5 feet.
- Whenever tapped by a creature, the object emits a recorded message that can be heard up to 10 feet away. You utter the message when you bestow this property on the object, and the recording can be no more than 6 seconds long.
- The object continuously emits your choice of an odor or a nonverbal sound (wind, waves, chirping, or the like). The chosen phenomenon is perceivable up to 10 feet away.
- A static visual effect appears on one of the object's surfaces. This effect can be a picture, up to 25 words of text, lines and shapes, or a mixture of these elements, as you like.

The chosen property lasts indefinitely. As an action, you can touch the object and end the property early.

You can bestow magic on multiple objects, touching one object each time you use this feature, though a single object can only bear one property at a time. The maximum number of objects you can affect with this feature at one time is equal to your Intelligence modifier (minimum of one object). If you try to exceed your maximum, the oldest property immediately ends, and then the new property applies.

FEATURES & TRAITS

PASSIVE WISDOM (PERCEPTION)

Languages: Common

Tools: Thieves' Tools, Tinker's Tools, Alchemist's Supplies, Smith's Tools

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

- CP Dagger
- SP Light Crossbow
- EP 20 Crossbow Bolts
- CP Thieves' Tools
- SP Scale Mail
- EP Set of Fine Clothes
- CP House Signet Ring
- PP Dungeoneer's Pack:
 - Backpack
 - Crowbar
 - Hammer
 - 10 Piton
 - 10 Torch
 - Tinderbox
 - 10 days' Rations
 - Waterskin
 - 50' Hempen Rope



Suno Blazemaker

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

CHARACTER BACKSTORY

Artisan's Intuition
When you make an Arcana check or an ability check involving artisan's tools, you can roll a d4 and add the number rolled to the ability check.

Spellsmith
You know the mending cantrip. You can also cast the magic weapon spell with this trait. When you do so, the spell lasts for 1 hour and doesn't require concentration. Once you cast the spell with this trait, you can't do so again until you finish a long rest. Intelligence is your spellcasting ability for these spells.

Spells of the Mark
If you have the Spellcasting or the Pact Magic class feature, the spells on the Mark of Making Spells table are added to the spell list of your spellcasting class.

- 1st identify, Tenser's floating disk
- 2nd continual flame, magic weapon
- 3rd conjure barrage, elemental weapon
- 4th fabricate, stone shape
- 5th creation

ADDITIONAL FEATURES & TRAITS

Spellcasting
You have studied the workings of magic and how to channel it through objects. As a result, you have gained the ability to cast spells. To observers, you don't appear to be casting spells in a conventional way; you look as if you're producing wonders using mundane items or outlandish inventions.

Tools Required
You produce your artificer spell effects through your tools. You must have a spellcasting focus—specifically thieves' tools or some kind of artisan's tool—in hand when you cast any spell with this Spellcasting feature. You must be proficient with the tool to use it in this way. See chapter 5, "Equipment," in the Player's Handbook for descriptions of these tools.

After you gain the Infuse Item feature at 2nd level, you can also use any item bearing one of your infusions as a spellcasting focus.

TREASURE



Artificer 1

SPELLCASTING CLASS

INT

SPELLCASTING ABILITY

13

SPELL SAVE DC

5

SPELL ATTACK BONUS

0

CANTRIPS

- Mending
- Fire Bolt
- Mage Hand

3

6

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

2

PREPARED

SPELL NAME

- Detect Magic
- Cure Wounds
- Grease
- Alarm

4

7

2

1

- Magic Weapon

5

8

9

SPELLS KNOWN