



# DUNGEONS & DRAGONS®

Weel Naxel

CHARACTER NAME

Class: Artificer

Level: 1

Race: Human

Gender: \_\_\_\_\_

Alignment: \_\_\_\_\_

Languages: Common, Elven

## ABILITIES AND SKILLS

10 Strength

MODIFIER 0 CHECK 0

Strength measures your physical power.

Athletics

Trained

MISC. CHECK 0

16 Constitution

MODIFIER 3 CHECK 3

Constitution represents health, stamina, and vital force.

Endurance

Trained

MISC. CHECK 3

12 Dexterity

MODIFIER 1 CHECK 1

Dexterity measures coordination, agility, and balance.

Acrobatics

Trained

MISC. CHECK 1

Stealth

Trained

MISC. CHECK 1

Thievery

Trained

MISC. CHECK 8

18 Intelligence

MODIFIER 4 CHECK 4

Intelligence describes how well you learn and reason.

Arcana

Trained

MISC. CHECK 9

History

Trained

MISC. CHECK 9

Religion

Trained

MISC. CHECK 4

12 Wisdom

MODIFIER 1 CHECK 1

Wisdom measures common sense, self-discipline, and empathy.

Dungeoneering

Trained

MISC. CHECK 6

Heal

Trained

MISC. CHECK 6

Insight

Trained

MISC. CHECK 1

Nature

Trained

MISC. CHECK 1

Perception

Trained

MISC. CHECK 6

8 Charisma

MODIFIER -1 CHECK -1

Charisma measures force of personality and leadership.

Bluff

Trained

MISC. CHECK -1

Diplomacy

Trained

MISC. CHECK -1

Intimidate

Trained

MISC. CHECK -1

Streetwise

Trained

MISC. CHECK -1

## COMBAT STATISTICS

1 Initiative

Roll initiative to determine the turn order in combat.

6 Speed

Your speed is the number of squares you can move with a move action.

## DEFENSES

16 Armor Class (AC)

CALCULATIONS

AC measures how hard it is to physically land an attack on you.

15 Fortitude

CALCULATIONS

Fortitude measures your toughness and resilience.

15 Reflex

CALCULATIONS

Reflex measures your ability to deflect or dodge attacks.

13 Will

CALCULATIONS

Will measures your strength of will and self-discipline.

0 Attack Bonus

Melee Basic 1d4

3 Attack Bonus

Ranged Basic 1d8+1

When you attack, roll a d20 and add your attack bonus. Compare the result to the monster's defense to see if you hit. If you do hit, roll damage.

28 Hit Points

Bloodied 14

Your hit points measure the damage you can take before falling unconscious. Your bloodied value is half of your hit points (rounded down).

Healing Surge Value

7

Surges Per Day

9

When you spend a healing surge, you regain hit points equal to your healing surge value, which is one-quarter of your hit points (rounded down).

## CURRENT HIT POINTS

Temporary Hit Points

Surges Remaining

## ACTIONS IN COMBAT

On your turn in combat, you can take three actions:

A standard action, which is usually an attack

A move action, which involves movement

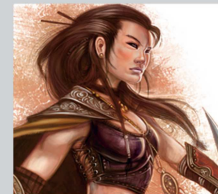
A minor action, which is simple and quick

You can give up an action to take another action from lower on the list, so you can take a move or a minor action instead of a standard action or a minor action instead of a move action.

# Weel Naxel

Player Name

Character Name



## Racial Features

### Bonus Feat

Choose an extra feat at 1st level.

### Bonus Skill

Trained in one additional class skill.

### Human Defense Bonuses

+1 to Fortitude, Reflex, and Will.

### Human Power Selection

Choose an option for your human character.

### Bonus At-Will Power

Know one extra 1st-level attack power from your class.

## Class/Other Features

### Versatile Expertise (Spear)

+1 to attack rolls with Spears.

### Versatile Expertise (Rod)

+1 to attack rolls with rods

### 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.

## Feats

### Versatile Expertise

Bonus to attacks with weapons and implements of your choice

### Ritual Caster

Master and perform rituals

### White Lotus Riposte

When an enemy attacks you before the start of your next turn after you hit it with an arcane at-will attack power, it takes damage (of the same type) equal to that power's ability modifier.



Player Name

Weel Naxel

Character Name

## Character Details

### Mannerisms and Appearance

### Personality Traits

### Theme

### Background

Cannith Tinker

### Adventuring Company

### Companions and Allies

### Session and Campaign Notes

Other Notes

## Equipment

Head

Neck

Arms

Hands

Rings

Rings

Off Hand

Main Hand

Waist

Armor

Leather Armor

Tattoo

Feet

Ki Focus

Other Equipment

1 Ritual Book  
1 Brew Potion  
1 Disenchant Magic Item  
1 Enchant Magic Item  
1 Make Whole  
1 Crossbow  
1 Crossbow Bolts  
1 Thieves' Tools

Total Weight (lbs.)

25

Carrying  
Capacity (lbs.)

Coins and Other Wealth  
29 Gold

Normal 100

Heavy 200

Max 500

Melee Basic Attack

At-Will ♦ Standard Action

Unarmed: +0 vs. AC, 1d4 damage

Melee weaponTarget: One creature

You resort to the simple attack you learned when you first picked up a melee weapon.

Keyword: Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+0) damage.

Level 21: 2[W] + Str modifier (+0) damage.

Additional Effects

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Crossbow: +3 vs. AC, 1d8+1 damage

Ranged weaponTarget: One creature

You resort to the simple attack you learned when you first picked up a ranged weapon.

Keyword: Weapon

Attack: Dexterity vs. AC

Hit: 1[W] + Dex modifier (+1) damage.

Level 21: 2[W] + Dex modifier (+1) damage.

Additional Effects

Basic Attack

Thundering Armor

At-Will ♦ Standard Action

Magic Rod +1: +6 vs. Fortitude, 1d8+5 damage

Close burst 10

Thunder ripples outward from your implement, coalescing around you or an ally before focusing its might on a nearby enemy.

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 (+4) thunder damage, and you push the secondary target 1 square away from the primary target.

Additional Effects

Artificer Attack 1

Healing Infusion: Curative

Encounter (Special) ♦ Minor Action

Close burst 5 (10 at 11th level, 15 at 21st level)

Target: You or one ally in the burst

You use the magic of your infusion to heal the wounds of your target.

Keywords: Arcane, Healing

Effect: The target regains hit points equal to its healing surge value + your Wis modifier (+1), and you expend an infusion crafted with your Healing Infusion class feature.

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

Artificer FeatureUsed ☐

Healing Infusion: Resistive

Encounter (Special) ♦ Minor Action

Close burst 5 (10 at 11th level, 15 at 21st level)

Target: You or one ally in the burst

You channel the energy of your infusion into your target's armor, providing lasting protection.

Keyword: Arcane

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).

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

Artificer FeatureUsed ☐

Static Shock

At-Will ♦ Standard Action

Magic Rod +1: +6 vs. Reflex, 1d8+5 damage

Melee 5Target: One creature

You imbue your opponent with a crackling arcane charge, hindering the potency of its next attack.

Keywords: Arcane, Implement, Lightning

Attack: Intelligence vs. Reflex

Hit: 1d8 + Int modifier (+4) lightning damage. The next attack the target makes before the end of your next turn takes a penalty to the damage roll equal your Con modifier (+3).

Additional Effects

Artificer Attack 1

Magic Weapon

At-Will ♦ Standard Action

Crossbow: +7 vs. AC, 1d8+4 damage

Melee or Ranged weaponTarget: One creature

Your attack issues a burst of magical energy that enhances the weapons of allies close to you.

Keywords: Arcane, Weapon

Attack: Intelligence +1 vs. AC

Hit: 1[W] + Int modifier (+4) 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 (+1) until the end of your next turn.

Additional Effects

Artificer Attack 1

Scouring Weapon

Encounter ♦ Standard Action

Crossbow: +6 vs. AC, 2d8+4 damage

Melee or Ranged weaponTarget: One creature

You infuse your weapon with acid, momentarily corroding your opponent's defenses.

Keywords: Acid, Arcane, Weapon

Attack: Intelligence vs. AC

Hit: 2[W] + Int modifier (+4) acid damage, and the target takes a -2 penalty to AC until the end of your next turn.

Additional Effects

Artificer Attack 1Used ☐

Punishing Eye

Daily ♦ Standard Action

Ranged 5

An arcane construct of an eye appears in the air, revealing your enemies and striking them when they show weaknesses.

Keywords: Arcane, Conjuration, Implement, Psychic

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 Int modifier (+4). You can move the eye 3 squares as a move action.

Additional Effects

Artificer Attack 1Used ☐

## Magic Rod +1

Rod ♦ Level 1

**Enhancement:** +1 attack rolls and damage rolls

**Critical:** +1d6 damage