
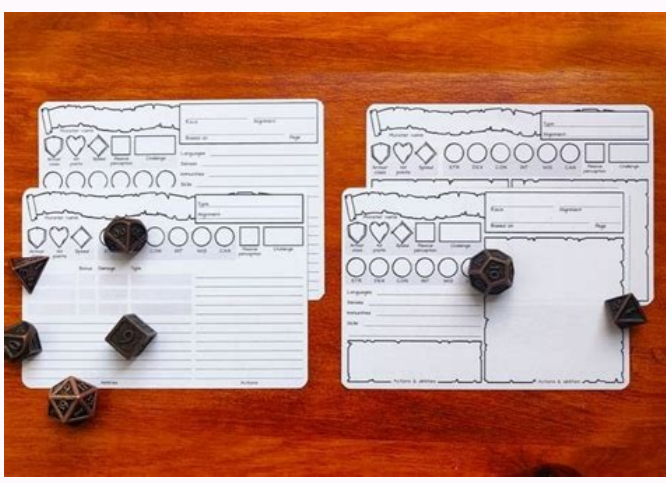


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# Artificer 5e homebrew pdf



## SCOUT

**Armor Class** 13 (leather armor)  
**Hit Points** 15 (5d6 + 3)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+2)	14 (+2)	12 (+1)	11 (+0)	13 (+1)	11 (+0)

**Skills** Nature +4, Perception +5, Stealth +6, Survival +5  
**Saving Throws** Perception 13  
**Languages** any one language (usually Common)  
**Challenge** 1/2 (100 XP)

**Keen Hearing and Sight.** The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

### ACTIONS

**Multiattack.** The scout makes two melee attacks or two ranged attacks.

**Shortsword.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

**Longbow.** Ranged Weapon Attack: +4 to hit, ranged 150/600 ft., one target. Hit: 8 (1d8 + 2) piercing damage.

**Sneak.** are skilled hunters and trackers who offer their services for a fee. Most hunt wild game, but a few work as bounty hunters, serve as guides, or provide military reconnaissance.

## SPY

**Armor Class** 12  
**Hit Points** 15 (5d6)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

**Skills** Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4  
**Saves** passive Perception 16  
**Languages** any two languages  
**Challenge** 1 (100 XP)

**Cunning Action.** On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

**Sneak Attack (if proficient).** The spy deals an extra 2 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

## ACTIONS

**Multiattack.** The spy makes two melee attacks.

**Shortsword.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

**Hand Crossbow.** Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

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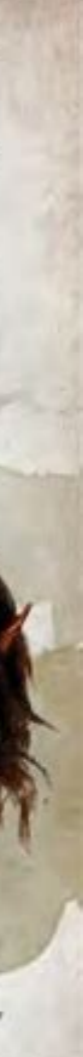
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Scout



## DRAGONBORN

**Armor Class** 13  
**Hit Points** 15 (5d6)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)	13 (+1)

**Skills** Perception +3, Stealth +3  
**Saves** Constitution 10, Persuasion 13  
**Languages** any two languages  
**Challenge** 1 (100 XP)

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Artificer 5e homebrew subclasses. Dnd 5e artificer subclasses homebrew. What is an artificer 5e. Dnd 5e artificer homebrew. 5e homebrew artificer spells. Dnd 5e homebrew artificer infusions. What does artificer mean. What is a artificer.

Those who underestimate their brutal precision will have to face a force not to be underestimated. "Commerce tools: living forge acquire competence with the tools of Smith, assuming that it has not already had them. Now the construct gains your bonus of competence in all perception checks are based on hearing or sight. First, in the first place, The intelligence should be the highest score of qualifying, followed by Constitution or dexterity. Arcano craftsmanship starting from the 14th level, when using a magical object with accusations, light the device. A construct establishes larger frame A gets the foundations of your mechanical servant to create a larger and more powerful Build. Destruction tools starting from the 1st level, specialize in distance combat and acquire the necessary training for armed for The battle. Crafting: an artificer subclass makes you more efficient in creating certain objects. The construct gets an intelligence score of 6, allowing him to use objects imbued with your May [CO Infusion and ability to speak a language of your choice you know. To launch one of your artificial spells of 1st level or higher, it is necessary to spend a slot of the level of spell or higher. Magic does not refer only to the physical aspect of Smithing and Building, but to a lifestyle. In addition, taking a distance attack while 5 feet from an enemy does not impose a disadvantage on your roll. Disciple of the [edit] origin. Spellwrights want to understand the essence of magic. Furthermore, it is possible to repair small multiple pauses or tears in broken objects that can visibly rejoice to be strong as new, leaving no trace of the previous damage. You can give the magic function to more objects, touching an object every time the function and a single is used it can bear one spell at a time. Just design, enable the construct mechanical mechanical servant It detects threats with greater facility. The clock companion gets wounded points equal to your artificial level. SPRAZZONE spell: you can check a spell launched by another enchanting. Creating an artificial [edit] The artificers are masters of magical invention. Mechanical servant [edit] Your research on the merger of magic and technology, allows you to forge a magical construct. This bonus increases by 1D4 when you reach the tenth level (2D4), the 14th level (3D4) and the 18th level (4D4). In a successful success, the target must be successful on a saving shot of dexterity against your Save DC spell or has a disadvantage in the next saving shot. If the creature is not arranged, you must be able to a spell save DC to remove the spell; The creature can try a charisma rescue shot to deny that effect. The ability to launch this spell remains in the wand for a number of rounds equal to your intelligence modifier (minimum of 1). In addition, now you can use your magic function infused directly on your mechanical servant, without counting compared to your maximum number of infused objects. If you perform the 1 hour ritual on a different weapon, your current weapon ceases to be tied to you. Once this skill is used, it cannot be more used until a short or long rest is completed. List of articles: Tools or kit (s) A construct develops empty vial (s) A construct develops medical bandage (s) A construct develops security whistle A construct develops goggles of Welding is develop magnet (s) fixer-upper [edit] starting from the tenth level, your skills with magical devices allow you to integrate to sets of craft tools with which you are an expert, in the body of your mechanical servantThe weapon must be within your reach during the At the conclusion of which the link is created. Your maximum for those scores is now 22. If the clock companion died in the last hour, you can use the tools of your Tinker as a action to solve it, provided that you are within 5 feet from And spend a slot spell of 1st level or higher. If the object was created by a spell, you learn which spell created it. When you end up a short or long rest, you regain the uses spent. If, on the other hand, you touch a creature, you learn which spells, if present, are currently influencing. Some commercial effects tools may request rescue shots. The magic disappears immediately after it affects or is missing its target. Choose two level 2 spells from the list of artificial spells. Bastione: The turret evokes a shimmering field of magical protection that guarantees itself and allies about 10 feet from a number of temporary wounded points equal to the modifier of intelligence (minimum 1). In addition, you get a +1 bonus to all the saving shots by magical object to which you are currently in tune. The construct returns to life with all its restored wounded points. Take a rescue shot of intelligence. If a creature is in tune with the targeted object, that creature must be successful a saving shot of charisma against your spell, save DC. Make an investigation check to examine a fairly simple magical device and disable it or try to disarm a magical block (in an open or closed position) using the tools of your airso. Some of these exotic weapons are appreciated by whole armies, while they shape entire wars with their influence on the battlefield. If the target is a creature, it undergoes the damage from the attachment to the end of its next round. A construct develops hextech capacity A construct develops a project an arcane experimental device as a practicable way to enhance the magic that feeds your mechanical-age servant attacks on him. It acquires the ability to attack while rushing to high speed and her jump distance is tripled. Born academic academic D8 School of 1 Abjuration 2 Conjunction 3 Divination 4 Evocation 5 Illusion 7 NEGROMANCE 8 NEGNE 8 SPELLCRAFT of transmuration starting from the 6th level, you can weave two spells in your mind and free them in a single burst of magic. An ancient ancient reactivation again or perhaps a strange material found only in distant lands? Make a spell save dc control opposite from the creature that controls the spell. Think about how your character comes into contact for the first time and became so smart. They are deeply interested in how magic works and ask for attention to that they will create. In addition, you can add the bonus of competence to all the damage and the healing made by the function of studies on reagents. Furthermore, you have no need for food or water and from this point onwards there are no penalty to the scores of the physical skills with an advanced age or with a poisoned condition. Mobile laboratory starting from the sixth level, you get used to creating while traveling. Each creature within 20 feet from the construct must be successful on a saving shot of dexterity or undergoing 3D10 lightning damage on a failed rescue. In artificial circles, new inventions and strange discoveries create maximum excitement. Mechanical updates [edit] The continuous work of the Artimoni on their mechanical servant has reached a new milestone. The construct resumes a number of essays equal 1D8 + intelligence modifier + your level (rounded downwards) to the touch. You can decide the type of turret that the mechanical servant takes every time you use this function, choosing from the following options: Balista: the turret can make an attack of spells at a distance on a creature or object within 120 feet from it. As an action, it can release a magical explosion of electricity from its body. Also get a bonus equal to your intelligence modifier (minimum of 1) on rolls made for spells by a magic school. Walking Artillery starting from 17th level, the mechanical servant can distribute a new combat mode. If a magical object does not have an assigned rare, it is from the DM. Spray the dust on itself and disappears from the sight, waiting with Balestra Infusi bolts to start the monster vague along the corridor. "The structure of magic [edit] [edit] Take their skill of magically modifying everyday objects on the battlefield or on the market, while looking for new challenges, exotic materials and fantastic wonders. To determine the nature of your alchemical specialist, pull a D4 or choose one from the following options: Studies on reagents D4 1 poisons: you have an advantage on all the skills checks you make with the poisoning kit. 4 Brewing - You have an advantage on all the skills checks you make with the Brewer supplies. Determine the appearance of the swatchmate-that includes fragments of mechanical-appr world-appeal equipment, its appearance is appropriate for its category of size. It can be modified and improved every time you take the function of increasing the skill. Every time you undertake the attacking action in turn with weapons that have an improved combat infusion, you can attack twice, rather than once. This bonus increases by 1D4 when certain levels are reached in this class: 10th level (2D4), 14th level (3D4) and 19th level (4D4). For an artificial, magic is an evolving art with an advantage of discovery and mastery that pushes more ahead every year that passes. A construct develops once for long rest, if you fail a skill control using Tinker's tools, it is possible to treat the Rotolo D20 as a 20. The physical appearance of the tools to be used are better adjusted to the chosen form. Awakened intellect: you unlocked secrets that have expanded your mind. You have an advantage in the controls of wisdom (nature) to collect rare ingredients in the stalls of merchants and caravans, even if they may not even be aware of their value and always get the ingredients of very high quality. It is not able to develop any strategy alone, so it performs Your orders. However, crafting allows you to create an element of the appropriate type from the guide of the Master Dungeon [1]. [1]. Score increases [edit] when you reach the



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