

DUNGEONS & DRAGONS

Character Sheet

Adventure Log												Character Sheet		Inventory & Resources											
Character Information						Equipment & Abilities						Inventory						Resources							
Character Name			Race			Level			Class			Paragon Path			Player Name			Total XP							
Skedja	Genasi	Race	Medium	Size	Age	She/Her	5'5"	Height	Gender	Score	DEFENSE	Score	10+ ARMOR	CLASS	FEAT	ENH	MISC	Score	BASE	ARMOR	ITEM	MISC			
2	Artificer Warlord	22	22	22	165	Unaligned	Alignment	Deity	Epic Destiny	Adventuring Company	HP	MAX HP	BLOODED	SURGE VALUE	SURGES/DAY	RPG Number	Total XP	1,385							
INITIATIVE						DEFENSES						MOVEMENT						HEALING SURGES							
4	Initiative	DEX 12/LVL	MISC	DEX 12/LVL	1	3	19	AC	11	6	1	1	1	1	1	1	35	17	17	1/2 HP	1/4 HP				
CONDITIONAL MODIFIERS						SPECIAL MOVEMENT						CURRENT HIT POINTS						CURRENT SURGE USES							
ABILITY SCORES						CONDITIONAL BONUSES						ACTION POINTS						DEATH SAVING THROW FAILURES							
11	STR Strength	ABIL MOD	MOD +1/2 LVL	0	1	17	FORT	11	4	1	1	1	1	1	1	1	10	+	2	TEMPORARY HIT POINTS	USED				
18	CON Constitution	ABIL MOD	MOD +1/2 LVL	4	5	18	REF	11	4	1	1	1	1	1	1	1	12	Passive Insight	10	+ 2	SAVING THROW MODES				
10	DEX Dexterity	ABIL MOD	MOD +1/2 LVL	0	1	18	DEFENSE	1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC	MISC	MISC	RESISTANCES	Resist 5 Psychic, Resist 5 Fire, Resist 5 Cold, Resist 5 Thunder							
18	INT Intelligence	ABIL MOD	MOD +1/2 LVL	4	5	17	WILL	11	1	2	1	1	2	2	2	2	0	1	1	1	CURRENT CONDITIONS AND EFFECTS				
13	WIS Wisdom	ABIL MOD	MOD +1/2 LVL	1	2	8	CHA Charisma	ABIL MOD	MOD +1/2 LVL	0	0	0	0	0	0	0	0	0	0	0					
CONDITIONAL BONUSES						RACE FEATURES						FEATS						ATTACK WORKSPACE							
0	Diplomacy	ABIL MOD	TRND + 1/2 LVL	0	n/a	0	Elemental Origins	You have the elemental origin									ABILITY: Magic Weapon - Defensive Staff +1								
10	Arcana	ABIL MOD	TRND + 1/2 LVL	1	0	5	Elemental Manifestation	- You have one manifestation, and gain associated benefits									ABILITY: Magic Weapon - Sling								
1	Athletics	ABIL MOD	TRND + 1/2 LVL	1	0	5	Versatile Resistance	- Gain resist 5 cold, fire, and thunder									ABILITY: Magic Weapon - Defensive Staff +1								
0	Bluff	ABIL MOD	TRND + 1/2 LVL	0	0	0	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								ABILITY: Magic Weapon - Sling									
7	Dungeoneering	ABIL MOD	TRND + 1/2 LVL	2	5	n/a											ABILITY: Magic Weapon - Sling								
7	Endurance	ABIL MOD	TRND + 1/2 LVL	0	n/a	0											ABILITY: Basic Attacks								
2	Heal	ABIL MOD	TRND + 1/2 LVL	0	n/a	0											ATTACK DEFENSE	WEAPON OR POWER	DAMAGE						
10	History	ABIL MOD	TRND + 1/2 LVL	5	n/a	0											5 vs AC	Defensive Staff +1	1d8+1						
2	Insight	ABIL MOD	TRND + 1/2 LVL	0	n/a	0											3 vs AC	Sling	1d6						
0	Intimidate	ABIL MOD	TRND + 1/2 LVL	0	0	0																			
4	Nature	ABIL MOD	TRND + 1/2 LVL	2	0	2																			
2	Perception	ABIL MOD	TRND + 1/2 LVL	0	n/a	0																			
5	Religion	ABIL MOD	TRND + 1/2 LVL	5	0	0																			
1	Stealth	ABIL MOD	TRND + 1/2 LVL	1	0	0																			
0	Streetwise	ABIL MOD	TRND + 1/2 LVL	0	0	0																			
1	Thievery	ABIL MOD	TRND + 1/2 LVL	1	0	0																			
COINS AND OTHER WEALTH												LANGUAGES KNOWN								Common, Primordial					
Money on hand: 230 gp												Stored money: 0 gp								Encumbrance: 89 / 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	
	vs	You or one ally in burst	
ATTACK	DEFENSE	TARGET	

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	
	vs	You or one ally in burst	
ATTACK	DEFENSE	TARGET	

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.

ADDITIONAL EFFECTS

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

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).

ADDITIONAL EFFECTS

KEYWORDS Arcane, Conjuration, Implement, Psychic		USED	
Standard	4	Ranged 5	Ranged 5
ACTION	5	RANGE	RANGE
	vs	vs	vs
ATTACK	DEFENSE	TARGET	

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 Warlord		LEVEL 1	
CLASS	Warlord	BOOK	PH
ENCOUNTER POWER	DUNGEONS & DRAGONS	ENCOUNTER POWER	DUNGEONS & DRAGONS

Effect: You and each surprised ally in burst target gain a +2 bonus to AC and Reflex equal to your Intelligence modifier (+4) until the end of your next turn.

ADDITIONAL EFFECTS

KEYWORDS Personal		USED	
Standard	4	Close burst 10	
ACTION	10	RANGE	
	AT-WILL	ENCOUNTER	DAILY
ATTACK	DEFENSE	TARGET	

Effect: Spend a healing surge and gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

KEYWORDS Warlord		LEVEL 2	
CLASS	Warlord	BOOK	MP2
UTILITY POWER	DUNGEONS & DRAGONS	UTILITY POWER	DUNGEONS & DRAGONS

Effect: Each target is not surprised and gains a bonus to AC and Reflex equal to your Intelligence modifier (+4) until the end of your next turn.

ADDITIONAL EFFECTS

KEYWORDS Artificer		LEVEL 1	
CLASS	Artificer	BOOK	Dragon 3/4
ENCOUNTER POWER	DUNGEONS & DRAGONS	ENCOUNTER POWER	DUNGEONS & DRAGONS

Effect: You can look around corners with the angled mirrors in this leather-bound wooden tube. You grant combat advantage and take a -2 penalty to Perception checks while using a crook-eye, but you can trace your line of sight from a square adjacent to you.

ADDITIONAL EFFECTS

KEYWORDS Warlord		BOOK MP2	
CLASS	Warlord	ITEM SLOT	WEIGHT 2
ITEM	DUNGEONS & DRAGONS	ITEM	DUNGEONS & DRAGONS

Effect: You can trace your line of sight from a square adjacent to you.

ADDITIONAL EFFECTS

KEYWORDS Artificer		BOOK MP2	
CLASS	Artificer	ITEM SLOT	WEIGHT 2
ITEM	DUNGEONS & DRAGONS	ITEM	DUNGEONS & DRAGONS

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.

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ADDITIONAL EFFECTS

KEYWORDS Artificer

Investigation gear

Iron filings and lodestone

AC BONUS	CHECK	SPEED	QUANTITY
			1

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.

NOTES

ITEM SLOT	WEIGHT	PRICE	BOOK	MME
ITEM		40	DUNGEONS & DRAGONS	

Tongs

AC BONUS	CHECK	SPEED	QUANTITY
			1

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.

NOTES

ITEM SLOT	WEIGHT	PRICE	BOOK	MME
ITEM		4	DUNGEONS & DRAGONS	

Potion of Cure Light Wounds

ENHANCEMENT	LEVEL	SPEED	QUANTITY
	1	Potion	3

Properties
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.

POWER

Utility Power (Consumable * Healing)

: Minor Action.

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

NOTES

ITEM SLOT	WEIGHT	PRICE	BOOK	MME
ITEM		40	DUNGEONS & DRAGONS	

TJar of glowworms

AC BONUS	CHECK	SPEED	QUANTITY
			1

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

NOTES

ITEM SLOT	WEIGHT	PRICE	BOOK	MME
ITEM		5	DUNGEONS & DRAGONS	

Periapt of Health +1

ENHANCEMENT	LEVEL	SPEED	QUANTITY
+1	Fortitude, Reflex, and Will	1	1

Properties
You gain a +2 item bonus to saving throws against disease. You also gain an item bonus to Endurance Checks against disease. That bonus equals the periapt's enhancement bonus.

At-Will

Encounter

Daily

POWER

Utility Power (Consumable * Healing)

: Minor Action.

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: Common

NOTES

ITEM SLOT	WEIGHT	PRICE	BOOK	MME
ITEM		680	DUNGEONS & DRAGONS	

Magic Item

ITEM SLOT	WEIGHT	PRICE	BOOK	MME
MAGIC ITEM	0	680	DUNGEONS & DRAGONS	