

MACHINIC / AETHER ENGINEER

CHARACTER NAME

Wizard 3

CLASS & LEVEL

PLAYER NAME

Rock Gnome

SPECIES

Guild Artisan / Guild Merc (Milestone)

BACKGROUND

EXPERIENCE POINTS

STRENGTH

8

-1

DEXTERITY

16

+3

CONSTITUTION

14

+2

INTELLIGENCE

18

+4

WISDOM

12

+1

CHARISMA

10

+0

- 1 Strength
- +3 Dexterity
- +2 Constitution
- +6 Intelligence
- +3 Wisdom
- +0 Charisma

Saving Throw Modifiers

Advantage on INT Against Magic
 Advantage on WIS Against Magic
 Advantage on CHA Against Magic

SAVING THROWS

- +3 Acrobatics DEX
- +1 Animal Handling WIS
- +6 Arcana INT
- 1 Athletics STR
- +0 Deception CHA
- +4 History INT
- +3 Insight WIS
- +0 Intimidation CHA
- +6 Investigation INT
- +1 Medicine WIS
- +4 Nature INT
- +1 Perception WIS
- +0 Performance CHA
- +2 Persuasion CHA
- +4 Religion INT
- +3 Sleight of Hand DEX
- +3 Stealth DEX
- +1 Survival WIS
- _____
- _____
- _____

SKILLS

+3

INITIATIVE

ARMOR

13

CLASS

DEFENSES

HEROIC INSPIRATION

+2

PROFICIENCY BONUS

ABILITY SAVE DC

25 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

20

HIT POINTS

Total 3d6

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

=== WEAPONS ===
 Crossbow, Light, Dagger, Dart, Quarterstaff, Sling

=== TOOLS ===
 Smith's Tools, Tinker's Tools

=== LANGUAGES ===
 Common, Common Sign Language, Gnomish

PROFICIENCIES & TRAINING

=== ACTIONS ===

Standard Actions
 Attack, Magic, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Utilize, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object, Study, Influence

=== SPECIAL ===

Arcane Recovery • 1 / Long Rest
 Once per day when you finish a short rest, you can choose expended spell slots to recover - up to a combined level of 2, and none of the slots can be 6th level or higher.

Minor Alchemy
 You can temporarily alter the physical properties of one nonmagical object, changing it from one substance into another. You perform a special alchemical procedure on an object, and for each 10 minutes you spend performing it, you can transform up to 1 cubic foot of material. After 1 hour, or until you lose your concentration (as if you were concentrating on a spell), the material reverts to its original substance.

ACTIONS

11 PASSIVE PERCEPTION

13 PASSIVE INSIGHT

16 PASSIVE INVESTIGATION

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Dagger	+5	1d4+3 Piercing	Simple, Finesse, Light, Thrown, Nick, Range (20/60)
Fire Bolt	+6	1d10 Fire	V/S
Unarmed Strike	+1	0 Bludgeoning	

WEAPON ATTACKS & CANTRIPS



D&D BEYOND

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Rock Gnome	Guild Artisan / Guild Merc (Milestone)	
SPECIES	BACKGROUND	EXPERIENCE POINTS

=== WIZARD FEATURES ===

* Hit Points • PHB 113

* Proficiencies • PHB 113

* Spellcasting • PHB 114

You can cast prepared wizard spells using INT as your spellcasting modifier (Spell DC 14, Spell Attack +6) and wizard spells in your spellbook as rituals if they have the ritual tag. You can use an arcane focus as a spellcasting focus.

* Arcane Recovery • PHB 115

Once per day when you finish a short rest, you can choose expended spell slots to recover - up to a combined level of 2, and none of the slots can be 6th level or higher.

| 1 / Long Rest • Special

* Arcane Tradition • PHB 115

| School of Transmutation

* Transmutation Savant • PHB 119

The gold and time you must spend to copy a transmutation spell into your spellbook is halved.

* Minor Alchemy • PHB 119

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| Special

=== ROCK GNOME SPECIES TRAITS ===

* Ability Score Increase • BR 36

Your Intelligence score increases by 2.

* Darkvision • BR 37

You can see in darkness (shades of gray) up to 60 ft.

* Gnome Cunning • BR 37

You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

* Ability Score Increase • BR 37

Your Constitution score increases by 1.

* Artificer's Lore • BR 37

Add twice your proficiency bonus to History checks related to magic items, alchemical objects, or technological devices.

* Tinker • BR 37

You are proficient with tinker's tools and can use them to construct tiny clockwork devices.

FEATURES & TRAITS

	NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
CP	0	1	--	Surveyor's Lenses		
		1	1 lb.	Dagger		
SP	0	1	5 lb.	Backpack		
		1	4 lb.	Clothes, Traveler's		
EP	0	1	1 lb.	Pouch		
		1	3 lb.	Spellbook		
GP	15	1	10 lb.	Tinker's Tools		
		1	--	Arcane Focus		
PP	0	1	7 lb.	Bedroll		
		1	1 lb.	Mess Kit		
WEIGHT CARRIED	78 lb.	10	20 lb.	Rations (1 day)		
ENCUMBERED	120 lb.	1	10 lb.	Rope, Hempen (50 feet)		
PUSH/DRAG/LIFT	240 lb.	1	1 lb.	Tinderbox		
		10	10 lb.	Torch		
		1	5 lb.	Waterskin		
				ATTUNED MAGIC ITEMS	QTY	WEIGHT
				Surveyor's Lenses	1	--

EQUIPMENT



MACHINIC / AETHER ENGINEER

CHARACTER NAME

		Small		
GENDER	AGE	SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

Wizard

SPELLCASTING CLASS

INT

SPELLCASTING ABILITY

14

SPELL SAVE DC

+6

SPELL ATTACK BONUS

PREP SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
=== CANTRIPS ===								
	(At Will)							
<input type="radio"/> Mending	Wizard	--	1m	Touch	V,S,M	Instantaneous	PHB 259	V/S/M
<input type="radio"/> Prestidigitation	Wizard	--	1A	10 ft.	V,S	1 hour	PHB 267	D: 1h, V/S
<input type="radio"/> Fire Bolt	Wizard	+6	1A	120 ft.	V,S	Instantaneous	PHB 242	V/S
=== 1st LEVEL ===								
	4 Slots OOOO							
<input type="radio"/> Detect Magic [R]	Wizard	--	1A + 10m	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S
<input type="radio"/> Feather Fall	Wizard	--	1R	60 ft.	V,M	1 minute	PHB 239	D: 1m, V/M
<input type="radio"/> Find Familiar [R]	Wizard	--	1h + 10m	10 ft.	V,S,M	Instantaneous	PHB 240	V/S/M
<input type="radio"/> Mage Armor	Wizard	--	1A	Touch	V,S,M	8 hours	PHB 256	D: 8h, V/S/M
<input type="radio"/> Chromatic Orb	Wizard	+6	1A	90 ft.	V,S,M	Instantaneous	PHB 221	V/S/M
<input type="radio"/> Jump	Wizard	--	1A	Touch	V,S,M	1 minute	PHB 254	D: 1m, V/S/M
<input type="radio"/> Magic Missile	Wizard	--	1A	120 ft.	V,S	Instantaneous	PHB 257	V/S
<input type="radio"/> Unseen Servant [R]	Wizard	--	1A + 10m	60 ft.	V,S,M	1 hour	PHB 284	D: 1h, V/S/M
<input type="radio"/> Witch Bolt	Wizard	+6	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 289	D: 1m, V/S/M
<input type="radio"/> Identify	Surveyor's Lenses	--	1m	Touch	V,S,M	Instantaneous	PHB 252	1 Charge, V/S/M
=== 2nd LEVEL ===								
	2 Slots OO							
<input type="radio"/> Alter Self	Wizard	--	1A	Self	V,S	Concentration, up to 1 hour	PHB 211	D: 1h, V/S
<input type="radio"/> Levitate	Wizard	CON 14	1A	60 ft.	V,S,M	Concentration, up to 10 minutes	PHB 255	D: 10m, V/S/M
<input type="radio"/> Shatter	Wizard	CON 14	1A	60 ft./10 ft. Sphere	V,S,M	Instantaneous	PHB 275	10 ft. Sphere, V/S/M
<input type="radio"/> Web	Wizard	DEX 14	1A	60 ft./20 ft. Cube	V,S,M	Concentration, up to 1 hour	PHB 287	D: 1h, 20 ft. Cube, V/S/M
<input type="radio"/> Arcane Lock	Wizard	--	1A	Touch	V,S,M	Until dispelled	PHB 215	D: Until Dispelled, V/S/M

SPELLS

Machinic / Aether Engineer

Role on the Ship: Systems, Repairs, Load Management, Failure Analysis

Class: Wizard (School of Transmutation) — Level 3

Descriptor: Knows what will break, how fast, and what can be sacrificed.

Who You Are

You are not the ship's miracle worker.

You are the one who understands that everything has limits — materials, magic, time, and people. When others ask, "Can it hold?" you answer honestly, even when the answer is unpleasant.

You don't tell the crew where to go. You tell them whether the ship can survive getting there.

Background & History

You were trained to keep systems running, not to believe in them. Your education was practical, unforgiving, and rooted in failure analysis. You learned by watching what broke, why it broke, and how close it came to killing everyone nearby.

You signed on to skyships because the margin for error is visible there. Gravity makes lies obvious. Load, balance, and flow either work — or they don't.

This crew values the truth more than reassurance. That's why you stay.

What You Can Do (In the World)

- **Diagnose Systems:** You can quickly assess damage, strain, and magical instability.
- **Stabilize Failure:** You reinforce, reroute, or temporarily replace failing components.
- **Predict Cascades:** You understand which problems will cause others if left unchecked.

Mechanical Framing (Player Guidance)

- **Transmutation magic** represents temporary adaptation and reinforcement, not permanent invention.
- **Minor Alchemy** reflects controlled material conversion under strict limits.
- **Prepared spells** are chosen for mitigation, control, and escape rather than spectacle.

Your magic buys time. What others do with that time is up to them.

Your Role on the Ship

- Assess damage during and after combat
- Decide what can be repaired immediately and what must wait
- Advise on risk before dangerous maneuvers
- Keep the ship functional long enough to escape

You do not make decisions about the mission. You make decisions about survivability.

How Others See You

- **Captain:** Relies on your assessments to make ship-level decisions.
- **Enforcer:** Trusts you to say when holding the line is still possible.
- **Medic:** Coordinates around your warnings of imminent collapse.
- **Lookout:** Adjusts expectations when you say something won't last.
- **Quartermaster:** Balances cost once you've defined the limits.

They don't expect optimism from you. They expect accuracy.

Roleplay Anchors

- What system failure worries you more than you admit?
 - What shortcut do you refuse to take, even under pressure?
 - Who do you trust to listen when you say, "This will not hold"?
 - What past disaster taught you to never soften bad news?
-

Playing the Machinic

Some machinics are blunt and abrasive. Others are calm, methodical, or quietly anxious. You might overexplain, understate, or mask fear with professionalism.

There is no correct personality — only the responsibility to tell the truth when systems are failing.

Player Freedom Note

This sheet describes how others commonly perceive the Machinic role and how this character's training often manifests.

You are encouraged to bend, challenge, or subvert any of this in play. Your version of this character is the canon one at the table.

SURVEYOR'S LENSES

Wondrous Item, uncommon (requires attunement)

These brass-rimmed lenses are threaded with fine strands of moon-wire and lined along their inner edge with a narrow seam of Azure Aetherite.

When worn, faint geometric refractions ripple across the glass, sharpening detail and revealing subtle distortions in air, light, and motion. In high wind or arcane turbulence, the lenses hum softly as the aetherite stabilizes incoming currents.

Storm-Sight

While wearing these lenses, you ignore disadvantage on Wisdom (Perception) checks caused by heavy wind, rain, fog, smoke, steam, or similar environmental conditions.

Precision Optics

You gain a +2 bonus to ability checks made using tools or instruments that require fine precision, subject to the DM's discretion.

Arcane Appraisal (1/Day)

You can cast Identify without material components.

Notes: Utility, Eyewear