

## Kadyr

CHARACTER NAME

Artificer (Gunsmith) 4

CLASS & LEVEL

Guild Artisan

BACKGROUND

Allen

PLAYER NAME

Hobgoblin

RACE

Lawful Good

ALIGNMENT

9 Runes

EXPERIENCE POINTS

STRENGTH

9

-1

DEXTERITY

18

+4

CONSTITUTION

17

+3

INTELLIGENCE

18

+4

WISDOM

11

+0

CHARISMA

13

+1

INSPIRATION

+3

PROFICIENCY BONUS

- SAVING THROWS
- 1 Strength
  - +4 Dexterity
  - +6 Constitution
  - +7 Intelligence
  - +0 Wisdom
  - +1 Charisma

- SKILLS
- +4 Acrobatics (Dex)
  - +0 Animal Handling (Wis)
  - +6 Arcana (Int)
  - 1 Athletics (Str)
  - +1 Deception (Cha)
  - +4 History (Int)
  - +2 Insight (Wis)
  - +1 Intimidation (Cha)
  - +6 Investigation (Int)
  - +4 Medicine (Wis)
  - +6 Nature (Int)
  - +0 Perception (Wis)
  - +1 Performance (Cha)
  - +3 Persuasion (Cha)
  - +4 Religion (Int)
  - +4 Sleight of Hand (Dex)
  - +4 Stealth (Dex)
  - +0 Survival (Wis)

17

ARMOR CLASS

+4

INITIATIVE

30

SPEED

Hit Point Maximum 43

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 5d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

Commitment - Nothing great is achieved without commitment to hard work and fair play. I have no interest in working with those that do not share my commitment. Perfectionist - I'm a perfectionist in my trade. Anything worth doing is worth doing right.

PERSONALITY TRAITS

Community - Civilization would be better off if civilized people made it their duty to strengthen the bonds of community and security.

IDEALS

Forging - I am the person I am today because my guild forged me and for that I owe them a great debt.

BONDS

Jealous - I am defensive of my handiwork and jealous of anyone who can outshine my work. I'm always surrounded by rivals.

FLAWS

NAME ATK BONUS DAMAGE/TYPE

Thunder Cannon Rifle +7 2d6+4/P

Thunder Cannon Pistol +7 2d4+4/P

Spiked Chain +7 1d4+4/S

Rifle: range 100/400; special, heavy, two-handed, reload 2  
Pistol: range 30/120; special, reload 2

Specialty Rounds (max 4 each)  
O-O-O-O Tranquilizer Shot  
O-O-O-O Mushroom Bullet  
O-O-O-O Chromatic Rounds  
Fire \_ Cold \_ Lightning \_ Acid \_

ATTACKS & SPELLCASTING

(Racial Ability) Saving Face:

If you miss with an attack roll or fail an ability check or a saving throw, you can gain a bonus to the roll equal to the number of allies you can see within 30 feet of you (maximum bonus of +5). Once you use this trait, you can't use it again until you finish a short or long rest.

(Class Feature) Thunder Cannon:

At 1st level, you forge a deadly firearm using a combination of arcane magic and your knowledge of engineering and metallurgy. There are three size variations on this firearm found in the table below. All firearms produce a sound resembling thunder when fired and can be heard 400 feet away. You are proficient with the Thunder Cannon. Once fired, it requires a bonus action to reload. If you roll a 1 on an attack roll with a firearm, the gun misfires and is inoperable until you spend an action to repair it. This requires a successful tinker tools check with a DC of 12. If you fail this check, the gun is inoperable until you finish a short or long rest with access to your tinker tools.

(Class Feature) Gunsmithing Advancements:

Integrated Magazine: Fire up to 2 rounds from your Thunder Cannon without reloading. This number goes up at higher levels, 4 shots per reload at Artificer level 7, and 6 shots at Artificer level 11.

Advanced Rifling: Attacks with the Thunder Cannon score critical hits on rolls of 19 or 20. At level 13, the Thunder Cannon also scores a critical hit on a roll of 18.

(Feat) Sharpshooter:

You have mastered ranged weapons and can make shots that others find impossible. You gain the following benefits:  
\* Attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls.  
\* Your ranged weapon attacks ignore half cover and three-quarters cover.

\* Before you make an attack with a ranged weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage.

10

PASSIVE WISDOM (PERCEPTION)

Weapons and Armor:  
Simple Weapons, Hand Crossbow, Light Crossbow, Heavy Crossbow, and Firearms, Light Armor, Medium Armor

Languages:  
Common, Dwarvish, Goblin

Tools:  
Alchemist's Supplies +4, Smith's Tools +4, Thieves' Tools +4, Tinker's Tools +4, Woodcarver's Tools +2

OTHER PROFICIENCIES & LANGUAGES

CP 7

SP 2

EP 0

GP 525

PP

arcane magazine, alchemist's supplies, backpack, bedroll, brewer's supplies, crowbar, mess kit, rations (10), rope, hempen (50 feet), shovel, smith's tools, tent, two-person, tinderbox, tinker's tools, torch (10), waterskin, woodcarver's tools

Sending Stones  
Healing Potion x3  
Clockwork Amulet  
Cloth of Cleaning  
Lantern of Revealing  
Winged Boots

EQUIPMENT

FEATURES & TRAITS



Kadyr

CHARACTER NAME

27

AGE

6'0"

HEIGHT

178 lbs

WEIGHT

Brown

EYES

Red

SKIN

Black

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME SYMBOL

A devoted follower of the Goblin god Meriadar, Kadyr hopes to foster cooperation and civility through sharing of crafts and ideas with all races, even between those (particularly between those) with pasts filled with conflict and war. He credits his acceptance within the Gunsmith Guild (as were his mother and father before him) to truly showing him wonders can be accomplished through cooperation and the sharing of ideas and crafts.

CHARACTER BACKSTORY

**Infuse Magic:**  
Starting at 4th level, you gain the ability to channel your artificer spells into objects for later use. 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 and hold a nonmagical item throughout the casting, you expend a spell slot, but none of the spell's effects occur. Instead, the spell transfers into that item for later use if the item doesn't already contain a spell from this feature.

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. If the spell requires concentration, the creature that activates the item maintains the concentration as if they had cast the spell.

When you infuse a spell in this way, it must be used within 8 hours. After that time, its magic fades and is wasted.

You can have a limited number of infused spells at the same time. The number equals your Intelligence modifier.

ADDITIONAL FEATURES & TRAITS

TREASURE



# Artificer 3

SPELLCASTING CLASS

INT

SPELLCASTING ABILITY

14

SPELL SAVE DC

+6

SPELL ATTACK BONUS

0

CANTRIPS

Mending

3

6

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

3

PREPARED

SPELL NAME

- Identify (R)
- Detect Magic (R)
- Cure Wounds
- Expeditions Retreat
- Sanctuary
- Shield of Faith

2

4

7

8

5

9

SPELLS KNOWN

# Spell Descriptions

## Sending Stones

- When activated, a sending stone can be used to cast a sending spell targeted at the bearer of its pair. If the receiving stone has no bearer at the moment of the casting, the stone does not cast the spell and makes the user aware of it. This power can be used once, after which the stone regains its magic at dawn.

## Healing Potion

- You regain 2d4 + 2 hit points when you drink this potion. The potion's red liquid glimmers when agitated.

## Winged Boots

- While you wear these boots, you have a flying speed equal to your walking speed. You can use the boots to fly for up to 4 hours, all at once or in several shorter flights, each one using a minimum of 1 minute from the Duration. If you are flying when the Duration expires, you descend at a rate of 30 feet per round until you land.  
- The boots regain 2 hours of flying capability for every 12 hours they aren't in use.

## Clockwork Amulet

- When you make an attack roll while wearing the amulet, you can forgo rolling the d20 to get a 10 on the die. Once used, this property can't be used again until the next dawn.

## Cloth of Cleaning

- While holding this cloth and speaking its command word, "Sham-Wow!", you can instantaneously clean an object of no larger than 1 cubic foot.

## Lantern of Revealing

- While lit, this Hooded lantern burns for 6 hours on 1 pint of oil, shedding bright light in a 30-foot radius and dim light for an additional 30 feet. Invisible creatures and Objects are visible as long as they are in the lantern's bright light. You can use an action to lower the hood, reducing the light to dim light in a 5-foot radius.

## Specialty Rounds (max 4 at a time each)

**Mushroom Bullet** : Damage is halved and changed to non-lethal. Also, target must succeed on a DC 14 Constitution Save or be stunned for 1d4 rounds.

**Chromatic Rounds** : Choose ammo damage type at creation from acid, cold, fire, or lightning.

**Tranquilizer Shot**: On hit, shot does no damage. Roll one d6 for each level of Artificer. If total is greater than target's current hitpoints the target falls unconscious for 1 minute. If the target takes damage, the effect ends.