

Gertrudis Hedgehopper

She/Her

Lv. 3 Maker Salvager Halfling Mechanist

+1
INIT.

30 ft
SPEED.

+2
Proficiency
Bonus

ARMOR CLASS

15

17
With Shield

Exhaustion

Hit Points

Max
31

Current

Temp

Hit Dice

Type
d10

Used

Max
3

Luck

success

Death Saves

failure

+0
STR
10
save
+0

+1
DEX
12
save
+1

+3
CON
16
save
+5

+3
INT
16
save
+5

+1
WIS
12
save
+1

-1
CHA
8
save
-1



Skills

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

Weapon	To Hit	Damage	Range
Empowered Mace Bash	+6	1d6+4	melee
Empowered Hand Crossbow Pinning Shot	+6	1d6+4	30/120
Mace Bash	+2	1d6	melee
Hand Crossbow Pinning Shot	+3	1d6+1	30/120

Inventory

Dungeoneer's Pack Shield
Tinker's Tools Maker's Stamp
Scale Mail Traveler's Clothes

Wealth

10 GP

Class Features

Eyes of the Maker:

When you touch a magic item or some other magic-imbued object, you learn its properties and how to use it.

Shard of Creation:

You learn how to craft a shard of creation, which is a Tiny magical object with many uses that appears on your person. In its base state, the shard appears as a constantly shifting, fluid-like bundle of plasma. The shard has three charges that are restored after a long rest.

Shard of Creation - Inspire:

When you make an ability check while touching the shard (regardless of its current form), you can spend 1 charge to roll a d6 and add the number rolled to your check result.

Shard of Creation - Transform :

While touching the shard, you can use an action and spend 1 charge to transform it into any type of nonmagical weapon or shield or into any object of Medium size or smaller.

Artifice Intuition:

When you wield a magic weapon (including those with active effects from your Augment feature), you can use your INT instead of STR or DEX to determine the weapon's attack bonus and damage. (already included on sheet)

Efficient Action:

Your mechanical expertise allows you to use items more efficiently in the chaos of battle. You can use a bonus action to take the Use an Object action or to perform a weapon option.

Talents & Traits

Bottomless Luck:

- When you roll a 20 on a d20 roll, one ally of your choice that can see or hear you gains 1 Luck.
- When you make a die roll to reset your Luck total, roll two dice and keep the result you prefer.
- When you spend Luck to reroll a d20, roll two dice and keep the result you prefer

Grounded:

Once per day, when you fail a save, you can reroll the die and use the new roll. Regardless of whether the new roll is a success or failure, you generate 1 Luck.

Small Stature:

You can move through the space of any creature that is Medium or larger size. You can also attempt to hide when you are obscured by a creature of Medium or larger size.

Natural Adaptation:

You have advantage on saves against being charmed or frightened.

Repurpose:

You can create Tiny nonmagical items using materials from your surroundings. An item takes 1 minute to create and can be anything of 25 gp value or less from the Adventuring Gear table.

Augments

You gain the ability to channel magical energy into items. To use this ability, you must spend 1 hour focusing on the item that you wish to augment while remaining in physical contact with it (which can be done as part of a short or long rest). You can maintain 3 augments at a time.

Detecting

You imbue an item with magical capabilities to enhance perception. While you touch the item, you can use an action to activate one of the listed effects. You must equip, wear, or actively look through the augmented item to gain the benefit of the chosen effect:

- **Darkvision.** You gain darkvision out to a range of 30 feet.
- **Invisi-Vision.** You can see invisible creatures and items as if they were visible. You are also aware of any creatures within 30 feet of you.
- **Magic Vision.** You gain the benefits of the detect magic spell within 30 feet of you.
- **X-Ray Vision.** You gain the ability to see through solid material within 30 feet of you. To you, solid items within that radius appear transparent and don't prevent light from passing through them. The vision can penetrate 1 foot of stone, 1 inch of common metal, or up to 3 feet of wood or dirt. Thicker substances block your vision, as does a thin sheet of lead.

Empowered

You imbue a weapon with offensive power. The weapon gains a +1 bonus to attack and damage rolls. If it wasn't already magical, it is now. If it was already magical, this bonus stacks with any existing bonuses.

Propulsive

You imbue an item with the ability to increase the wearer's speed. While wearing the augmented item, your base movement speed is increased by 5 feet. In addition, while you wear the item, you can use an action to move vertically up to 10 feet and remain suspended there for up to 1 minute. You can repeat this action on subsequent turns, rising up to an additional 10 feet each time you do so. While suspended, you can move only by pushing or pulling against a fixed item or surface within reach (such as a wall or ceiling), which allows you to move as if you were climbing. When this effect ends or you choose to end it (no action required), you float gently to the ground if you are still aloft, and you can't activate this Augment effect again until you finish a long rest.

Augment: Imbue Spell

You imbue an item with spell-like offensive or defensive magical properties, choosing one of your known imbued spells when you do so. While holding the item, you—and only you—can take an action to produce the spell's effect from it, using your spellcasting ability. You can use an imbued spell twice per day, regaining expended uses when you complete a long rest.

Imbued Spells Known:

Guiding Bolt

1st-Circle Divine and Wyrld (Evocation) Casting Time: 1 action Range: 120 feet Components: V, S Duration: 1 round A flash of light streaks toward a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 4d6 radiant damage, and the next attack roll made against this target before the end of your next turn has advantage, thanks to the mystical dim light glittering on the target until then.

Thunderwave

1st-Circle Arcane and Primordial (Evocation) Casting Time: 1 action Range: Self (15-foot cube) Components: V, S Duration: Instantaneous A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a CON save. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed.