

Hephistos

CHARACTER NAME

Artificer 4

CLASS & LEVEL

Acolyte

BACKGROUND

PLAYER NAME

Dragonborn

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

4

18

DEXTERITY

0

11

CONSTITUTION

1

13

INTELLIGENCE

3

16

WISDOM

0

10

CHARISMA

-1

9

INSPIRATION

2

PROFICIENCY BONUS

- SAVING THROWS
- 4 Strength
 - 0 Dexterity
 - 3 Constitution
 - 5 Intelligence
 - 0 Wisdom
 - 1 Charisma

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

21

ARMOR CLASS

0

INITIATIVE

30

SPEED

Hit Point Maximum 27

27

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 4d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I always have plan for what to do when things go wrong.
I am always calm, no matter what the situation. I never raise my voice or let my emotions control me.

PERSONALITY TRAITS

Friendship. Material goods come and go. Bonds of friendship last forever. Freedom. Tyrants must not be allowed to oppress the people. Free Thinking. Inquiry and curiosity are the pillars of progress. Knowledge. The path to power and self-improvement is through knowledge.

IDEALS

I'm guilty of a terrible crime. I hope I can redeem myself for it. My tools are symbols of my past life, and I carry them so that I will never forget my roots. I entered seclusion to hide from the ones who might still be hunting me. I must someday confront them. My adopted father, Cornelius, is alive and my loyalty between him and my people is

BONDS

A crime I committed prevents me from ever going home again. That kind of trouble seems to follow me around. The tyrant who rules my land will stop at nothing to see me killed. Most people scream and run when they see a demon. I stop and take notes on its anatomy. I am slow to trust members of other ancestries

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Mace (5 feet)	7	1d6+4/Bludgeon

ATTACKS & SPELLCASTING

10

PASSIVE WISDOM (PERCEPTION)

Armor Prof.
Light Armor, Medium Armor, Shields
Heavy Armor

Weapon Prof.
Simple Weapons

Tool Prof.
Thieves' Tools
Tinker's Tools
Smiths Tools

Languages
Common
Draconic

OTHER PROFICIENCIES & LANGUAGES

- CP 0
- SP 0
- EP 0
- GP 0
- PP 0

scale mail
club
quarterstaff
light crossbow
bolts (20)
thieves' tools
dungeoneer's pack

EQUIPMENT

1st Level Feat: Durable

Hardy and resilient, you gain the following benefits:

Increase your Constitution score by 1, to a maximum of 20.

When you roll a Hit Die to regain hit points, the minimum number of hit points you regain from the roll equals twice your Constitution modifier (minimum of 2)

Dragonborn Features:

- Red Dragon
- You can breathe a 15 ft cone of fire (once between rests), dealing 2d6 fire damage, Dex save for half damage. DC = 8 + Con mod + prof
- You resist your breath weapon damage type

Custom Background Feature: Forge Smith

- You are able to work a forge
- Artificer Features:
 - As an action, use tools to give a tiny object a visual, auditory, or olfactory effect (see rules).
 - You learn four infusions which you can use on two objects at once (see rules).
 - You can take an hour to make a set of artisan's tools (see rules)
 - Artificer Archetype: Artillerist
 - You can make a magical cannon (see rules)
 - Heavily Armored: You are proficient with heavy armor and you gain +1 Str

FEATURES & TRAITS



Hephistos

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR



CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE

