

Player Name \_\_\_\_\_

 Character Name **1** **Artificer** Level Class Paragon Path Epic Destiny Total XP **0**

 Race **Deva** Size **Medium** Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
<b>0</b>			

CONDITIONAL MODIFIERS

### DEFENSES

SCORE	DEFENSE	10 + ARMOR/1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>17</b>	<b>AC</b>	<b>10</b>	<b>7</b>					

CONDITIONAL BONUSES  
+1 AC against attacks made by bloodied creatures

### MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
<b>6</b>	<b>Speed (Squares)</b>	<b>6</b>		

SPECIAL MOVEMENT

### ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
<b>8</b>	<b>STR</b> Strength	<b>-1</b>	<b>-1</b>
<b>11</b>	<b>CON</b> Constitution	<b>0</b>	<b>0</b>
<b>10</b>	<b>DEX</b> Dexterity	<b>0</b>	<b>0</b>
<b>20</b>	<b>INT</b> Intelligence	<b>5</b>	<b>5</b>
<b>16</b>	<b>WIS</b> Wisdom	<b>3</b>	<b>3</b>
<b>10</b>	<b>CHA</b> Charisma	<b>0</b>	<b>0</b>

### FORT

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>11</b>	<b>FORT</b>	<b>10</b>		<b>1</b>				

CONDITIONAL BONUSES  
+1 Fortitude Defense against attacks made by bloodied creatures

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
<b>13</b>	<b>Passive Insight</b>	<b>10</b>	<b>3</b>

### REF

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>15</b>	<b>REF</b>	<b>10</b>	<b>5</b>					

CONDITIONAL BONUSES  
+1 Reflex Defense against attacks made by bloodied creatures

### PERCEPTION

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
<b>18</b>	<b>Passive Perception</b>	<b>10</b>	<b>8</b>

SPECIAL SENSES

### WILL

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>14</b>	<b>WILL</b>	<b>10</b>	<b>3</b>	<b>1</b>				

CONDITIONAL BONUSES  
+1 Will Defense against attacks made by bloodied creatures

### ATTACK WORKSPACE

### DAMAGE WORKSPACE

### HIT POINTS

MAX HP	BLOODIED	HEALING SURGES SURGE VALUE	SURGES/DAY
<b>23</b>	<b>11</b>	<b>5</b>	<b>6</b>

1/2 HP 1/4 HP

### ACTION POINTS

ACTION POINTS	MILESTONES	ACTION POINTS
<b>2</b>	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
<b>-1</b>	vs <b>AC</b>	Unarmed (Melee)	1d4-1
<b>0</b>	vs <b>AC</b>	Unarmed (Range)	1d4

CURRENT HIT POINTS

CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES Resist 5 Necrotic, Resist 5 Radiant

CURRENT CONDITIONS AND EFFECTS

### FEATS

**Ritual Caster** - Master and perform rituals

**Potent Restorables** - Targets of healing powers regain 2 extra hit points

### RACE FEATURES

**Astral Majesty** - +1 bonus to all defenses against bloodied creatures

**Astral Resistance** - Resist necrotic and resist radiant equal to 5 + one-half your level

**Immortal Origin** - Immortal creature origin

**Memory of a Thousand Lifetimes** - Have the memory of a thousand lifetimes power

**History Bonus**

**Religion Bonus**

### CLASS / PATH / DESTINY FEATURES

**Arcane Empowerment** - Empower magic items once per day plus once per milestone.

**Impart Energy** - Recharge a daily magic item. An item can't be recharged twice in a day.

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

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

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

**Ritual Casting** - Gain Ritual Caster as a bonus feat.

### SKILLS

BONUS	SKILL NAME	DEX	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
<b>0</b>	<b>Acrobatics</b>	DEX	<b>0</b>	<b>0</b>		
<b>10</b>	<b>Arcana</b>	INT	<b>5</b>	<b>5</b>	n/a	
<b>-1</b>	<b>Athletics</b>	STR	<b>-1</b>	<b>0</b>		
<b>0</b>	<b>Bluff</b>	CHA	<b>0</b>	<b>0</b>	n/a	
<b>0</b>	<b>Diplomacy</b>	CHA	<b>0</b>	<b>0</b>	n/a	
<b>3</b>	<b>Dungeoneering</b>	WIS	<b>3</b>	<b>0</b>	n/a	
<b>0</b>	<b>Endurance</b>	CON	<b>0</b>	<b>0</b>		
<b>8</b>	<b>Heal</b>	WIS	<b>3</b>	<b>5</b>	n/a	
<b>12</b>	<b>History</b>	INT	<b>5</b>	<b>5</b>	n/a	<b>2</b>
<b>3</b>	<b>Insight</b>	WIS	<b>3</b>	<b>0</b>	n/a	
<b>0</b>	<b>Intimidate</b>	CHA	<b>0</b>	<b>0</b>	n/a	
<b>3</b>	<b>Nature</b>	WIS	<b>3</b>	<b>0</b>	n/a	
<b>8</b>	<b>Perception</b>	WIS	<b>3</b>	<b>5</b>	n/a	
<b>7</b>	<b>Religion</b>	INT	<b>5</b>	<b>0</b>	n/a	<b>2</b>
<b>0</b>	<b>Stealth</b>	DEX	<b>0</b>	<b>0</b>		
<b>0</b>	<b>Streetwise</b>	CHA	<b>0</b>	<b>0</b>	n/a	
<b>5</b>	<b>Thievery</b>	DEX	<b>0</b>	<b>5</b>		

### LANGUAGES KNOWN

Common, Primordial, Deep Speech

### POWER INDEX

List your powers below.  
Check the box when the power is used.  
Clear the box when the power renews.

#### AT-WILL POWERS

Magic Weapon	<input type="checkbox"/>
Thundering Armor	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

#### ENCOUNTER POWERS

Memory of a Thousand Lifetimes	<input type="checkbox"/>
Healing Infusion: Curative Admixture	<input type="checkbox"/>
Healing Infusion: Resistive Formula	<input type="checkbox"/>
Spike Wire	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

#### DAILY POWERS

Life-Tapping Darts	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

#### UTILITY POWERS

	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

#### OTHER EQUIPMENT

Ritual Book
Adventurer's Kit
Climber's Kit
Thieves' Tools
Leather Armor (E)
Crossbow
Quarterstaff (E)

#### COINS AND OTHER WEALTH

Money on hand: 8 gp
Stored money: 0 gp
Encumbrance: 38 / 80

### MAGIC ITEM INDEX

List your powers below.  
Check the box when the power is used.  
Clear the box when the power renews.

#### MAGIC ITEMS

WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
ARMOR	<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"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

#### Daily Item Powers Per Day

Heroic (1-10) <input type="checkbox"/>	Milestone <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>
Paragon (11-20) <input type="checkbox"/> <input type="checkbox"/>	Milestone <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>
Epic (21-30) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Milestone <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>

#### RITUALS / ALCHEMY

Brew Potion
Disenchant Magic Item
Enchant Magic Item
Make Whole

### CHARACTER PORTRAIT



#### PERSONALITY TRAITS


#### MANNERISMS AND APPEARANCE


#### CHARACTER BACKGROUND

**Auspicious Birth**  
I was born on the slopes of Mount Emberstare during an eclipse, when the moon turned as red as blood. You substitute your highest ability score for Constitution to determine your initial hit points.

#### COMPANIONS AND ALLIES


#### SESSION AND CAMPAIGN NOTES


CHARACTER NAME

PLAYER NAME

RACE Deva CLASS Artificer LEVEL 1

HP	8 STR	AC
23	11 CON	17
Spd	10 DEX	Fort
6	20 INT	11
Init	16 WIS	Ref
+0	10 CHA	15
		Will
		14

13 Passive Insight 18 Passive Perception

PLAY DATA **DUNGEONS & DRAGONS**



ENCOUNTER SPECIAL **DUNGEONS & DRAGONS**

### Second Wind

KEYWORDS

Standard	Personal
<b>ACTION</b>	<b>RANGE</b>
vs	Self
<b>ATTACK</b>	<b>DEFENSE</b>
	<b>TARGET</b>

Effect: You spend a healing surge and regain 5 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

KEYWORDS Arcane, Weapon USED

Standard	Melee or Ranged weapon
<b>ACTION</b>	<b>RANGE</b>
8 vs AC	One creature
<b>ATTACK</b>	<b>DEFENSE</b>
	<b>TARGET</b>

**Attack:** Intelligence +1 vs. AC  
**Hit:** 1[W] + Intelligence modifier (+5) damage, and each ally adjacent to you gains a +1 power bonus to attack rolls and a bonus to damage rolls equal to your Constitution or your Wisdom modifier (+3) until the end of your next turn.  
 Level 21: 2[W] + Intelligence modifier (+5) damage, and a +2 power bonus to attack rolls.

Quarterstaff: +8 attack, 1d8+5 damage  
 Crossbow: +8 attack, 1d8+5 damage

ADDITIONAL EFFECTS

CLASS Artificer LEVEL 1 BOOK EPG

AT-WILL POWER **DUNGEONS & DRAGONS**

### Thundering Armor

KEYWORDS Arcane, Implement, Thunder USED

Standard	Close burst 10
<b>ACTION</b>	<b>RANGE</b>
5 vs Fort	You or one ally in burst
<b>ATTACK</b>	<b>DEFENSE</b>
	<b>TARGET</b>

**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 burst  
**Attack:** Intelligence vs. Fortitude  
**Hit:** 1d8 + Intelligence modifier (+5) thunder damage, and you push the secondary target 1 square away from the primary target.  
 Level 21: 2d8 + Intelligence modifier (+5) thunder damage.

Quarterstaff: +5 attack, 1d8+5 damage

ADDITIONAL EFFECTS

CLASS Artificer LEVEL 1 BOOK EPG

AT-WILL POWER **DUNGEONS & DRAGONS**

### Memory of a Thousand Lifetimes

KEYWORDS

No Action	Personal
<b>ACTION</b>	<b>RANGE</b>
vs	
<b>ATTACK</b>	<b>DEFENSE</b>
	<b>TARGET</b>

**Trigger:** You make an attack roll, a saving throw, a skill check, or an ability check and dislike the result  
**Effect:** You add 1d6 to the triggering roll.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL \* BOOK PH2

ENCOUNTER POWER **DUNGEONS & DRAGONS**

### Healing Infusion: Curative Admixture

KEYWORDS Arcane, Healing USED

Minor	Close burst 5 (10 at 11th level, 15)
<b>ACTION</b>	<b>RANGE</b>
5 vs	You or one ally in burst
<b>ATTACK</b>	<b>DEFENSE</b>
	<b>TARGET</b>

**Effect:** The target regains hit points equal to its healing surge value + your Wisdom modifier (+3), and you expend an infusion crafted with your Healing Infusion class feature.  
 Level 6: Healing surge value + your Wisdom modifier (+3) + 2.  
 Level 11: Healing surge value + your Wisdom modifier (+3) + 4.  
 Level 16: Healing surge value + your Wisdom modifier (+3) + 6.  
 Level 21: Healing surge value + your Wisdom modifier (+3) + 8.  
 Level 26: Healing surge value + your Wisdom modifier (+3) + 10.  
**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.  
**Prerequisite:** Healing Infusion

regain an additional 2 hit points.

ADDITIONAL EFFECTS

CLASS Artificer LEVEL BOOK EPG

ENCOUNTER POWER **DUNGEONS & DRAGONS**

### Healing Infusion: Resistive Formula

KEYWORDS Arcane USED

Minor	Close burst 5 (10 at 11th level, 15)
<b>ACTION</b>	<b>RANGE</b>
5 vs	You or one ally in burst
<b>ATTACK</b>	<b>DEFENSE</b>
	<b>TARGET</b>

**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 (+0).  
 Level 11: Temporary hit points equal to the target's healing surge value + twice your Constitution modifier (+0).  
 Level 21: Temporary hit points equal to the target's healing surge value + three times your Constitution modifier (+0).  
**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

CLASS Artificer LEVEL BOOK EPG

ENCOUNTER POWER **DUNGEONS & DRAGONS**

### Spike Wire

KEYWORDS Arcane, Force, Implement USED

Standard	Ranged 10
<b>ACTION</b>	<b>RANGE</b>
5 vs Fort	One creature
<b>ATTACK</b>	<b>DEFENSE</b>
	<b>TARGET</b>

**Attack:** Intelligence vs. Fortitude  
**Hit:** 1d8 + Intelligence modifier (+5) force damage. Until the end of your next turn, any attack deals extra damage to the target equal to your Wisdom modifier (+3).

Quarterstaff: +5 attack, 1d8+5 damage

ADDITIONAL EFFECTS

CLASS Artificer LEVEL 1 BOOK EPG

ENCOUNTER POWER **DUNGEONS & DRAGONS**

# Life-Tapping Darts

KEYWORDS		Arcane, Implement	USED
Standard	↓ 10 ↗	Ranged 10	
<b>ACTION</b>	↶ ↷	<b>RANGE</b>	
5	vs	Reflex	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	
<b>Attack:</b> Intelligence vs. Reflex <b>Hit:</b> 2d10 + Intelligence modifier (+5) damage, and one ally within 10 squares of you gains 10 temporary hit points. <b>Miss:</b> Half damage, and one ally within 10 squares of you gains 5 temporary hit points.  Quarterstaff: +5 attack, 2d10+5 damage			
ADDITIONAL EFFECTS			
CLASS	Artificer	LEVEL	1
		BOOK	EPG
<b>DAILY POWER</b>			