

PROVA2

CA 13

51 HP

Razza: Aasimar | Classe: Artificer 6 | Campagna: PROVA EBERRON | Edizione: D&D 2024

Iniziativa +3

Velocità 30 ft

FORZA

+3

16

DESTREZZA

+3

16

COSTITUZIONE

+3

16

INTELLIGENZA

+2

15

SAGGEZZA

+2

14

CARISMA

+4

19

TIRI SALVEZZA

<input type="radio"/> Forza	+3
<input type="radio"/> Destrezza	+3
<input checked="" type="radio"/> Costituzione	+6
<input checked="" type="radio"/> Intelligenza	+5
<input type="radio"/> Saggezza	+2
<input type="radio"/> Carisma	+4

ABILITÀ & COMPETENZA (+3)

<input checked="" type="radio"/> Acrobazia (Des)	+6
<input type="radio"/> Addestrare Animali (Sag)	+2
<input checked="" type="radio"/> Arcano (Int)	+5
<input type="radio"/> Atletica (For)	+3
<input checked="" type="radio"/> Inganno (Car)	+7
<input checked="" type="radio"/> Storia (Int)	+5
<input type="radio"/> Intuizione (Sag)	+2
<input checked="" type="radio"/> Intimidire (Car)	+7
<input type="radio"/> Indagine (Int)	+2
<input type="radio"/> Medicina (Sag)	+2
<input type="radio"/> Natura (Int)	+2
<input type="radio"/> Percezione (Sag)	+2
<input checked="" type="radio"/> Intrattenimento (Car)	+7
<input checked="" type="radio"/> Persuasione (Car)	+7
<input type="radio"/> Religione (Int)	+2
<input checked="" type="radio"/> Rapidità di Mano (Des)	+6
<input checked="" type="radio"/> Furtività (Des)	+6
<input type="radio"/> Sopravvivenza (Sag)	+2

ARMI & ATTACCHI

Nessuna arma equipaggiata.

EQUIPAGGIAMENTO & INVENTARIO

Rame (cp): 0 | Argento (sp): 0 | Oro (gp): 0 | Platino (pp): 0

Inventario vuoto o nessun oggetto visibile.

PRIVILEGI DI CLASSE & ABILITÀ SPECIALI

Cantrip_tier

TRATTI DI RAZZA, TALENTI & COMPETENZE

Tratti Razziali: Aasimar

LIBRO DEGLI INCANTESIMI / SPELLBOOK

Sempre Preparati (non contano nel limite)

Battle Smith: Heroism Shield Branding Smite Warding Bond Shining Smite

Aasimar (tratto razziale): Light

RISORSE / RESOURCES

Slot Incantesimo

Slot di 1° livello	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	r. lungo
Slot di 2° livello	<input type="checkbox"/> <input type="checkbox"/>	r. lungo

Generale

Ispirazione

Tratti Razziali

Healing Hands	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	r. lungo
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Tratti, talenti e incantesimi del personaggio riportati per esteso: giocabile senza manuale.

TRATTI RAZZIALI — TESTO COMPLETO

Age

Aasimar mature at the same rate as humans but live a few years longer.

Size

Aasimar are built like well-proportioned humans. Your size is Medium.

Darkvision

Thanks to your celestial heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey.

Celestial Resistance

You have resistance to necrotic and radiant damage.

Celestial Legacy

You know the light cantrip. Once you reach 3rd level, you can cast the lesser restoration spell once with this trait, and you regain the ability to do so when you finish a long rest. Once you reach 5th level, you can cast the daylight spell once with this trait, and you regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Language

You can speak, read, and write Common and Celestial.

PRIVILEGI DI ARTIFICER (LV 6) — TESTO COMPLETO

Lancio di Incantesimi (Lv 1)

You have learned how to channel magical energy through objects. See the Player's Handbook for the rules on spellcasting. The information below details how you use those rules with Artificer spells, which appear in the Artificer spell list later in the class's description.

Tools Required. You produce your Artificer spells through tools. You can use Thieves' Tools, Tinker's Tools, or another kind of Artisan's Tools with which you have proficiency as a Spellcasting Focus, and you must have one of those focuses in hand when you cast an Artificer spell (meaning the spell has an M component when you cast it).

Cantrips.

You know two Artificer cantrips of your choice. Acid Splash and Prestidigitation are recommended.

Whenever you finish a Long Rest, you can replace one of your cantrips from this feature with another Artificer cantrip of your choice.

When you reach Artificer levels 10 and 14, you learn another Artificer cantrip of your choice, as shown in the Cantrips column of the Artificer Features table.

Spell Slots. The Artificer Features table shows how many spell slots you have to cast your level 1+ spells. You regain all expended slots when you finish a Long Rest.

Prepared Spells of Level 1+.

You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose two level 1 Artificer spells. Cure Wounds and Grease are recommended.

The number of spells on your list increases as you gain Artificer levels, as shown in the Prepared Spells column of the Artificer Features table. Whenever that number increases, choose additional Artificer spells until the number of spells on your list matches the number on the table. The chosen spells must be of a level for which you have spell slots. For example, if you're a level 5 Artificer, your list of prepared spells can include six Artificer spells of levels 1 and 2 in any combination.

If another Artificer feature gives you spells that you always have prepared, those don't count against the number of spells you can prepare with this feature, but those spells otherwise count as Artificer spells for you.

Changing Your Prepared Spells. Whenever you finish a Long Rest, you can change your list of prepared spells, replacing any of the spells there with other Artificer spells for which you have spell slots.

Spellcasting Ability. Intelligence is your spellcasting ability for your Artificer spells.

Tinker's Magic (Lv 1)

You know the Mending cantrip.

As a Magic action while holding Tinker's Tools, you can create one item in an unoccupied space within 5 feet of yourself, choosing the item from the following list:

- Ball Bearings
- Basket
- Bedroll
- Bell
- Blanket
- Block and Tackle
- Bottle, Glass
- Bucket
- Caltrops
- Candle
- Crowbar
- Flask
- Grappling Hook
- Hunting Trap
- Jug
- Lamp
- Manacles
- Net
- Oil
- Paper
- Parchment
- Pole
- Pouch
- Rope
- Sack
- Shovel
- Spikes, Iron
- String
- Tinderbox
- Torch
- Vial

See the rules for the item in the Player's Handbook. The item lasts until you finish a Long Rest, at which point it vanishes.

You can use this feature a number of times equal to your Intelligence modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

Armezzamento Magico (Lv 1)

1st-level artificer feature

You've learned how to invest a spark of magic into mundane objects. To use this ability, you must have thieves' tools or artisan's tools in hand. You then touch a Tiny nonmagical object as an action and give it one of the following magical properties of your choice:

- The object sheds bright light in a 5-foot radius and dim light for an additional 5 feet.
- Whenever tapped by a creature, the object emits a recorded message that can be heard up to 10 feet away. You utter the message when you bestow this property on the object, and the recording can be no more than 6 seconds long.
- The object continuously emits your choice of an odor or a nonverbal sound (wind, waves, chirping, or the like). The chosen phenomenon is perceivable up to 10 feet away.
- A static visual effect appears on one of the object's surfaces. This effect can be a picture, up to 25 words of text, lines and shapes, or a mixture of these elements, as you like.

The chosen property lasts indefinitely. As an action, you can touch the object and end the property early.

You can bestow magic on multiple objects, touching one object each time you use this feature, though a single object can only bear one property at a time. The maximum number of objects you can affect with this feature at one time is equal to your Intelligence modifier (minimum of one object). If you try to exceed your maximum, the oldest property immediately ends, and then the new property applies.

Optional Rule: Firearm Proficiency (Lv 1)

The secrets of creating and operating gunpowder weapons have been discovered in various corners of the D&D multiverse. If your Dungeon Master uses the rules on firearms in 9 of the Dungeon Master's Guide and your artificer has been exposed to the operation of such weapons, your artificer is proficient with them.

Replicate Magic Item (Lv 2)

You have learned arcane plans that you use to make magic items.

Plans Known.

When you gain this feature, choose four plans to learn from the Magic Item Plans (Artificer Level 2+) table (see the Dungeon Master's Guide for the items' descriptions). Bag of Holding, Cap of Water Breathing, Sending Stones, and Wand of the War Mage are recommended. Whenever you gain an Artificer level, you can replace one of the plans you know with a new plan for which you qualify.

You learn another plan of your choice when you reach certain Artificer levels, as shown in the Plans Known column of the Artificer Features table. When you choose a plan to learn, you choose it from any Magic Item Plans table for which you qualify; your qualification is based on your Artificer level.

Creating an Item.

When you finish a Long Rest, you can create one or two different magic items if you have Tinker's Tools in hand. Each item is based on one of the plans you know for this feature.

If a created item requires Attunement, you can attune yourself to it the instant you create it. If you decide to attune to the item later, you must do so using the normal process for Attunement.

When you reach certain Artificer levels specified in the Magic Items column of the Artificer Features table, the number of magic items you can create at the end of a Long Rest increases. Each item you create must be based on a different plan you know.

You can't have more magic items from this feature than the number shown in the Magic Items column of the Artificer Features table for your level. If you try to exceed your maximum number of magic items for this feature, the oldest item vanishes, and then the new item appears.

Duration.

A magic item created by this feature functions as the normal magic item, except its magic isn't permanent; when you die, the magic item vanishes after 1d4 days. If you replace a plan you know with a new plan, any magic item created with the replaced plan immediately vanishes.

If an item that you created with this feature is a container, such as a Bag of Holding, and it vanishes, its contents harmlessly appear in and around its space.

Spellcasting Focus. You can use any Wand or Weapon created by this feature as a Spellcasting Focus in lieu of using a set of Artisan's Tools.

Crafting More Magic Items

The Replicate Magic Item feature isn't the only way for an Artificer to make magic items. The 6 provides rules for characters—not just Artificers—who want to make magic items of all sorts. Though many different characters can make magic items, Artificers can do it faster than others; each Artificer subclass improves a character's speed at making items of a certain category.

When an Artificer crafts a magic item using the normal rules in the 6, the character gains no special connection to that item. Class features that refer to items created by your Replicate Magic Item feature don't apply to items you craft by other means.

Magic Item Plans (Artificer Level 2+)

Magic Item Plan	Attunement
Alchemy Jug	No
Bag of Holding	No
Cap of Water Breathing	No
Common magic item that isn't a Potion, a Scroll, or cursed*	Varies
Goggles of Night	No
Manifold Tool	Yes
Repeating Shot	Yes
Returning Weapon	No
Rope of Climbing	No
Sending Stones	No
Shield +1	No
Wand of Magic Detection	No
Wand of Secrets	No
Wand of the War Mage +1	Yes
Weapon +1	No
Wraps of Unarmed Power, +1	No

Magic Item Plans (Artificer Level 6+)

Magic Item Plan	Attunement
Armor +1	No
Boots of Elvenkind	No
Boots of the Winding Path	Yes
Cloak of Elvenkind	Yes
Cloak of the Manta Ray	Yes
Dazzling Weapon	Yes
Eyes of Charming	Yes
Eyes of Minute Seeing	No
Gloves of Thievery	No
Helm of Awareness	No

Magic Item Plan	Attunement
Lantern of Revealing	No
Mind Sharpener	Yes
Necklace of Adaptation	Yes
Pipes of Haunting	No
Repulsion Shield	No
Ring of Swimming	No
Ring of Water Walking	No
Sentinel Shield	No
Spell-Refueling Ring	Yes
Wand of Magic Missiles	No
Wand of Web	Yes
Weapon of Warning	Yes

Magic Item Plans (Artificer Level 10+)

Magic Item Plan	Attunement
Armor of Resistance	Yes
Dagger of Venom	No
Elven Chain	No
Ring of Feather Falling	Yes
Ring of Jumping	Yes
Ring of Mind Shielding	Yes
Shield, +2	No
Uncommon Wondrous Item that isn't cursed*	Varies
Wand of the War Mage, +2	Yes
Weapon, +2	No
Wraps of Unarmed Power, +2	No

Magic Item Plans (Artificer Level 14+)

Magic Item Plan	Attunement
Armor, +2	No
Arrow-Catching Shield	Yes
Flame Tongue	Yes
Rare Wondrous Item that isn't cursed*	Varies
Ring of Free Action	Yes
Ring of Protection	Yes
Ring of the Ram	Yes

Infondere Oggetti (Lv 2)

2nd-level artificer feature

You've gained the ability to imbue mundane items with certain magical infusions, turning those objects into magic items.

Artificer Infusions

Artificers have invented numerous magical infusions, extraordinary processes that rapidly create magic items. To many, artificers seem like wonderworkers, accomplishing in hours what others need weeks to complete.

The description of each of the following infusions details the type of item that can receive it, along with whether the resulting magic item requires attunement.

Some infusions specify a minimum artificer level. You can't learn such an infusion until you are at least that level.

Unless an infusion's description says otherwise, you can't learn an infusion more than once.

Infusing an Item.

Whenever you finish a long rest, you can touch a nonmagical object and imbue it with one of your artificer infusions, turning it into a magic item. An infusion works on only certain kinds of objects, as specified in the infusion's description. If the item requires attunement, you can attune yourself to it the instant you infuse the item. If you decide to attune to the item later, you must do so using the normal process for attunement (see "7" in chapter 7 of the *Dungeon Master's Guide*).

Your infusion remains in an item indefinitely, but when you die, the infusion vanishes after a number of days have passed equal to your Intelligence modifier (minimum of 1 day). The infusion also vanishes if you give up your knowledge of the infusion for another one.

You can infuse more than one nonmagical object at the end of a long rest; the maximum number of objects appears in the Infused Items column of the Artificer table. You must touch each of the objects, and each of your infusions can be in only one object at a time. Moreover, no object can bear more than one of your infusions at a time. If you try to exceed your maximum number of infusions, the oldest infusion immediately ends, and then the new infusion applies.

If an infusion ends on an item that contains other things, like a bag of holding, its contents harmlessly appear in and around its space.

Infusions Known (Lv 2)

When you gain this feature, pick four artificer infusions to learn, choosing from the "Artificer Infusions" section at the end of the class's description. You learn additional infusions of your choice when you reach certain levels in this class, as shown in the Infusions Known column of the Artificer table.

Whenever you gain a level in this class, you can replace one of the artificer infusions you learned with a new one.

Artificer Subclass (Lv 3)

You gain an Artificer subclass of your choice. The EFA, EFA, EFA, and EFA, and EFA subclasses are detailed after this class's description. A subclass is a specialization that grants you features at certain Artificer levels. For the rest of your career, you gain each of your subclass's features that are of your Artificer level or lower.

Specializzazione da Artefice (Lv 3)

3rd-level artificer feature

Choose the type of specialist you are, each of which is detailed at the end of the class's description. Your choice grants you features at 5th level and again at 9th and 15th level.

Lo Strumento Giusto (Lv 3)

3rd-level artificer feature

You've learned how to produce exactly the tool you need: with thieves' tools or artisan's tools in hand, you can magically create one set of artisan's tools in an unoccupied space within 5 feet of you. This creation requires 1 hour of uninterrupted work, which can coincide with a short or long rest. Though the product of magic, the tools are nonmagical, and they vanish when you use this feature again.

Privilegio di Sottoclasse (Lv 5)

You gain a feature from your Artificer Subclass.

Artificer Specialist Feature (Lv 5)

5th-level artificer feature

You gain a feature granted by your Artificer Specialist choice.

Magic Item Tinker (Lv 6)

La tua EFA acquisisce le seguenti opzioni.

Carica Oggetto Magico. Come Azione Bonus, puoi toccare un oggetto magico entro 5 piedi che hai creato con Replicate Magic Item e che utilizza cariche. Spendi uno slot di incantesimo di livello 1+ per ricaricare l'oggetto. Il numero di cariche ripristinate è uguale al livello dello slot di incantesimo speso.

Svuota Oggetto Magico. Come Azione Bonus, puoi toccare un oggetto magico entro 5 piedi che hai creato con Replicate Magic Item e causare il suo scomparire, convertendo l'energia magica in uno slot di incantesimo. Lo slot è di livello 1 se l'oggetto è Comune o di livello 2 se è Insolito o Raro. Una volta utilizzato questo tratto, non puoi farlo di nuovo fino a quando non completi un Riposo Lungo. Ogni slot di incantesimo creato con questo tratto scompare quando completi un Riposo Lungo.

Trasforma Oggetto Magico. Come Magia azione, puoi toccare un oggetto magico entro 5 piedi che hai creato con Replicate Magic Item e trasformarlo in un diverso oggetto magico. L'oggetto risultante deve basarsi su un piano di oggetto magico che conosci. Una volta utilizzato questo tratto, non puoi farlo di nuovo fino a quando non completi un Riposo Lungo.

Maestria negli Strumenti (Lv 6)

6th-level artificer feature

Your proficiency bonus is now doubled for any ability check you make that uses your proficiency with a tool.

Sottoclasse: Battle Smith

Battle Ready (Lv 3)

Your combat training and your experiments with magic have paid off in two ways.

Arcane Empowerment. When you attack with a magic weapon, you can use your Intelligence modifier, instead of your Strength or Dexterity modifier, for the attack and damage rolls.

Weapon Knowledge. You gain proficiency with Martial weapons. You can use a weapon with which you have proficiency as a Spellcasting Focus for your Artificer spells.

Battle Smith (Lv 3)

Command a Construct Guardian

A Battle Smith is a combination of protector and medic, an expert at defending others and repairing both materiel and personnel. To aid in their work, Battle Smiths are accompanied by a Steel Defender, a protective companion of their own creation.

Battle Smith Spells (Lv 3)

When you reach an Artificer level specified in the Battle Smith Spells table, you thereafter always have the listed spells prepared.

Battle Smith Spells

Artificer Level	Spells
3	Heroism, Shield
5	Shining Smite, Warding Bond
9	Aura of Vitality, Conjure Barrage
13	Aura of Purity, Fire Shield
17	Banishing Smite, Mass Cure Wounds

Steel Defender (Lv 3)

Your tinkering has borne you a companion, a Steel Defender. You determine the defender's appearance and whether it has two legs or four; your choices don't affect the defender's game statistics.

The defender is Friendly to you and your allies and obeys you. It vanishes if you die.

The Defender in Combat. In combat, the defender acts during your turn. It can move and take its Reaction on its own, but the only action it takes is the Dodge action unless you take a Bonus Action to command it to take an action. If you have the Incapacitated condition, the defender acts on its own and isn't limited to the Dodge action.

Restoring or Replacing the Defender.

If the defender has died within the last hour, you can take a Magic action to touch it and expend a spell slot. The defender returns to life after 1 minute with all its Hit Points restored.

Whenever you finish a Long Rest, you can create a new defender if you have Smith's Tools in hand. If you already have a defender from this feature, the first one vanishes.

Tools of the Trade (Lv 3)

You gain the following benefits.

Tool Proficiency. You gain proficiency with Smith's Tools. If you already have this proficiency, you gain proficiency with one other type of Artisan's Tools of your choice.

Weapon Crafting. When you craft a nonmagical or magic weapon, the amount of time required to craft it is halved.

Tool Proficiency (Lv 3)

When you adopt this specialization at 3rd level, you gain proficiency with smith's tools. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

Attacco Aggiuntivo (Lv 5)

You can attack twice instead of once whenever you take the Attack action on your turn. You can forgo one of your attacks when you take the Attack action to command your Steel Defender to take the Force-Empowered Rend action.

INCANTESIMI — TESTO COMPLETO

Trucchetti (Livello 0)

Luce (Invocazione — XPHB 2024)

Tempo: 1 azione | **Gittata:** Contatto | **Componenti:** V, M (a firefly or phosphorescent moss) | **Durata:** 1 ora

Tocchi un oggetto di taglia Grande o inferiore che non sia indossato o trasportato da qualcun altro. Fino alla fine dell'incantesimo, l'oggetto emette Luce Brillante in un raggio di 6 metri e Luce Fioca per altri 6 metri. La luce può essere del colore che preferisci. Coprire l'oggetto con qualcosa di opaco blocca la luce. L'incantesimo termina se lo lanci di nuovo.

Incantesimi di 1° Livello

Eroismo (Ammaliamento, Concentrazione — XPHB 2024)

Tempo: 1 azione | **Gittata:** Contatto | **Componenti:** V, S | **Durata:** 1 minuto

Una creatura consenziente che tocchi viene infusa di coraggio. Finché l'incantesimo dura, la creatura è immune alla condizione Frightened e guadagna Temporary Hit Points pari al modificatore della tua capacità di incantesimo all'inizio di ciascuno dei suoi turni.

Ai Livelli Superiori.

You can target one additional creature for each spell slot level above 1.

Scudo (Abiurazione — XPHB 2024)

Tempo: 1 reazione | **Gittata:** Sé | **Componenti:** V, S | **Durata:** 1 round

Una barriera impercettibile di forza magica ti protegge. Fino all'inizio del tuo prossimo turno, ottieni un bonus di +5 alla CA, incluso contro l'attacco che ha scatenato l'incantesimo, e non subisci danni da Magic Missile.

Incantesimi di 2° Livello

Colpo del marchio (Invocazione, Concentrazione — PHB 2024)

Tempo: 1 azione bonus | **Gittata:** Sé | **Componenti:** V | **Durata:** 1 minuto

La prossima volta che colpisci una creatura con un attacco con arma prima che questo incantesimo termini, l'arma brilla di radiosità astrale mentre colpisci. L'attacco infligge un danno radiante extra 2d6 al bersaglio, che diventa visibile se è invisibile, e il bersaglio emette luce fioca in un raggio di 1,5 metri e non può diventare invisibile finché l'incantesimo non termina.

Ai Livelli Superiori.

When you cast this spell using a spell slot of 3rd level or higher, the extra damage increases by 2d6 for each slot level above 2nd.

Colpo Splendente (Trasmutazione, Concentrazione — XPHB 2024)

Tempo: 1 azione bonus | **Gittata:** Sé | **Componenti:** V | **Durata:** 1 minuto

Il bersaglio colpito dal colpo subisce 2d6 danni Radianti extra dall'attacco. Fino alla fine dell'incantesimo, il bersaglio emette Luce Brillante in un raggio di 5 piedi, i tiri per colpire contro di esso hanno Vantaggio e non può beneficiare della condizione Invisibile.

Ai Livelli Superiori.

The damage increases by 2d6 for each spell slot level above 2.

Legame Protettivo (Abiurazione — XPHB 2024)

Tempo: 1 azione | **Gittata:** Contatto | **Componenti:** V, S, M (a pair of platinum rings worth 50+ GP each, which you and the target must wear for the duration) | **Durata:** 1 ora

Tocchi un'altra creatura consenziente e crei un legame mistico tra te e il bersaglio finché l'incantesimo non termina. Finché il bersaglio si trova entro 60 piedi da te, guadagna un bonus di +1 alla CA e ai tiri salvezza, e ha Resistenza a tutti i danni. Inoltre, ogni volta che subisce danni, subisci la stessa quantità di danni.

L'incantesimo termina se scendi a 0 Hit Points o se tu e il bersaglio vi separate di più di 60 piedi. Termina anche se l'incantesimo viene lanciato di nuovo su una delle due creature collegate.