Artificer overview

1d8 per artificer level

Proficiencies

Light armor, medium armor, shields

Simple weapons, firearms

Thieves’ tools, tinker’s tools, one type of artisan’s tools of your choice

Constitution, Intelligence

Choose two from Arcana, History, Investigation, Medicine, Nature, Perception, Sleight of Hand

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- any two simple weapons
- a light crossbow and 20 bolts
- (a) studded leather armor or (b) scale mail
- thieves’ tools and a dungeoneer’s pack

Revision #3

Created 20 November 2021 23:22:16 by Andrej

Updated 5 November 2025 04:57:34 by Andrej