

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

Beth Marshall

9

Level

Bin

Lawful Good female Changeling Artificer

37 Age 5'8" Height 120 lb. Weight Medium Size Bahamut Deity

16500

Total XP

20500

Defenses

23	19	20	21
AC	FORT	REF	WILL

Conditional Bonuses

Hit Points**Max HP** (Bloodied 34) **69**

Temp HP

Current Hit Points

Healing SurgesSurge Value **17** Surges/Day **9**

Current Conditions:

Combat Statistics and SensesInitiative **6**

Conditional Modifiers:

Speed **6**Passive Insight **20**Passive Perception **23**

Special Senses: Normal

Action Points

Action Points	Milestones	Action Points
	0	1
	1	2
	2	3

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.

Second Wind (one per encounter) Used

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

Death Saving Throw Failures**Saving Throw Mods**

0

Resistances/Vulnerabilities**Current Conditions and Effects****Basic Attacks****Melee**

Runic Mace +1

10	1d8+3
Strength vs. AC	Damage

Ranged

Learning Crossbow +1

9	1d8+3
Dexterity vs. AC	Damage

Languages

Common, Draconic, Primordial, Dwarven

**Abilities**

STR Strength	14	Check 6
CON Constitution	17	7
DEX Dexterity	15	6
INT Intelligence	21	9
WIS Wisdom	18	8
CHA Charisma	11	4

Skills

Acrobatics	Dexterity	6
Arcana	Intelligence	✓ 14
Athletics	Strength	6
Bluff	Charisma	6
Diplomacy	Charisma	4
Dungeoneering	Wisdom	✓ 13
Endurance	Constitution	9
Heal	Wisdom	8
History	Intelligence	✓ 14
Insight	Wisdom	10
Intimidate	Charisma	4
Nature	Wisdom	8
Perception	Wisdom	✓ 13
Religion	Intelligence	9
Stealth	Dexterity	8
Streetwise	Charisma	4
Thievery	Dexterity	✓ 11

Beth Marshall

Player Name

Bin

Character Name



Character Details

Background

Red Pilgrim

Theme

Earthforger

Mannerisms and Appearance

Personality Traits

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Collar of Recovery +1

Arms

Hands

Rings

Rings

Main Hand

Runic Mace +1

Off Hand

Aversion Staff +2

Waist

Armor

Shared Valor Leather Armor +2

Feet

Cat Tabi (heroic tier)

Tattoo

Ki Focus

Other Equipment

Adventurer's Kit
Crossbow Bolts (80)
Learning Crossbow +1
Backpack (empty)
Everburning Torch
Fine Clothing
Thieves' Tools
Camouflaged Clothing
Disguise Kit
Caltrops
Rebounding Hand crossbow +1
Elderwood Falcon

Total Weight (lbs.)

158

Carrying Capacity (lbs.)

Treasure

3,400 gp
0 gp banked

Normal

140

Heavy

280

Max

700

Beth Marshall

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Racial Features

Change Shape

Use changeling disguise as an at-will power

Changeling Trick

You have the changeling trick power.

Mental Defense

+1 to Will

Shapechanger

You have the shapechanger quality.

Class/Other Features

Arcane Empowerment

Empower magic items once per day plus once per milestone.

Arcane Rejuvenation

When an ally uses a daily magic items they gain 1/2 level + int mod temp HPs.

Augment Energy

A weapon gains a +2 bonus as a free action once. An item can't be infused twice.

Earthforged Starting Feature

Your origin become elemental; gain the Primordial language, +1 power bonus to all defenses after using your second wind, and the stone panoply power

Healing Infusion

Access related powers 2/encounter (3/encounter at level 16+)

Impart Energy

Recharge a daily magic item. An item can't be recharged twice in a day.

Ritual Casting

Gain Ritual Caster as a bonus feat.

In addition, you possess a ritual book, and it contains two 1st-level rituals of your choice that you have mastered.

Versatile Expertise (Mace)

+1/+2/+3 feat bonus to attack rolls with Maces.

Versatile Expertise (Staff)

+1/+2/+3 feat bonus to attack rolls with Staffs.

Earthforged Level 5 Feature

Gain +2 bonus to Endurance; stone panoply power creates a zone that counts as difficult terrain for enemies without earth walk until end of encounter

Feats

Master Mixer

Create alchemical items of your level + 3 or lower

Versatile Expertise

+1/2/3 bonus (per tier) to attacks with weapons and implements of your choice

Crossbow Caster

use crossbow as an implement for artificer and artificer paragon path powers

Potent Restorables

Targets of healing powers regain 2 extra hit points

Becomer

Gain language, skill bonus, disguise bonus related to imitated race

Implement Focus (Staff)

+1 feat bonus per tier to implement damage rolls with a Staff

Bin	
Level 9 Changeling Artificer	
HP 69	SCORE ABILITY MOD 14 STR 2 AC 23
Spd 6	17 CON 3 Fort 19
Init +6	15 DEX 2 Ref 20
	21 INT 5 Will 21
	18 WIS 4
	11 CHA 0
20 Passive Insight	
23 Passive Perception	

Player Name: Beth Marshall

Melee Basic Attack	
At-Will ♦ Standard Action	
Runic Mace +1: +10 vs. AC, 1d8+3 damage	
Aversion Staff +2: +11 vs. AC, 1d8+4 damage	
Melee weapon	Target: One creature
<i>You resort to the simple attack you learned when you first picked up a melee weapon.</i>	
Keyword: Weapon	
Attack: Strength vs. AC	
Hit: 1[W] + Str modifier (+2) damage.	
Level 21: 2[W] + Str modifier (+2) damage.	
Additional Effects	

Basic Attack	
Thundering Armor	
At-Will ♦ Standard Action	
Aversion Staff +2: +12 vs. Fortitude, 1d8+8 damage	
Learning Crossbow +1: +10 vs. Fortitude, 1d8+6 damage	
Rebounding Hand crossbow +1: +10 vs. Fortitude, 1d8+6 damage	
Close burst 10	
<i>Thunder ripples outward from your implement, coalescing around you or an ally before focusing its might on a nearby enemy.</i>	
Keywords: Arcane, Implement, Thunder	
Primary Target: You or one ally in the burst	
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 the burst	
Attack: Intelligence vs. Fortitude	
Hit: 1d8 + Int modifier (+5) thunder damage, and you push the secondary target 1 square away from the primary target.	
Additional Effects	

Skills	
Acrobatics	Dexterity 6
Arcana	Intelligence • 14
Athletics	Strength 6
Bluff	Charisma 6
Diplomacy	Charisma 4
Dungeoneering	Wisdom • 13
Endurance	Constitution 9
Heal	Wisdom 8
History	Intelligence • 14
Insight	Wisdom 10
Intimidate	Charisma 4
Nature	Wisdom 8
Perception	Wisdom • 13
Religion	Intelligence 9
Stealth	Dexterity 8
Streetwise	Charisma 4
Thievery	Dexterity • 11

• indicates a trained skill.

Action Point	
Base action points: 1	
	ACTION POINT
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.	

Encounter Special	
Magic Weapon	
At-Will ♦ Standard Action	
Runic Mace +1: +14 vs. AC, 1d8+6 damage	
Aversion Staff +2: +15 vs. AC, 1d8+7 damage	
Learning Crossbow +1: +13 vs. AC, 1d8+6 damage	
Rebounding Hand crossbow +1: +13 vs. AC, 1d6+6 damage	
Melee or Ranged weapon	Target: One creature
<i>Your attack issues a burst of magical energy that enhances the weapons of allies close to you.</i>	
Keywords: Arcane, Weapon	
Attack: Intelligence +1 vs. AC	
Hit: 1[W] + Int modifier (+5) 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 Con modifier (+3) or your Wis modifier (+4) until the end of your next turn.	
Additional Effects	

Artificer Attack 1	
Shielding Cube	
Encounter ♦ Standard Action	
Aversion Staff +2: +12 vs. Reflex, 2d6+8 damage	
Learning Crossbow +1: +10 vs. Reflex, 2d6+6 damage	
Rebounding Hand crossbow +1: +10 vs. Reflex, 2d6+6 damage	
Ranged 10	Target: One creature
<i>You direct a minute cube covered in runes into the fray. Although small, the cube contains a force that bashes foes and shields allies.</i>	
Keywords: Arcane, Force, Implement	
Attack: Intelligence vs. Reflex	
Hit: 2d6 + Int modifier (+5) force damage.	
Effect: Until the end of your next turn, any ally gains a +1 power bonus to AC while adjacent to the target.	
Additional Effects	

<h3>Lightning Sphere</h3> <p>Encounter ♦ Standard Action</p> <p>Aversion Staff +2: +12 vs. Fortitude, 1d8+8 damage</p> <p>Learning Crossbow +1: +10 vs. Fortitude, 1d8+6 damage</p> <p>Rebounding Hand crossbow +1: +10 vs. Fortitude, 1d8+6 damage</p> <p>Area burst 1 within 10 squares Target: Each enemy in the burst</p> <p><i>The small metal ball you roll at your enemies bursts apart in an explosion of lightning.</i></p> <p>Keywords: Arcane, Implement, Lightning</p> <p>Attack: Intelligence vs. Fortitude</p> <p>Hit: 1d8 + Int modifier (+5) lightning damage, and the target grants combat advantage until the end of your next turn.</p> <p>Additional Effects</p>	<h3>Vampiric Weapons</h3> <p>Encounter ♦ Standard Action</p> <p>Runic Mace +1: +13 vs. AC, 1d8+6 damage</p> <p>Aversion Staff +2: +14 vs. AC, 1d8+7 damage</p> <p>Learning Crossbow +1: +12 vs. AC, 1d8+6 damage</p> <p>Rebounding Hand crossbow +1: +12 vs. AC, 1d6+6 damage</p> <p>Melee or Ranged weapon Target: One creature</p> <p><i>You imbue your weapon with the power to drain life from your enemies and transfer it to the weapons of your allies.</i></p> <p>Keywords: Arcane, Healing, Necrotic, Weapon</p> <p>Attack: Intelligence vs. AC</p> <p>Hit: 1[W] + Int modifier (+5) necrotic damage. Each ally within 5 squares of you who deals damage with a weapon attack before the end of your next turn regains hit points equal to 1d6 + your Con modifier (+3). An ally regains these hit points only once for each use of this power.</p> <p>Additional Effects</p>	<h3>Caustic Rampart</h3> <p>Daily ♦ Standard Action</p> <p>Area wall 5 within 10 squares</p> <p><i>You spill some liquid and infuse it with energy, creating a defensive wall of acidic fumes.</i></p> <p>Keywords: Acid, Arcane, Conjuration, Implement</p> <p>Effect: You conjure a wall of acidic fumes. The wall can be up to 2 squares high and must rest on a solid surface, and it lasts until the end of your next turn. The wall is difficult terrain, and its squares are lightly obscured. Any creature that starts its turn within the wall or adjacent to it takes acid damage equal to 1d6 + your Int modifier (+5).</p> <p>Sustain Minor: The wall persists.</p> <p>Additional Effects</p>
<p>Artificer Attack 3 Used <input type="checkbox"/></p> <h3>Corrosive Sigil</h3> <p>Daily ♦ Minor Action</p> <p>Melee touch Target: One weapon</p> <p><i>Your sigil imbues a weapon or an implement with arcane acid.</i></p> <p>Keywords: Acid, Arcane</p> <p>Effect: Until the end of the encounter, any attack that uses the target as a weapon deals ongoing 5 acid damage (save ends). As a free action, the target's wielder can end the effect when he or she hits a creature using the target in order to give that creature a penalty to AC equal to your Con modifier (+3) (save ends).</p> <p>Additional Effects</p>	<p>Artificer Attack 7 Used <input type="checkbox"/></p> <h3>Lightning Motes</h3> <p>Daily ♦ Standard Action</p> <p>Aversion Staff +2: +12 vs. Reflex, 2d6+8 damage</p> <p>Learning Crossbow +1: +10 vs. Reflex, 2d6+6 damage</p> <p>Rebounding Hand crossbow +1: +10 vs. Reflex, 2d6+6 damage</p> <p>Close burst 3 Target: Each enemy in the burst</p> <p><i>Channeling arcane energy into a cloud of dust, you create lightning that ripples across your foes.</i></p> <p>Keywords: Arcane, Implement, Lightning</p> <p>Attack: Intelligence vs. Reflex</p> <p>Hit: 2d6 + Int modifier (+5) lightning damage, and the target is dazed (save ends).</p> <p>Each Failed Saving Throw: The target takes 5 lightning damage.</p> <p>Aftereffect: The target takes ongoing 5 lightning damage (save ends).</p> <p>Miss: Half damage, and ongoing 5 lightning damage (save ends).</p> <p>Additional Effects</p>	<p>Artificer Attack 1 Used <input type="checkbox"/></p> <h3>Healing Infusion: Curative</h3> <p>Encounter (Special) ♦ Minor Action</p> <p>Unarmed</p> <p>Close burst 5 (10 at 11th level, 15 at 21st level) Target: You or one ally in the burst</p> <p><i>You use the magic of your infusion to heal the wounds of your target.</i></p> <p>Keywords: Arcane, Healing</p> <p>Effect: The target regains hit points equal to its healing surge value + your Wis modifier (+4), and you expend an infusion crafted with your Healing Infusion class feature.</p> <p>Level 6: Healing surge value + your Wis modifier (+4) + 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> <p>Additional Effects</p>
<p>Artificer Attack 5 Used <input type="checkbox"/></p> <h3>Healing Infusion: Resistive</h3> <p>Encounter (Special) ♦ Minor Action</p> <p>Close burst 5 (10 at 11th level, 15 at 21st level) Target: You or one ally in the burst</p> <p><i>You channel the energy of your infusion into your target's armor, providing lasting protection.</i></p> <p>Keyword: Arcane</p> <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 Con modifier (+3).</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> <p>Additional Effects</p>	<p>Artificer Attack 9 Used <input type="checkbox"/></p> <h3>Changeling Disguise</h3> <p>At-Will ♦ Minor Action</p> <p>Personal</p> <p><i>You alter your form to look like another person.</i></p> <p>Keyword: Polymorph</p> <p>Effect: You alter your physical form to take on the appearance of any Medium humanoid. You retain your statistics in your new form, and your clothing, armor, and possessions do not change. The new form lasts until you change form again.</p> <p>Any creature that attempts to see through your ruse makes an Insight check opposed by your Bluff check, and you gain a +5 bonus to your check.</p> <p>Additional Effects</p>	<p>Artificer Feature Used <input type="checkbox"/> <input type="checkbox"/></p> <h3>Fast Hands</h3> <p>At-Will ♦ Free Action</p> <p>Personal</p> <p><i>Your fingers blur as you manipulate objects faster than the eye can follow.</i></p> <p>Effect: You draw or sheathe a weapon, pick up an item in your space or adjacent to it, or retrieve or stow an item</p> <p>Special: You can use this power only once per round.</p> <p>Prerequisite: You must be trained in Thievery.</p> <p>Additional Effects</p>

<h3>Changeling Trick</h3> <p>Encounter ♦ Minor Action</p> <p>Melee 1 Target: One creature</p> <p><i>Your feint tricks a foe into giving you an advantage.</i></p> <p>Effect: You make a Bluff check opposed by the target's passive Insight. If your check succeeds, you gain combat advantage against the target until the end of your next turn.</p> <p>Additional Effects</p>	<h3>Regeneration Infusion</h3> <p>Daily ♦ Minor Action</p> <p>Unarmed:</p> <p>Close burst 10 Target: You or one ally in the burst; target must be bloodied</p> <p><i>You imbue an ally's equipment with a steady flow of arcane energy, which restores your friend's vigor.</i></p> <p>Keywords: Arcane, Healing</p> <p>Effect: The target gains regeneration equal to your Con modifier (+3) until the end of the encounter. As a minor action, the target can end the effect to spend a healing surge.</p> <p>Additional Effects</p>	<h3>Learning Crossbow +1</h3> <p>Weapon ♦ Level 5</p> <p>Damage: 1d8 Proficiency Bonus: 2 Range: 15/30 Properties: Load Minor Enhancement: +1 attack rolls and damage rolls Critical: +1d6 damage per plus</p> <p>Property</p> <ul style="list-style-type: none"> ♦ Each time you miss a target with this weapon, you gain a cumulative +1 power bonus (up to the weapon's enhancement bonus) to your next attack roll with this weapon against the same target before the end of the encounter. This bonus ends when you attack a different target or when you hit. ♦ Each time you hit a target with this weapon, you gain a +2 power bonus to the first damage roll on your next attack with this weapon against the same target before the end of your next turn.
<p>Changeling Racial Power</p> <p>Used <input type="checkbox"/></p> <h3>Shared Valor Leather Armor...</h3> <p>Armor ♦ Level 8</p> <p>Armor Bonus: 2 Enhancement: +2 AC</p> <p>Properties</p> <p>Whenever you grant temporary hit points to an ally, you gain temporary hit points equal to half the number you granted to that ally.</p>	<p>Artificer Utility 6</p> <p>Used <input type="checkbox"/></p> <h3>Rebounding Hand crossbow...</h3> <p>Weapon ♦ Level 2</p> <p>Damage: 1d6 Proficiency Bonus: 2 Range: 10/20 Properties: Load Free Enhancement: +1 attack rolls and damage rolls Critical: +1d6 damage per plus</p> <p>Power ♦ Encounter (Free Action)</p> <p>Trigger: You attack an enemy with this weapon and miss.</p> <p>Effect: You make a ranged basic attack against a different enemy within 5 squares of that enemy.</p>	<h3>Runic Mace +1</h3> <p>Weapon ♦ Level 5</p> <p>Damage: 1d8 Proficiency Bonus: 2 Properties: Versatile Enhancement: +1 attack rolls and damage rolls Critical: +1d6 damage per plus</p> <p>Properties</p> <p>When you hit with an arcane power using this weapon, you gain temporary hit points equal to the weapon's enhancement bonus.</p>
<p>Collar of Recovery +1</p> <p>Neck Slot Item ♦ Level 4</p> <p>Enhancement: +1 Fortitude, Reflex, and Will</p> <p>Properties</p> <p>Gain extra hit points equal to this item's enhancement bonus when you spend a healing surge to regain hit points.</p>	<p>Aversion Staff +2</p> <p>Staff ♦ Level 7</p> <p>Enhancement: +2 attack rolls and damage rolls Critical: +1d8 damage per plus</p> <p>Properties</p> <p>You gain a +2 item bonus to all defenses against attacks from enemies that are subject to effects caused by you.</p>	<p>Elderwood Falcon</p> <p>Wondrous Item ♦ Level 10</p> <p>Power (Conjuration) ♦ Daily (Standard Action)</p> <p>Use this figurine to conjure an ancient falcon of the Feywild (see below for statistics). As a free action, you can spend a healing surge when activating this item to give the creature temporary hit points equal to your healing surge value.</p>

Cat Tabi (heroic tier)

Feet Slot Item ♦ Level 8

Properties

Gain a +3 item bonus to Athletics checks to jump. You take half damage from a fall and always land on your feet.

Power ♦ Daily (Free Action)

Use this power when you fall 10 feet or more. You take no damage from the fall and are not knocked prone.