



2024 / Character Sheet / Artificer / DNDDen.com

|                                  |               |           |        |                |  |
|----------------------------------|---------------|-----------|--------|----------------|--|
| CHARACTER NAME / ALIAS           |               | SPECIES   |        | BACKGROUND     |  |
|                                  |               |           |        |                |  |
| SUBCLASS (CHOOSE AT ARTIFICER 3) | ARTIFICER LV. | TOTAL LV. | PLAYER | XP / MILESTONE |  |
|                                  |               |           |        |                |  |

**STR**

|                               |     |
|-------------------------------|-----|
|                               |     |
| SCORE                         | MOD |
| <input type="checkbox"/> SAVE |     |

**DEX**

|                               |     |
|-------------------------------|-----|
|                               |     |
| SCORE                         | MOD |
| <input type="checkbox"/> SAVE |     |

**CON**

|                               |     |
|-------------------------------|-----|
|                               |     |
| SCORE                         | MOD |
| <input type="checkbox"/> SAVE |     |

**INT**

|                               |     |
|-------------------------------|-----|
|                               |     |
| SCORE                         | MOD |
| <input type="checkbox"/> SAVE |     |

**WIS**

|                               |     |
|-------------------------------|-----|
|                               |     |
| SCORE                         | MOD |
| <input type="checkbox"/> SAVE |     |

**CHA**

|                               |     |
|-------------------------------|-----|
|                               |     |
| SCORE                         | MOD |
| <input type="checkbox"/> SAVE |     |

**Skills & ingenuity**

| P                        | E                        | TOTAL | SKILL           |     |
|--------------------------|--------------------------|-------|-----------------|-----|
| <input type="checkbox"/> | <input type="checkbox"/> |       | Acrobatics      | DEX |
| <input type="checkbox"/> | <input type="checkbox"/> |       | Animal Handling | WIS |
| <input type="checkbox"/> | <input type="checkbox"/> |       | Arcana          | INT |
| <input type="checkbox"/> | <input type="checkbox"/> |       | Athletics       | STR |
| <input type="checkbox"/> | <input type="checkbox"/> |       | Deception       | CHA |
| <input type="checkbox"/> | <input type="checkbox"/> |       | History         | INT |
| <input type="checkbox"/> | <input type="checkbox"/> |       | Insight         | WIS |
| <input type="checkbox"/> | <input type="checkbox"/> |       | Intimidation    | CHA |
| <input type="checkbox"/> | <input type="checkbox"/> |       | Investigation   | INT |
| <input type="checkbox"/> | <input type="checkbox"/> |       | Medicine        | WIS |
| <input type="checkbox"/> | <input type="checkbox"/> |       | Nature          | INT |
| <input type="checkbox"/> | <input type="checkbox"/> |       | Perception      | WIS |
| <input type="checkbox"/> | <input type="checkbox"/> |       | Performance     | CHA |
| <input type="checkbox"/> | <input type="checkbox"/> |       | Persuasion      | CHA |
| <input type="checkbox"/> | <input type="checkbox"/> |       | Religion        | INT |
| <input type="checkbox"/> | <input type="checkbox"/> |       | Sleight of Hand | DEX |
| <input type="checkbox"/> | <input type="checkbox"/> |       | Stealth         | DEX |
| <input type="checkbox"/> | <input type="checkbox"/> |       | Survival        | WIS |

P = proficiency | E = Expertise (2 x PB)

**PASSIVE PERCEPTION**

**Armor, vitality & resolve**

|        |            |         |             |          |
|--------|------------|---------|-------------|----------|
| AC     | INITIATIVE | SPEED   | PROF. BONUS |          |
|        |            |         |             |          |
| MAX HP | CURRENT HP | TEMP HP | D8 REMAIN   | D8 TOTAL |
|        |            |         |             |          |

**DEATH SAVES**

|      |                          |                          |                          |                                                                                                                                                |
|------|--------------------------|--------------------------|--------------------------|------------------------------------------------------------------------------------------------------------------------------------------------|
| PASS | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> <b>HEROIC INSPIRATION</b><br>Immediately after rolling a die, spend to reroll that die.<br>You must use the new roll. |
| FAIL | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |                                                                                                                                                |

**Weapons & inventions**

| NAME | HIT / SAVE | DAMAGE / TYPE | RANGE / MASTERY |
|------|------------|---------------|-----------------|
|      |            |               |                 |
|      |            |               |                 |
|      |            |               |                 |

Spells: pages 4-5. Magic-item plans and attunement: page 6.

**Languages & tools**

|  |
|--|
|  |
|  |
|  |
|  |
|  |

**A spark of invention**

|                             |               |                                                                 |
|-----------------------------|---------------|-----------------------------------------------------------------|
| TINKER'S MAGIC / LEFT / MAX |               | FLASH OF GENIUS / LEFT / MAX / LV. 7+                           |
|                             |               |                                                                 |
| SPELL ATTACK                | SPELL SAVE DC | INT casting: attack = INT mod + PB; save DC = 8 + INT mod + PB. |
|                             |               |                                                                 |

Both maximum uses = INT modifier (minimum 1). Recovery details: page 2.

# THE CRAFT OF IMPOSSIBLE THINGS

Revised Artificer (2025) for the 2024 rules. SR = Short Rest; LR = Long Rest.

## Tinker's Magic / Lv. 1

Know **Mending** in addition to your Spellcasting cantrips. With **Tinker's Tools in hand**, use a **Magic action** to create eligible mundane gear in an empty space within 5 ft. The object disappears at your next LR.

Uses per LR: **INT modifier, minimum 1**. Choose from the class gear list; examples include Rope, Caltrops, a Grappling Hook, Manacles, Oil or a Torch. Creating gear does not also activate it.

CREATED GEAR / HOLDER / EXPIRES NEXT LR

## Flash of Genius / Lv. 7

When you or a creature you can **see within 30 ft.** fails an ability check or saving throw, use your **Reaction** to add your **INT modifier (minimum +1)**, possibly turning failure into success.

Uses: **INT modifier (minimum 1)**; recover all on a LR. From **Lv. 14 / Advanced Artifice**, regain **one** spent use per SR. At **Lv. 20**, a SR restores all if you are attuned to at least one magic item.

**Attunement maximum:** 3 normally; 4 at Lv. 10; 5 at Lv. 14; 6 at Lv. 18.  
Record items on page 6.

## Magic Item Tinker / Lv. 6

Touch an item **within 5 ft.** that you replicated:

**Charge / Bonus Action:** spend a slot; restore charges equal to its level, up to the item's maximum.

**Drain / Bonus Action, 1 per LR:** destroy it for a slot: Common = level 1; Uncommon or Rare = level 2. This slot expires at your next LR.

**Transmute / Magic action, 1 per LR:** change it to an item whose plan you know.

☐ DRAIN USED THIS LR ☐ TRANSMUTE USED

CREATED SLOT / LEVEL / AVAILABLE OR SPENT

## Spell-Storing Item / Lv. 11

After a LR, store a level **1-3 Artificer spell** in a Simple/Martial weapon or an item usable as your focus. The spell needs an **action** casting time and **no consumed Material**; preparation is unnecessary.

A holder uses a **Magic action** for the effect, with your casting modifier; the holder concentrates if needed. The **item cannot be used again until the start of that creature's next turn**.

Uses: **2 x INT modifier (minimum 2)**. Ends when uses run out or you store a spell again. Item tracker: page 3.

## From apprentice to master artificer

SPELL SLOTS BY LEVEL

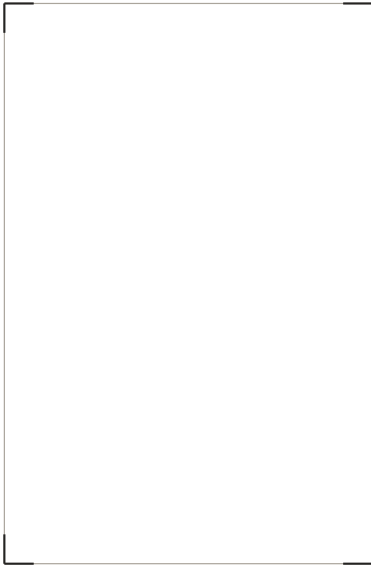
| LV. | PB | PL | ITEM | CAN. | PREP. | FEATURE / CHOICE             | 1 | 2 | 3 | 4 | 5 |
|-----|----|----|------|------|-------|------------------------------|---|---|---|---|---|
| 1   | +2 | -  | -    | 2    | 2     | Spellcasting; Tinker's Magic | 2 | - | - | - | - |
| 2   | +2 | 4  | 2    | 2    | 3     | Replicate Magic Item         | 2 | - | - | - | - |
| 3   | +2 | 4  | 2    | 2    | 4     | Subclass                     | 3 | - | - | - | - |
| 4   | +2 | 4  | 2    | 2    | 5     | ASI / eligible feat          | 3 | - | - | - | - |
| 5   | +3 | 4  | 2    | 2    | 6     | Subclass feature             | 4 | 2 | - | - | - |
| 6   | +3 | 5  | 3    | 2    | 6     | Magic Item Tinker            | 4 | 2 | - | - | - |
| 7   | +3 | 5  | 3    | 2    | 7     | Flash of Genius              | 4 | 3 | - | - | - |
| 8   | +3 | 5  | 3    | 2    | 7     | ASI / eligible feat          | 4 | 3 | - | - | - |
| 9   | +4 | 5  | 3    | 2    | 9     | Subclass feature             | 4 | 3 | 2 | - | - |
| 10  | +4 | 6  | 4    | 3    | 9     | Magic Item Adept             | 4 | 3 | 2 | - | - |
| 11  | +4 | 6  | 4    | 3    | 10    | Spell-Storing Item           | 4 | 3 | 3 | - | - |
| 12  | +4 | 6  | 4    | 3    | 10    | ASI / eligible feat          | 4 | 3 | 3 | - | - |
| 13  | +5 | 6  | 4    | 3    | 11    | -                            | 4 | 3 | 3 | 1 | - |
| 14  | +5 | 7  | 5    | 4    | 11    | Advanced Artifice            | 4 | 3 | 3 | 1 | - |
| 15  | +5 | 7  | 5    | 4    | 12    | Subclass feature             | 4 | 3 | 3 | 2 | - |
| 16  | +5 | 7  | 5    | 4    | 12    | ASI / eligible feat          | 4 | 3 | 3 | 2 | - |
| 17  | +6 | 7  | 5    | 4    | 14    | -                            | 4 | 3 | 3 | 3 | 1 |
| 18  | +6 | 8  | 6    | 4    | 14    | Magic Item Master            | 4 | 3 | 3 | 3 | 1 |
| 19  | +6 | 8  | 6    | 4    | 15    | Epic Boon / eligible feat    | 4 | 3 | 3 | 3 | 2 |
| 20  | +6 | 8  | 6    | 4    | 15    | Soul of Artifice             | 4 | 3 | 3 | 3 | 2 |

PL. = plans known; ITEM = active replicated-item limit; CAN. excludes Mending; PREP. excludes always-prepared spells from other Artificer features. Slots assume only Artificer levels; PB uses total character level.

# THE INVENTOR'S DOSSIER

Your creations, your allies, your story. Fill the fields that apply to your character.

## Portrait



CHARACTER PORTRAIT

## The mind behind the marvels

APPEARANCE / DISTINGUISHING MARKS

PERSONALITY / AMBITION / IDEAL

BOND / FLAW / SECRET

## Guilds, patrons & unfinished experiments

## Subclass & chosen talents

Subclass features arrive at Artificer 3, 5, 9 and 15.

LEVEL 3 / FEATURE / USES

LEVEL 5 / FEATURE / USES

LEVEL 9 / FEATURE / USES

LEVEL 15 / FEATURE / USES

## Feats, origins & resources

## Spell-storing item / Lv. 11

OBJECT / CURRENT HOLDER

STORED SPELL / LEVEL / SOURCE

USES LEFT / MAX

SAVE DC / ATTACK BONUS

/// Rules on page 2. Maximum uses =  $2 \times INT \text{ mod } (\text{min. } 2)$ .

## Gear, coin & spoils

CP

SP

EP

GP

PP

COMPONENTS / CRAFTING SUPPLIES (ATTUNEMENT: P. 6)

## Conditions & ongoing effects

## FORMULAE & ARCANES DEVICES

Record spell sources and casting restrictions. Continue your repertoire on page 5.

### Spell slots / remaining and maximum

|          |   |          |   |          |   |          |   |          |   |
|----------|---|----------|---|----------|---|----------|---|----------|---|
| <b>1</b> | / | <b>2</b> | / | <b>3</b> | / | <b>4</b> | / | <b>5</b> | / |
|----------|---|----------|---|----------|---|----------|---|----------|---|

☐ *Regain all expended slots after a Long Rest. Use multiclass slot totals when applicable.*

## Prepare the day's devices

**Preparation:** after a Long Rest, change any prepared Artificer spells and/or one cantrip from Spellcasting. Use the page 2 limits and spell levels available as an Artificer. Always-prepared spells from other Artificer features are additional.

**Tools required:** hold proficient Thieves' Tools, Tinker's Tools or other Artisan's Tools as your focus; every Artificer spell has an M component for you. A Wand or Weapon you replicated can substitute. Costly or consumed materials are still required.

*Spend only one slot to cast a spell per turn. Prepared Rituals: +10 minutes, no slot.*

| PREPARED / LIMIT | CONCENTRATION / SPELL / TIME LEFT | CON SAVE / BONUS |
|------------------|-----------------------------------|------------------|
| /                |                                   |                  |

## Cantrips / no spell slots required

[illegible]

☐ Spellcasting cantrips: 2 at Lv. 1; 3 at Lv. 10; 4 at Lv. 14. Mending is additional.

### Prepared & always-prepared spells / level 1+

☒ *P* = prepared; *A* = always prepared. Add *R* in Time for Ritual; *C* in Duration for Concentration.

# THE CONTINUING FORMULA BOOK

Spell record continued. Print extra copies of this page for additional spells.

## Prepared & always-prepared spells / continued

*P* = prepared | *A* = always prepared | *R* = Ritual in Time | *C* = Concentration in Duration

## Projects & rare materials

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## Keep the magic alive

**Concentration:** ends when you **begin casting another Concentration spell** or activate another Concentration effect; also if Incapacitated or dead. End it freely (no action). Damage: CON save, DC 10 or half damage (round down), whichever is higher; maximum DC 30. Rituals and other spells taking 1 minute or longer require Concentration during casting.

## Begin your path

**First class: Artificer.** INT primary; D8 Hit Point Die; CON and INT saves. Simple weapons; Light and Medium armor, Shields. Choose **2:** Arcana, History, Investigation, Medicine, Nature, Perception, Sleight of Hand. Tools: Thieves' Tools, Tinker's Tools, one other Artisan's Tools.

**Starting gear:** 150 GP, or Studded Leather Armor, Dagger, Thieves' Tools, Tinker's Tools, Dungeoneer's Pack and 16 GP. Background gear is separate. Level 1 HP: 8 + CON mod; later Artificer levels: 1d8 (or 5) + CON mod, minimum 1.

**Multiclass entry:** INT 13+, plus other classes' prerequisites. Gain the Hit Point Die, Tinker's Tools, one class skill, Light and Medium armor, Shields, and level 1 features. No automatic saves, weapons or starting gear. For combined Spellcasting slots, count **half Artificer levels, rounded up**; prepare spells by class.

Revised class: Eberron: Forge of the Artificer (2025), chapter 1. Use the book for full spell, item and eligible-plan rules. General play: 2024 rules / SRD 5.2.1. All fields are manual; enter your chosen subclass features.

# BLUEPRINTS & LIVING WONDERS

Keep plan choices, active replicated items and personal attunement as separate records.

## Replicate Magic Item / Lv. 2

With **Tinker's Tools in hand**, create items from known plans after a LR. Each new item uses a **different plan**. You may immediately attune to a newly created item if required, within your attunement limit.

Plan tiers unlock at **Lv. 2 / 6 / 10 / 14**; use the eligible lists in the sourcebook. Each Artificer level gained lets you replace **one** plan. Active-item and known-plan limits appear on page 2.

Exceeding the active-item limit makes the **oldest item vanish**. Replacing a plan removes items made from that plan.

## The life of your inventions

Replicas persist across rests; if you die, they vanish after **1d4 days**. When a replicated container vanishes, its contents appear safely around its space. A replicated **Wand or Weapon** can be your casting focus.

**Lv. 20 / Soul of Artifice: Cheat Death.** If reduced to 0 HP without being killed outright, disintegrate one or more of your replicated **Uncommon or Rare** items. Your HP becomes **20 x items destroyed** instead. Remove them from the records below.

### Known plans / up to eight

[illegible]

Rarity: C = Common; U = Uncommon; R = Rare.

**Active replicas / up to six**

[illegible]

*Record oldest to newest; mark charges left / maximum.*

## Your attuned magic items

3 normally | 4 at Artificer 10 | 5 at Artificer 14 | 6 at Artificer 18

|                                |                                |
|--------------------------------|--------------------------------|
| ITEM 1 / EFFECT / REQUIREMENTS | ITEM 2 / EFFECT / REQUIREMENTS |
| ITEM 3 / EFFECT / REQUIREMENTS | ITEM 4 / EFFECT / REQUIREMENTS |
| ITEM 5 / EFFECT / REQUIREMENTS | ITEM 6 / EFFECT / REQUIREMENTS |

*Include found items here too. Attunement requirements still apply; unused rows do not grant extra capacity.*