

Artificer - Artillerist

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

Artillerist Spells LVL 3, 5, 9, 13, 17

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

LVL 3 *shield, thunderwave*

LVL 5 *scorching ray, shatter*

LVL 9 *fireball, wind wall*

LVL 13 *ice storm, wall of fire*

LVL 17 *cone of cold, wall of force*

Eldritch Cannon LVL 3

As an Action - Use woodcarver's tools or smith's tools to magically create a Small or Tiny magical eldritch cannon in an unoccupied space on a horizontal surface within 5 feet of you. Small is 5'. Tiny can be held in one hand.(1/long rest or until you expend a spell slot of 1st level or higher). It last for 1 hr., until you use an action to dismiss it, or it is reduced to 0 hp. You can have only one cannon at a time.

The cannon is AC =18 and hit points = 5x your artificer lvl. It's immune to poison damage, psychic damage, and all conditions. Assume all ability scores = 10 (+0). *Mending* spell cast restores 2d6 hit points.

You decide its appearance, if it has legs and which type it is (refer to the Eldritch Cannons table).

As a bonus action - if you are within 60' you can cause it to activate and walk or climb up to 15' to an unoccupied space, if it has legs.

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.

Arcane Firearm LVL 5

Can use woodcarver's tools to create a firearm from a wand, staff, or rod.(1/long rest) Can only have one at a time. Can use it as a spellcasting focus for artificer spells and add 1d8 to damage roll on those spells.

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.

Explosive Cannon LVL 9

- Add 1d8 to your eldritch cannon's damage rolls.
- As an Action - command the cannon to detonate if you are within 60 feet of it. This destroys the cannon. All creatures within 20 feet of it take 3d8 force damage, or half on DEX save.

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.

Fortified Position LVL 15

- Your Eldritch Cannons have shimmering fields which provide half cover within 10 feet.
- You can have two cannons. You can create two with the same action (but not the same spell slot), and can activate both with the same bonus action. They can be identical or different.

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.