

DUNGEONS & DRAGONS

Character Sheet

Adventure Log - Skedja																Total XP					
Character Name		Genasi		Race		Level		Artificer Warlord		Paragon Path		Alignment		Deity		Adventuring Company		RPG Number			
Skedja	Violet	Medium	22	She/Her	5'5"	165	Weight	Unaligned		Epic Destiny								1,385			
Genasi		Size	Age	Gender	Height	Score	Score	DEFENSE	10+ ARMOR, CLASS FEAT ENH MISC	MOVEMENT	Score	Score	Score	Score	HEALING SURGES	HEALING SURGES					
		DEX 1/2 LVL	MISC	10	1	19	AC	11	6	BASE ARMOR ITEM MISC	BASE ARMOR ITEM MISC	35	17	17	8	SURGE VALUE	SURGES/DAY	10			
INITIATIVE		DEX 1/2 LVL		MISC		19		Speed (Squares)		6		1/2 HP		1/4 HP		CURRENT SURGE USES					
CONDITIONAL MODIFIERS																					
ABILITY SCORES																CURRENT HIT POINTS					
STR	Strength	ABIL MOD	MOD +1/2 LVL	0	1	16	FORT	11	4	1	1	1	1	1	1	MAX HP	BLOODED				
CON	Constitution	ABIL MOD	MOD +1/2 LVL	4	5	17	REF	11	4	1	1	1	1	1	1	SECOND WIND 1/ENCOUNTER	USED	TEMPORARY HIT POINTS			
DEX	Dexterity	ABIL MOD	MOD +1/2 LVL	0	1	17	REF	11	4	1	1	1	1	1	1	DEATH SAVING THROW FAILURES	SAVING THROW MODS				
INT	Intelligence	ABIL MOD	MOD +1/2 LVL	4	5	16	WILL	11	1	2	2	2	2	2	2	RESISTANCES	Resist 5 Psychic, Resist 5 Fire, Resist 5 Cold, Resist 5 Thunder	CURRENT CONDITIONS AND EFFECTS			
WIS	Wisdom	ABIL MOD	MOD +1/2 LVL	1	2	16	CHA	-1	0	0	0	0	0	0	0	ATT BONUS	1/2 LVL ABIL CLASS PROF FEAT ENH MISC				
CHA	Charisma	ABIL MOD	MOD +1/2 LVL	0	0	CONDITIONAL BONUSES															
SKILLS																CURRENT SURGE USES					
Acrobatics	SKILL NAME	SKILL NAME	ABL MOD	TRND	ARMOR PENALTY MISC	+ 1/2 LVL (+5)	DEX	1	0	n/a	0	0	0	0	0	MAX HP	BLOODED				
Arcana	Arcana	Arcana	ABIL MOD	TRND	ARMOR PENALTY MISC	+ 1/2 LVL (+5)	INT	5	5	n/a	0	0	0	0	0	SECOND WIND 1/ENCOUNTER	USED	TEMPORARY HIT POINTS			
Athletics	Athletics	Athletics	ABIL MOD	TRND	ARMOR PENALTY MISC	+ 1/2 LVL (+5)	STR	1	0	n/a	0	0	0	0	0	DEATH SAVING THROW FAILURES	SAVING THROW MODS				
Bluff	Bluff	Bluff	ABIL MOD	TRND	ARMOR PENALTY MISC	+ 1/2 LVL (+5)	CHA	0	0	n/a	0	0	0	0	0	RESISTANCES	Resist 5 Psychic, Resist 5 Fire, Resist 5 Cold, Resist 5 Thunder	CURRENT CONDITIONS AND EFFECTS			
Diplomacy	Diplomacy	Diplomacy	ABIL MOD	TRND	ARMOR PENALTY MISC	+ 1/2 LVL (+5)	WIS	2	5	n/a	0	0	0	0	0	DEATH SAVING THROW FAILURES	SAVING THROW MODS				
Dungeoneering	Dungeoneering	Dungeoneering	ABIL MOD	TRND	ARMOR PENALTY MISC	+ 1/2 LVL (+5)	ENDURANCE	CON	5	n/a	2	0	0	0	0	RESISTANCES	Resist 5 Psychic, Resist 5 Fire, Resist 5 Cold, Resist 5 Thunder	CURRENT CONDITIONS AND EFFECTS			
Heal	Heal	Heal	ABIL MOD	TRND	ARMOR PENALTY MISC	+ 1/2 LVL (+5)	History	WIS	2	0	n/a	0	0	0	0	DEATH SAVING THROW FAILURES	SAVING THROW MODS				
Intimidate	Intimidate	Intimidate	ABIL MOD	TRND	ARMOR PENALTY MISC	+ 1/2 LVL (+5)	Nature	WIS	5	n/a	0	0	0	0	0	RESISTANCES	Resist 5 Psychic, Resist 5 Fire, Resist 5 Cold, Resist 5 Thunder	CURRENT CONDITIONS AND EFFECTS			
Perception	Perception	Perception	ABIL MOD	TRND	ARMOR PENALTY MISC	+ 1/2 LVL (+5)	Religion	DEX	1	n/a	0	0	0	0	0	DEATH SAVING THROW FAILURES	SAVING THROW MODS				
Stealth	Stealth	Stealth	ABIL MOD	TRND	ARMOR PENALTY MISC	+ 1/2 LVL (+5)	Thievery	DEX	1	n/a	0	0	0	0	0	RESISTANCES	Resist 5 Psychic, Resist 5 Fire, Resist 5 Cold, Resist 5 Thunder	CURRENT CONDITIONS AND EFFECTS			
CLASS / PATH / DESTINY FEATURES																CURRENT SURGE USES					
2	Insight	Insight	ABIL MOD	TRND	ARMOR PENALTY MISC	+ 1/2 LVL (+5)	10	History	INT	5	n/a	0	0	0	0	HEALING INFUSION (HYBRID)	HEALING INFUSION (HYBRID)				
0	Intimidate	Intimidate	ABIL MOD	TRND	ARMOR PENALTY MISC	+ 1/2 LVL (+5)	4	Nature	WIS	2	n/a	2	0	0	0	INSPIRING WORD (HYBRID)	INSPIRING WORD (HYBRID)				
2	Endurance	Endurance	ABIL MOD	TRND	ARMOR PENALTY MISC	+ 1/2 LVL (+5)	5	Heal	WIS	2	n/a	0	0	0	0	HYBRID ARTIFICER WILL	HYBRID ARTIFICER WILL				
10	History	History	ABIL MOD	TRND	ARMOR PENALTY MISC	+ 1/2 LVL (+5)	0	Intimidate	CHA	0	n/a	0	0	0	0	WARLORD LEADERSHIP	WARLORD LEADERSHIP				
4	Nature	Nature	ABIL MOD	TRND	ARMOR PENALTY MISC	+ 1/2 LVL (+5)	4	Athletics	STR	1	n/a	2	0	0	0	COMBAT LEADER (HYBRID)	COMBAT LEADER (HYBRID)				
2	Perception	Perception	ABIL MOD	TRND	ARMOR PENALTY MISC	+ 1/2 LVL (+5)	5	Bluff	CHA	0	n/a	0	0	0	0	THAT SEE AND HEAR YOU, GAIN +2 TO INITIATIVE.	THAT SEE AND HEAR YOU, GAIN +2 TO INITIATIVE.				
5	Religion	Religion	ABIL MOD	TRND	ARMOR PENALTY MISC	+ 1/2 LVL (+5)	1	Diplomacy	WIS	2	n/a	0	0	0	0	HYBRID WARLORD WILL	HYBRID WARLORD WILL				
1	Stealth	Stealth	ABIL MOD	TRND	ARMOR PENALTY MISC	+ 1/2 LVL (+5)	0	Dungeoneering	WIS	5	n/a	0	0	0	0	ATTACK DEFENSE	WEAPON OR POWER	DAMAGE			
0	Streetwise	Streetwise	ABIL MOD	TRND	ARMOR PENALTY MISC	+ 1/2 LVL (+5)	4	Heal	WIS	2	n/a	0	0	0	0	5 vs AC	Defensive Staff +1	1d8+1			
1	Thievery	Thievery	ABIL MOD	TRND	ARMOR PENALTY MISC	+ 1/2 LVL (+5)	1	Intimidate	CHA	0	n/a	0	0	0	0	3 vs AC	Sling	1d6			
COINS AND OTHER WEALTH																CURRENT SURGE USES					
LANGUAGES KNOWN																CURRENT SURGE USES					
Common, Primordial																CURRENT SURGE USES					
Money on hand: 130 gp																CURRENT SURGE USES					
Stored money: 0 gp																CURRENT SURGE USES					
Encumbrance: 87 / 110																CURRENT SURGE USES					

CHARACTER BACKGROUND

Vilhon 'Wilds
The untamed lands formed by the draining of much of the Vilhon Reach and the destruction of Chondath are known as the Vilhon Wilds. Wrecked by the Spellplague and the continuing threat posed by the Plaguewrought Land, the Vilhon Wilds is a true frontier.

You can reroll any Dungeoneering check, but you must keep the second result, even if it is worse.

You also gain a +1 bonus to initiative checks.

Early Life - Child Prodigy
Your talents were recognized early and lauded by your community, which was very impressed with you. Did you resent it or love it? Do you still try to impress people with these skills?

Martial - Guild Orphan
After you were abandoned, members of the thieves' guild took you in. You have mastery over locks, traps, and mechanical devices that is possible only for one who has grown up with thieves' tools as toys. Your upbringing has left you with a distorted view of society. Unless one member of the thieves' guild took you under his or her wing, you probably suffered cruelly during your childhood. A thieves' guild rarely lets its members walk away to pursue other careers. The guild expects a lifetime of service in return for training and care. If you are not still part of the guild that raised you, then the guild either found a good reason to let you go, or it's hunting you right now.

Burglar
You specialize in breaking and entering. No lock's going to stop you; no security can catch you. Why did you become a burglar? What treasures did you steal? Did you leave behind any calling cards? Did you ever find a safe too tough to crack? What was inside?

Saved from the Noose
Only the timely intervention of the headmaster, who saw your astounding natural talent, saved you from execution. Was the sentence deserved? Do you begrudge the headmaster his effort? Do you meet the potential he saw, or have you run from your abilities?

Camp Follower
You grew up in the wake of an army on the march, surviving on its scraps. Perhaps your parents were members of the army who later died, or maybe you were in a settlement destroyed by the force. Regardless, you decided the only way to survive and defend yourself was to follow the army. You slept when possible, and when you found yourself in inhospitable conditions, you made do with what you could steal. Your existence sometimes depended on keeping out of sight. You probably jumped from army to army—when one force crushed another, you would ride on the heels of the victors. Did you grow up and eventually join the ranks, or did this formative experience leave you unwilling to be in the company of any band of warriors larger than your own adventuring party?

RITUALS / ALCHEMY

OTHER EQUIPMENT

Sunrod (6)
Backpack (empty)
Belt Pouch (empty)
Vial Bandolier
Crook-eye
Investigation gear
Iron filings and lodestone
Sling
Bedroll
Caltraps
Flint and Steel
Gambler's gear
Hempen Rope (50 ft.)
Jar of glowworms
Tent
Tongs
Trail Rations (10)
Waterskin
Writing case

MAGIC ITEM INDEX

<i>List your powers below. Check the box when the power is used. Clear the box when the power renews.</i>	MAGIC ITEMS
WEAPON Defensive Staff +1 (Off-hand) (E)	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
ARMOR Magic Leather Armor +1 (E)	<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"/>
Potion of Cure Light Wounds (3)	<input type="checkbox"/>
Powerful Warning	<input type="checkbox"/>
DAILY POWERS	<input type="checkbox"/>
Punishing Eye	<input type="checkbox"/>
Second Wind	<input type="checkbox"/>
Void Assumption	<input type="checkbox"/>
Healing Infusion: Curative Admixture	<input type="checkbox"/>
Healing Infusion: Resistive Formula	<input type="checkbox"/>
Inspiring Word	<input type="checkbox"/>
Utility Powers	<input type="checkbox"/>
Second Wind	<input type="checkbox"/>
Hasty Alert	<input type="checkbox"/>

POWER INDEX

<i>List your powers below. Check the box when the power is used. Clear the box when the power renews.</i>	AT-WILL POWERS
Bull Rush Attack	<input type="checkbox"/>
Grab Attack	<input type="checkbox"/>
Opportunity Attack	<input type="checkbox"/>
Direct the Strike	<input type="checkbox"/>
Magic Weapon	<input type="checkbox"/>
DAILY POWERS	<input type="checkbox"/>
Second Wind	<input type="checkbox"/>
Void Assumption	<input type="checkbox"/>
Healing Infusion: Curative Admixture	<input type="checkbox"/>
Healing Infusion: Resistive Formula	<input type="checkbox"/>
Inspiring Word	<input type="checkbox"/>
Powerful Warning	<input type="checkbox"/>
Utility Powers	<input type="checkbox"/>
Second Wind	<input type="checkbox"/>
Hasty Alert	<input type="checkbox"/>

SESSION AND CAMPAIGN NOTES

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COMPANIONS AND ALLIES

<h3>Investigation gear</h3> <table border="1"> <thead> <tr> <th>AC BONUS</th><th>CHECK</th><th>SPEED</th><th>QUANTITY</th></tr> </thead> <tbody> <tr> <td>1</td><td>1</td><td>1</td><td>1</td></tr> </tbody> </table> <p>This bag of equipment includes containers made from different materials, brushes, dusts, tweezers, picks, probes, a magnifying glass, ink and quills, parchment, and a small journal. You gain a +2 bonus to Perception checks when you use the kit to search an area for specific details.</p>	AC BONUS	CHECK	SPEED	QUANTITY	1	1	1	1	<h3>Iron filings and lodestone</h3> <table border="1"> <thead> <tr> <th>AC BONUS</th><th>CHECK</th><th>SPEED</th><th>QUANTITY</th></tr> </thead> <tbody> <tr> <td>1</td><td>1</td><td>1</td><td>1</td></tr> </tbody> </table> <p>Watching for disruptions in the patterns that iron filings normally form around a lodestone can help you perceive strong magical forces. When you fail an Arcana check to detect magic on an object or a location, you can attempt the check again after spending 1 hour spreading and studying the iron filings. You must use the second result.</p>	AC BONUS	CHECK	SPEED	QUANTITY	1	1	1	1	<h3>Jar of glowworms</h3> <table border="1"> <thead> <tr> <th>AC BONUS</th><th>CHECK</th><th>SPEED</th><th>QUANTITY</th></tr> </thead> <tbody> <tr> <td>1</td><td>1</td><td>1</td><td>1</td></tr> </tbody> </table> <p>The tiny insects in the jar create dim light in the jar's square.</p>	AC BONUS	CHECK	SPEED	QUANTITY	1	1	1	1
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1	1	1	1																							
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<h3>Caltrops</h3> <table border="1"> <thead> <tr> <th>AC BONUS</th><th>CHECK</th><th>SPEED</th><th>QUANTITY</th></tr> </thead> <tbody> <tr> <td>1</td><td>1</td><td>1</td><td>1</td></tr> </tbody> </table> <p>You can drop these pyramid-shaped metal spikes into a square adjacent to you (or gather them back up) as a standard action. Any creature moving on the caltrops must either treat the square as difficult terrain or become slowed (save ends). Creatures that are running can use only the latter option.</p>	AC BONUS	CHECK	SPEED	QUANTITY	1	1	1	1	<h3>Caltrops</h3> <table border="1"> <thead> <tr> <th>AC BONUS</th><th>CHECK</th><th>SPEED</th><th>QUANTITY</th></tr> </thead> <tbody> <tr> <td>1</td><td>1</td><td>1</td><td>1</td></tr> </tbody> </table> <p>You can drop these pyramid-shaped metal spikes into a square adjacent to you (or gather them back up) as a standard action. Any creature moving on the caltrops must either treat the square as difficult terrain or become slowed (save ends). Creatures that are running can use only the latter option.</p>	AC BONUS	CHECK	SPEED	QUANTITY	1	1	1	1	<h3>Caltrops</h3> <table border="1"> <thead> <tr> <th>AC BONUS</th><th>CHECK</th><th>SPEED</th><th>QUANTITY</th></tr> </thead> <tbody> <tr> <td>1</td><td>1</td><td>1</td><td>1</td></tr> </tbody> </table> <p>You can drop these pyramid-shaped metal spikes into a square adjacent to you (or gather them back up) as a standard action. Any creature moving on the caltrops must either treat the square as difficult terrain or become slowed (save ends). Creatures that are running can use only the latter option.</p>	AC BONUS	CHECK	SPEED	QUANTITY	1	1	1	1
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<h3>Tongs</h3> <table border="1"> <thead> <tr> <th>AC BONUS</th><th>CHECK</th><th>SPEED</th><th>QUANTITY</th></tr> </thead> <tbody> <tr> <td>1</td><td>1</td><td>1</td><td>1</td></tr> </tbody> </table> <p>These foot-long metal pincers are similar to those used in smithies. With them, you can manipulate objects at times when using your hands is too risky, such as when you're reaching into a scalding brazier, an unknown liquid, or a dark hole.</p>	AC BONUS	CHECK	SPEED	QUANTITY	1	1	1	1	<h3>Tongs</h3> <table border="1"> <thead> <tr> <th>AC BONUS</th><th>CHECK</th><th>SPEED</th><th>QUANTITY</th></tr> </thead> <tbody> <tr> <td>1</td><td>1</td><td>1</td><td>1</td></tr> </tbody> </table> <p>These foot-long metal pincers are similar to those used in smithies. With them, you can manipulate objects at times when using your hands is too risky, such as when you're reaching into a scalding brazier, an unknown liquid, or a dark hole.</p>	AC BONUS	CHECK	SPEED	QUANTITY	1	1	1	1	<h3>Potion of Cure Light Wounds</h3> <table border="1"> <thead> <tr> <th>ENHANCEMENT</th><th>LEVEL</th><th>SPEED</th><th>QUANTITY</th></tr> </thead> <tbody> <tr> <td>1</td><td>1</td><td>1</td><td>3</td></tr> </tbody> </table> <p>Potion</p>	ENHANCEMENT	LEVEL	SPEED	QUANTITY	1	1	1	3
AC BONUS	CHECK	SPEED	QUANTITY																							
1	1	1	1																							
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<h3>Utility Power (Consumable * Healing)</h3> <p>Effect: You drink the potion. If you have a healing surge, you must spend one. Instead of the hit points you would normally regain, you regain $1d8 + 1$ hit points. If you are bloodied and don't have any healing surges, you still regain the hit points. If neither of these things is true, there is no effect.</p> <p>Rarity: Uncommon</p>	<h3>Utility Power (Consumable * Healing)</h3> <p>Effect: You drink the potion. If you have a healing surge, you must spend one. Instead of the hit points you would normally regain, you regain $1d8 + 1$ hit points. If you are bloodied and don't have any healing surges, you still regain the hit points. If neither of these things is true, there is no effect.</p> <p>Rarity: Uncommon</p>	<h3>Utility Power (Consumable * Healing)</h3> <p>Effect: You drink the potion. If you have a healing surge, you must spend one. Instead of the hit points you would normally regain, you regain $1d8 + 1$ hit points. If you are bloodied and don't have any healing surges, you still regain the hit points. If neither of these things is true, there is no effect.</p> <p>Rarity: Uncommon</p>																								