

DUNGEONS & DRAGONS

Character Sheet

Skedja												Player Name	Violet	Total XP	1,385
Character Name Genasi												RPG Number			
Race												Epic Destiny			
INITIATIVE												HIT POINTS			
SCORE	DEX 1/2 LVL	MISC	DEFENSE	10+ ARMOR	CLASS	FEAT	ENH	MISC	MISC	MAX HP	BLOODED	HEALING SURGES	SURGE VALUE	SURGES/DAY	10
4 Initiative	1	3	(19) AC	11	6		1	1		35	17	8			10
CONDITIONAL MODIFIERS												CURRENT HIT POINTS	1/2 HP	1/4 HP	CURRENT SURGE USES
DEFENSES												MOVEMENT			
SCORE	DEFENSE	1/2 LVL ABIL	ARMOR	CLASS	FEAT	ENH	MISC	MISC	MISC	BASE	ARMOR	ITEM	MISC		
19	AC									6	Speed (Squares)	6			
CONDITIONAL BONUSES												SPECIAL MOVEMENT			
SENSES												SCORE	PASSIVE SENSE	BASE	SKILL BONUS
SCORE	DEFENSE	10+ LVL ABIL	ABIL	CLASS	FEAT	ENH	MISC	MISC	MISC	12	Passive Insight	10	+	2	
16	FORT	11	4			1				12	Passive Perception	10	+	2	
CONDITIONAL BONUSES												SPECIAL SENSES			
ACTION POINTS												MILESTONES	ACTION POINTS		
17	REF	11	4			2				0		1			
CONDITIONAL BONUSES												Action Points	1	2	3
16	WILL	11	1	2			2			1		2			
CONDITIONAL BONUSES												ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS			
FEATS															
Hasted Defense - +1 to AC and Reflex while wielding polearm or staff in two hands															
Saving Inspiration - Ally can gain saving throw instead of extra dice of healing with inspiring word															
Versatile Resistance - Gain resist 5 cold, fire, and thunder															
Staff Expertise - +1/+2/+3 (by tier) to staff attacks; ranged and area implement attacks with staff don't provoke OAS; +1 to reach with staff weapon attacks															
Elemental Manifestation - You have one manifestation, and gain associated benefits															
Void soul - Void assumption power; +1 to Will; resist 5/10/15 (by tier) psychic															
RACE FEATURES															
Elemental Origins - You have one manifestation, and gain associated benefits															
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Void soul - Void assumption power; +1 to Will; resist 5/10/15 (by tier) psychic															
CLASS / PATH / DESTINY FEATURES															
Healing Infusion (Hybrid)															
Hybrid Artificer Will															
Inspiring Word (Hybrid) - Use Inspiring Word once per encounter															
Warlord Leadership															
Combat Leader (Hybrid) - You, and allies within 10 that see and hear you, gain +2 to initiative.															
Hybrid Warlord Will															
BASIC ATTACKS															
ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE												
5	vs AC	Defensive Staff +1	1d8+1												
3	vs AC	Sling	1d6												
COINS AND OTHER WEALTH															
Common, Primordial															
LANGUAGES KNOWN															
Common, Primordial															
Money on hand: 130 gp															
Stored money: 0 gp															
Encumbrance: 87 / 110															

Healing Infusion: Resistive Formula

Inspiring Word

Powerful Warning

Punishing Eye

KEYWORDS		Arcane		USED	
Minor	4	Close burst 5 (10) at 11th level, 15	Action	5	RANGE
ATTACK	DEFENSE	TARGET			
vs		You or one ally in burst			

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 (+4). Level 11: Temporary hit points equal to the target's healing surge value + twice your Constitution modifier (+4). Level 21: Temporary hit points equal to the target's healing surge value + three times your Constitution modifier (+4). **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.

ADDITIONAL EFFECTS

KEYWORDS		Healing, Martial		USED	
Minor	4	Close burst 5 (10) at 11th level, 15	Action	5	RANGE
ATTACK	DEFENSE	TARGET			
vs		You or one ally in burst			

Effect: The target can spend a healing surge and regain 1d6 additional hit points. Level 6: 2d6 additional hit points. Level 11: 3d6 additional hit points. Level 16: 4d6 additional hit points. Level 21: 5d6 additional hit points. Level 26: 6d6 additional hit points. Unarmed: +1 attack

ADDITIONAL EFFECTS

KEYWORDS		Arcane, Conjuration, Implement, Psychic		USED	
Standard	4	Close burst 5 (10) at 11th level, 15	Action	5	RANGE
ATTACK	DEFENSE	TARGET			
vs		You or one ally in burst			

Effect: You conjure an eye in a square within range. It lasts until the end of the encounter. Enemies within 3 squares of the eye do not benefit from concealment, and when an ally attacks an enemy within 3 squares of the eye and hits, that enemy takes psychic damage equal to your Intelligence modifier (+4). You can move the eye 3 squares as a move action.

ADDITIONAL EFFECTS

KEYWORDS		Arcane, Conjuration, Implement, Psychic		USED	
Standard	4	Close burst 5 (10) at 11th level, 15	Action	5	RANGE
ATTACK	DEFENSE	TARGET			
vs		The triggering ally in burst			

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ADDITIONAL EFFECTS

KEYWORDS		Martial		USED	
Imm. Interr.	4	Close burst 5 (10) at 11th level, 15	Action	5	RANGE
ATTACK	DEFENSE	TARGET			
vs		The triggering ally in burst			

Trigger: An ally within 5 squares of you is hit by an enemy. **Effect:** The target gains a +2 power bonus to all defenses against the attack. The target can make a melee basic attack against the enemy as a free action.

Insightful Presence: The bonus to your ally's defenses equals 1 + your Wisdom modifier (+1) or Charisma modifier (-1).

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ADDITIONAL EFFECTS

Investigation gear

Iron filings and lodestone

AC BONUS	CHECK	SPEED	QUANTITY
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.			
			1
NOTES			

NOTES

ITEM SLOT	WEIGHT	PRICE	BOOK	MME
ITEM	ITEM	40	DUNGEONS & DRAGONS	

Tongs

AC BONUS	CHECK	SPEED	QUANTITY
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.			
			1
NOTES			

Potion of Cure Light Wounds

ENHANCEMENT	LEVEL	SPEED	QUANTITY
	1	Potion	3

PROPERTIES

The tiny insects in the jar create dim light in the jar's square.

NOTES

AT-WILL	ENCOUNTER	DAILY
POWER		

Utility Power (Consumable * Healing)

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.

Rarity: Uncommon

ITEM SLOT	WEIGHT	PRICE	BOOK	MME
ITEM	ITEM	20	DUNGEONS & DRAGONS	

Jar of glowworms

AC BONUS	CHECK	SPEED	QUANTITY
The tiny insects in the jar create dim light in the jar's square.			
			1

NOTES

Caltrops

AC BONUS	CHECK	SPEED	QUANTITY
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.			
			1

NOTES

Tongue