

Alice

1

Artificer

Character Name

Level

Class

Paragon Path

Epic Destiny

Total XP

Human

Medium

15

Female

1.40m

40kg

Good

Race

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company

RPGA Number

INITIATIVE

SCORE

DEX

1/2 LVL

MISC

0

Initiative

CONDITIONAL MODIFIERS

DEFENSES

SCORE

DEFENSE

10 + 1/2 LVL

ARMOR/ABIL

CLASS

FEAT

ENH

MISC

MISC

15

AC

10

5

CONDITIONAL BONUSES

MOVEMENT

SCORE

BASE

ARMOR

ITEM

MISC

6

Speed (Squares)

6

SPECIAL MOVEMENT

ABILITY SCORES

SCORE

ABILITY

ABIL MOD

MOD + 1/2 LVL

8

STR

Strength

-1

-1

13

CON

Constitution

1

1

10

DEX

Dexterity

0

0

20

INT

Intelligence

5

5

10

WIS

Wisdom

0

0

13

CHA

Charisma

1

1

13

FORT

10

1

1

1

CONDITIONAL BONUSES

16

REF

10

5

1

CONDITIONAL BONUSES

13

WILL

10

1

1

1

CONDITIONAL BONUSES

SENSES

SCORE

PASSIVE SENSE

BASE

SKILL BONUS

10

Passive Insight

10

+

0

15

Passive Perception

10

+

5

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS

1/2 LVL

ABIL

CLASS

PROF

FEAT

ENH

MISC

+

-1

0

-1

ABILITY: Ranged Basic Attack - Unarmed

ATT BONUS

1/2 LVL

ABIL

CLASS

PROF

FEAT

ENH

MISC

+

0

0

0

HIT POINTS

MAX HP

BLOODED

HEALING SURGES

25

12

6

10

1/2 HP

1/4 HP

CURRENT HIT POINTS

CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS

Action Points

MILESTONES

ACTION POINTS

0

1

2

1

2

3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Bonus Feat - Choose an extra feat at 1st level.

Bonus Skill - Trained in one additional class skill.

Bonus At-Will Power - Know one extra 1st-level attack power from your class.

Human Defense Bonuses - +1 to Fortitude, Reflex, and Will.

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

DAMAGE

ABIL

FEAT

ENH

MISC

MISC

1d4-1

-1

ABILITY: Ranged Basic Attack - Unarmed

DAMAGE

ABIL

FEAT

ENH

MISC

MISC

1d4

0

BASIC ATTACKS

ATTACK

DEFENSE

WEAPON OR POWER

DAMAGE

-1

vs

AC

Unarmed (Melee)

1d4-1

0

vs

AC

Unarmed (Range)

1d4

vs

vs

SKILLS

BONUS

SKILL NAME

ABIL MOD + 1/2 LVL

TRND (+5)

ARMOR PENALTY

MISC

0

Acrobatics

DEX

0

0

10

Arcana

INT

5

5

n/a

-1

Athletics

STR

-1

0

1

Bluff

CHA

1

0

n/a

6

Diplomacy

CHA

1

5

n/a

5

Dungeoneering

WIS

0

5

n/a

1

Endurance

CON

1

0

7

Heal

WIS

0

5

n/a

2

10

History

INT

5

5

n/a

0

Insight

WIS

0

0

n/a

1

Intimidate

CHA

1

0

n/a

0

Nature

WIS

0

0

n/a

5

Perception

WIS

0

5

n/a

5

Religion

INT

5

0

n/a

0

Stealth

DEX

0

0

1

Streetwise

CHA

1

0

n/a

0

Thievery

DEX

0

0

CLASS / PATH / DESTINY FEATURES

Arcane Replenishment - During short rest, recharge magic item's daily; each milestone recharge one other item (no item twice)

Components - Use runes, reagents, etc. for artifices; after extended rest, can prepare any components needed

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

Ritual Casting - Gain Ritual Caster as a bonus feat.

LANGUAGES KNOWN

Common, Netherese

FEATS

Durable - Increase number of healing surges by 2

Alchemist - Alchemist bonus feat replaces Ritual Caster class feature.

Combat Medic - Stabilize the dying as minor action, +2 to Heal checks



CHARACTER NAME

Alice

PLAYER NAME

Jan

RACE

Human

CLASS

Artificer

LEVEL

1

HP

25

STR

8

CON

13

AC

15

Spd

6

DEX

10

Fort

13

Init

+0

INT

20

Ref

16

WIS

10

Will

13

CHA

13

10

Passive Insight

15

Passive Perception

PLAY DATA

DUNGEONS & DRAGONS

Aggravating Force

KEYWORDS

Arcane, Force, Weapon

USED

Standard

1

\*

1

Ranged weapon

ACTION

1

1

RANGE

5

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Intelligence vs. AC  
Hit: 1[W] + Intelligence modifier (+5) force damage. Until the end of your next turn, the next attack against the target from one of your allies gains a +2 power bonus to the attack roll.  
Increase damage to 2[W] + Intelligence modifier (+5) at 21st level.

ADDITIONAL EFFECTS

CLASS

Artificer

LEVEL

1

BOOK

Dragon 365

AT-WILL POWER

DUNGEONS & DRAGONS

Repair Object

KEYWORDS

Arcane, Healing

USED

Minor

\*

1

1

Melee touch

ACTION

1

1

RANGE

vs

One Object

ATTACK

DEFENSE

TARGET

Effect: The target regains a number of hit points equal to your healing surge value. You cannot repair an object that has been reduced to 0 hit points.

ADDITIONAL EFFECTS

CLASS

Artificer

LEVEL

BOOK

Dragon 365

ENCOUNTER POWER

DUNGEONS & DRAGONS

ACTION POINT

ENCOUNTER SPECIAL

DUNGEONS & DRAGONS

Thundering Armor

KEYWORDS

Arcane, Implement, Thunder

USED

Standard

1

10

1

Ranged 10

ACTION

1

1

RANGE

5

vs

Fort

One ally

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  
Attack: Intelligence vs. Fortitude  
Hit: 1d6 + Intelligence modifier (+5) thunder damage, and you push the secondary target 1 square away from the primary target.  
Increase damage to 2d6 + Intelligence modifier (+5) at 21st level.

ADDITIONAL EFFECTS

CLASS

Artificer

LEVEL

1

BOOK

Dragon 365

AT-WILL POWER

DUNGEONS & DRAGONS

Healing Infusion: Restorative Formula

KEYWORDS

Arcane, Healing

USED

Minor

1

1

Close burst 5 (10 at 11th level, 15 at 16th)

ACTION

1

5

RANGE

vs

You or one ally in burst

ATTACK

DEFENSE

TARGET

Effect: The target can spend a healing surge and regain an additional 1d6 hit points.  
Increase the amount of additional hit points regained to 2d6 at 6th level, 3d6 at 11th level, 4d6 at 16th level, 5d6 at 21st level, and 6d6 at 26th level.  
Special: You can use a healing infusion power twice per encounter, but only once per round. At 16th level, you can use a healing infusion power three times per encounter, but only once per round.  
Prerequisite: Healing Infusion

ADDITIONAL EFFECTS

CLASS

Artificer

LEVEL

BOOK

Dragon 365

ENCOUNTER POWER

DUNGEONS & DRAGONS

Second Wind

KEYWORDS

USED

Standard

1

1

1

Personal

ACTION

1

1

RANGE

vs

Self

ATTACK

DEFENSE

TARGET

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

ENCOUNTER ACTION

DUNGEONS & DRAGONS

Magic Weapon (Preview)

KEYWORDS

Arcane, Weapon

USED

Standard

\*

1

\*

1

Melee or Ranged weapon

ACTION

1

1

RANGE

6

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Intelligence +1 vs. AC  
Hit: 1[W] + Intelligence modifier (+5) damage.  
Allies adjacent to you gain a +1 power bonus to attack rolls and damage rolls until the end of your next turn.  
Increase damage to 2[W] + Intelligence modifier (+5) at 21st level.

ADDITIONAL EFFECTS

CLASS

Artificer

LEVEL

1

BOOK

EPG

AT-WILL POWER

DUNGEONS & DRAGONS

Healing Infusion: Curative Admixture

KEYWORDS

Arcane

USED

Minor

1

1

Close burst 5 (10 at 11th level, 15 at 16th)

ACTION

1

5

RANGE

vs

You and each ally in burst

ATTACK

DEFENSE

TARGET

Effect: Each target can spend a healing surge to gain temporary hit points equal to your Constitution modifier (+1) + 1.  
Increase the amount of temporary hit points gained to Constitution modifier (+1) + 2 at 6th level, Constitution modifier (+1) + 3 at 11th level, Constitution modifier (+1) + 4 at 16th level, Constitution modifier (+1) + 5 at 21st level, and Constitution modifier (+1) + 6 at 27th level.  
Special: You can use a healing infusion power twice per encounter, but only once per round. At 16th level, you can use a healing infusion power three times per encounter, but only once per round.  
Prerequisite: Healing Infusion

ADDITIONAL EFFECTS

CLASS

Artificer













LEVEL

BOOK

Dragon 365

ENCOUNTER POWER

DUNGEONS & DRAGONS

Spike Wire			Lifetap		
KEYWORDS Arcane, Force, Weapon		USED	KEYWORDS Arcane, Implement		USED
Standard	  	Area burst 1 within weapon range	Standard	 	Ranged 10
ACTION	  	RANGE	ACTION	  	RANGE
5	vs	Fort	5	vs	Reflex
ATTACK	DEFENSE	TARGET	ATTACK	DEFENSE	TARGET
Attack: Intelligence vs. Fortitude Hit: 1[W] + Intelligence modifier (+5) force damage, and attacks against the target gain a +2 bonus to damage rolls until the end of your next turn.			Attack: Intelligence vs. Reflex Hit: 2d10 + Intelligence modifier (+5) damage, and an ally within 10 squares of you gains 10 temporary hit points. Miss: Half damage, and the ally gains 5 temporary hit points.		
ADDITIONAL EFFECTS			ADDITIONAL EFFECTS		
CLASS Artificer	LEVEL 1	BOOK Dragon 365	CLASS Artificer	LEVEL 1	BOOK Dragon 365
ENCOUNTER POWER			DAILY POWER		