

Player Name

Gertrude 1 Artificer 0
 Character Name Level Class Paragon Path Epic Destiny Total XP
 Gnome Small Female Good
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
1	1		

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
16	AC	10	6					

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
5	Speed (Squares)	5		

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
8	STR Strength	-1	-1
14	CON Constitution	2	2
13	DEX Dexterity	1	1
18	INT Intelligence	4	4
14	WIS Wisdom	2	2
12	CHA Charisma	1	1

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
13	FORT	10	2	1				

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
14	REF	10	4					

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
13	WILL	10	2	1				

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
12	Passive Insight	10	+

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
17	Passive Perception	10	+

SPECIAL SENSES
Low-light Vision

ATTACK WORKSPACE

ABILITY: Ranged Basic Attack - Sling

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+3	0	1		2			

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ -1	0	-1					

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
26	13	6
	1/2 HP	1/4 HP

CURRENT HIT POINTS	CURRENT SURGE USES

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

DAMAGE WORKSPACE

ABILITY: Ranged Basic Attack - Sling

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d6+1	1				

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4-1	-1				

RACE FEATURES

- Reactive Stealth** - With cover or concealment at initiative check, make Stealth check to become hidden
- Fade Away** - Use fade away as an encounter power
- Fey Origin** - Your origin is fey, not natural
- Trickster's Cunning** - +5 racial bonus to saving throws against illusions
- Master Trickster** - Use ghost sound as minor action, 1/ encounter.

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
3	vs AC	Sling	1d6+1
-1	vs AC	Unarmed (Melee)	1d4-1
1	vs AC	Unarmed (Range)	1d4+1
	vs		

SKILLS

BONUS	SKILL NAME	ABIL MOD	TRND (+5)	ARMOR PENALTY	MISC
1	Acrobatics	DEX	1	0	n/a
11	Arcana	INT	4	5	n/a
-1	Athletics	STR	-1	0	n/a
1	Bluff	CHA	1	0	n/a
6	Diplomacy	CHA	1	5	n/a
2	Dungeoneering	WIS	2	0	n/a
2	Endurance	CON	2	0	n/a
7	Heal	WIS	2	5	n/a
9	History	INT	4	5	n/a
2	Insight	WIS	2	0	n/a
1	Intimidate	CHA	1	0	n/a
2	Nature	WIS	2	0	n/a
7	Perception	WIS	2	5	n/a
4	Religion	INT	4	0	n/a
3	Stealth	DEX	1	0	n/a
1	Streetwise	CHA	1	0	n/a
1	Thievery	DEX	1	0	n/a

CLASS / PATH / DESTINY FEATURES

- Arcane Empowerment** - Empower magic items once per day plus once per milestone.
- Impart Energy** - Recharge a daily magic item. An item can't be recharged twice in a day.
- Augment Energy** - A weapon gains a +2 bonus as a free action once. An item can't be infused twice.
- Arcane Rejuvenation** - When an ally uses a daily magic items they gain 1/2 level + int mod temp HPs.
- Healing Infusion** - Access related powers 2/encounter (3/ encounter at level 16+)
- Ritual Casting** - Gain Ritual Caster as a bonus feat.

FEATS

- Ritual Caster** - Master and perform rituals
- Potent Restorables** - Targets of healing powers regain 2 extra hit points

LANGUAGES KNOWN

Common, Elven

POWER INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

AT-WILL POWERS

Magic Weapon	<input type="checkbox"/>
Thundering Armor	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

ENCOUNTER POWERS

Second Wind	<input type="checkbox"/>
Fade Away	<input type="checkbox"/>
Ghost Sound	<input type="checkbox"/>
Healing Infusion: Curative Admixture	<input type="checkbox"/>
Healing Infusion: Resistive Formula	<input type="checkbox"/>
Shielding Cube	<input type="checkbox"/>

DAILY POWERS

Life-Tapping Darts	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

UTILITY POWERS

	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

OTHER EQUIPMENT

Ritual Book
Sling (E)
Leather Armor (E)
Backpack (empty)
Adventurer's Kit
Candle

COINS AND OTHER WEALTH

Money on hand: 45 gp
Stored money: 0 gp
Encumbrance: 53 / 80

MAGIC ITEM INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

MAGIC ITEMS

WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
ARMOR	<input type="checkbox"/>
ARMS	<input type="checkbox"/>
FEET	<input type="checkbox"/>
HANDS	<input type="checkbox"/>
HEAD	<input type="checkbox"/>
NECK	<input type="checkbox"/>
RING	<input type="checkbox"/>
RING	<input type="checkbox"/>
WAIST	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
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	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

Daily Item Powers Per Day

Heroic (1-10)	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>		
Paragon (11-20)	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	
Epic (21-30)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>

RITUALS / ALCHEMY

Brew Potion
Disenchant Magic Item
Enchant Magic Item
Make Whole

CHARACTER PORTRAIT



PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

CHARACTER NAME
Gertrude

PLAYER NAME

RACE Gnome CLASS Artificer LEVEL 1

SCORE	ABILITY	MOD
8	STR	-1
14	CON	+2
13	DEX	+1
18	INT	+4
14	WIS	+2
12	CHA	+1

HP 26 AC 16

Spd 5 Fort 13

Init +1 Ref 14

Will 13

12 Passive Insight 17 Passive Perception


Skills

1	Acrobatics	DEX
11	Arcana	INT (Trained)
-1	Athletics	STR
1	Bluff	CHA
6	Diplomacy	CHA (Trained)
2	Dungeoneering	WIS
2	Endurance	CON
7	Heal	WIS (Trained)
9	History	INT (Trained)
2	Insight	WIS
1	Intimidate	CHA
2	Nature	WIS
7	Perception	WIS (Trained)
4	Religion	INT
3	Stealth	DEX
1	Streetwise	CHA
1	Thievery	DEX

ADDITIONAL EFFECTS

Action Point

ADDITIONAL EFFECTS



Effect: Gain a standard action this turn.
Special: You are reset to one action point when you take an extended rest. You gain an action point each milestone.

PLAY DATA DUNGEONS & DRAGONS

PLAY DATA DUNGEONS & DRAGONS

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Second Wind

KEYWORDS Standard Personal ACTION RANGE

AT-WILL ENCOUNTER DAILY

Effect: You spend a healing surge and regain 6 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK PH

Magic Weapon

KEYWORDS Arcane, Weapon Standard ACTION RANGE

7 vs AC One creature

ATTACK DEFENSE TARGET

Attack: Intelligence +1 vs. AC
Hit: 1[W] + Intelligence modifier (+4) damage, and each ally adjacent to you gains a +1 power bonus to attack rolls and a power bonus to damage rolls equal to your Constitution modifier (+2) or your Wisdom modifier (+2) until the end of your next turn.
Level 21: 2[W] + Intelligence modifier (+4) damage, and a +2 power bonus to attack rolls.

Sling: +7 attack, 1d6+4 damage

ADDITIONAL EFFECTS

CLASS Artificer LEVEL 1 BOOK EPG

Thundering Armor

KEYWORDS Arcane, Implement, Thunder Standard ACTION RANGE

4 vs Fort You or one ally in burst

ATTACK DEFENSE TARGET

Effect: The primary target gains a +1 power bonus to AC until the end of your next turn. Make an attack.
Secondary Target: One creature adjacent to the primary target in burst
Attack: Intelligence vs. Fortitude
Hit: 1d8 + Intelligence modifier (+4) thunder damage, and you push the secondary target 1 square away from the primary target.
Level 21: 2d8 + Intelligence modifier (+4) thunder damage.

Unarmed: +4 attack, 1d8+4 damage

ADDITIONAL EFFECTS

CLASS Artificer LEVEL 1 BOOK EPG

UTILITY POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

Fade Away

KEYWORDS Illusion Imm React ACTION RANGE

vs

ATTACK DEFENSE TARGET

Trigger: You take damage.
Effect: You are invisible until you attack or until the end of your next turn.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL * BOOK PH2

Ghost Sound

KEYWORDS Arcane, Illusion Minor ACTION RANGE

10 Ranged 10

vs One object or unoccupied square

ATTACK DEFENSE TARGET

Effect: You cause a sound as quiet as a whisper or as loud as a yelling or fighting creature to emanate from the target. You can produce nonvocal sounds such as the ringing of a sword blow, jingling armor, or scraping stone. If you whisper, you can whisper quietly enough that only creatures adjacent to the target can hear your words.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK PH

Healing Infusion: Curative Admixture

KEYWORDS Arcane, Healing Minor ACTION RANGE

See below

vs You or one ally in burst

ATTACK DEFENSE TARGET

Effect: The target regains hit points equal to its healing surge value + your Wisdom modifier (+2), and you expend an infusion crafted with your Healing Infusion class feature.
Level 6: Healing surge value + your Wisdom modifier (+2) + 2.
Level 11: Healing surge value + your Wisdom modifier (+2) + 4.
Level 16: Healing surge value + your Wisdom modifier (+2) + 6.
Level 21: Healing surge value + your Wisdom modifier (+2) + 8.
Level 26: Healing surge value + your Wisdom modifier (+2) + 10.
Special: You can use two Healing Infusion powers per encounter, but only one per round. At 16th level, you can use three Healing Infusion powers per encounter, but only one per round.

Unarmed: +0 attack regain an additional 2 hit points.






ADDITIONAL EFFECTS






CLASS Artificer LEVEL BOOK EPG




ENCOUNTER POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

Healing Infusion: Resistive Formula			
KEYWORDS Arcane			USED
Minor	 	See below	
ACTION	 	RANGE	
vs		You or one ally in burst	
ATTACK	DEFENSE	TARGET	
<p>Effect: The target gains a +1 power bonus to AC until the end of the encounter, and you expend an infusion crafted with your Healing Infusion class feature. The target can end the bonus as a free action to gain temporary hit points equal to its healing surge value + your Constitution modifier (+2).</p> <p>Level 11: Temporary hit points equal to the target's healing surge value + twice your Constitution modifier (+2).</p> <p>Level 21: Temporary hit points equal to the target's healing surge value + three times your Constitution modifier (+2).</p> <p>Special: You can use two Healing Infusion powers per encounter, but only one per round. At 16th level, you can use three Healing Infusion powers per encounter, but only one per round.</p>			
ADDITIONAL EFFECTS			
CLASS Artificer	LEVEL	BOOK	EPG
ENCOUNTER POWER			

Shielding Cube			
KEYWORDS Arcane, Force, Implement			USED
Standard	 10 	Ranged 10	
ACTION	 	RANGE	
4	vs Reflex	One creature	
ATTACK	DEFENSE	TARGET	
<p>Attack: Intelligence vs. Reflex</p> <p>Hit: 2d6 + Intelligence modifier (+4) force damage.</p> <p>Effect: Until the end of your next turn, any ally gains a +1 power bonus to AC while adjacent to the target.</p> <p>Unarmed: +4 attack, 2d6+4 damage</p>			
ADDITIONAL EFFECTS			
CLASS Artificer	LEVEL 1	BOOK	EPG
ENCOUNTER POWER			

Life-Tapping Darts			
KEYWORDS Arcane, Implement			USED
Standard	 10 	Ranged 10	
ACTION	 	RANGE	
4	vs Reflex	One creature	
ATTACK	DEFENSE	TARGET	
<p>Attack: Intelligence vs. Reflex</p> <p>Hit: 2d10 + Intelligence modifier (+4) damage, and one ally within 10 squares of you gains 10 temporary hit points.</p> <p>Miss: Half damage, and one ally within 10 squares of you gains 5 temporary hit points.</p> <p>Unarmed: +4 attack, 2d10+4 damage</p>			
ADDITIONAL EFFECTS			
CLASS Artificer	LEVEL 1	BOOK	EPG
DAILY POWER		