



# Artificer - Alchemist

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

Takes 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 alchemist's supplies. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

## Alchemist Spells

LVL 3, 5, 9, 13, 17

Always have prepared. Don't count against the number of artificer spells you prepare.

LVL 3 *healing word, ray of sickness*

LVL 5 *flaming sphere, Melf's acid arrow*

LVL 9 *gaseous form, mass healing word*

LVL 13 *blight, death ward*

LVL 17 *cloudkill, raise dead*

## Experimental Elixir

LVL 3, 6, 15

As an Action - Touch an empty flask to magically produce an experimental elixir (1/long rest at LVL 3) (2/long rest at lvl 6) (3/long rest at LVL 15). You must have alchemist supplies on your person, and it lasts until it is drunk or until the end of your next long rest. Roll on the Experimental Elixir table (ERFTLW p. 58) to determine the effect on creature when it drinks it (requires an action to drink).

As an Action - Can spend a spell slot of 1st level or higher to create additional experimental elixirs which have the effects of your choice from the Experimental Elixir table.

## 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.

## Alchemical Savant

LVL 5

When you cast a spell using your alchemist's supplies as the spellcasting focus, add a bonus = your INT modifier (min +1) to roll that restores hit points or to roll that deals acid, fire, necrotic, or poison damage.

## 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

## Restorative Reagents

LVL 9

• When someone drinks an experimental elixir you created, he gains temporary hit points equal to 2d6 + your INT modifier (min. 1).

• If you use alchemist's supplies as the spellcasting focus, you can cast lesser restoration without using a spell slot and without preparing the spell, a number of times = your INT modifier (min. 1), and you regain uses on 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 Savent

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.

## Chemical Mastery

LVL 15

• Have resistance to acid and poison damage, and are immune to the poisoned condition.

• Can cast *greater restoration* and *heal* without expending a spell slot, without preparing the spell, and without material components, provided you use alchemist's supplies as the spellcasting focus. Once you cast either spell with this feature, you can't cast that spell with it again until you finish a long rest.

## 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.