



DUNGEONS & DRAGONS®

Cassi Ashonson

CHARACTER NAME

Class: Artificer

Level: 6

Race: Human

Gender: female

Alignment: Good

Languages: Common, Dwarven

ABILITIES AND SKILLS

8 Strength

MODIFIER -1 CHECK 2

Strength measures your physical power.

Athletics

Trained

MISC. CHECK 2

14 Constitution

MODIFIER 2 CHECK 5

Constitution represents health, stamina, and vital force.

Endurance

Trained

MISC. CHECK 5

10 Dexterity

MODIFIER 0 CHECK 3

Dexterity measures coordination, agility, and balance.

Acrobatics

Trained

MISC. CHECK 3

Stealth

Trained

MISC. CHECK 3

Thievery

Trained

MISC. CHECK 3

20 Intelligence

MODIFIER 5 CHECK 8

Intelligence describes how well you learn and reason.

Arcana

Trained

MISC. CHECK 13

History

Trained

MISC. CHECK 13

Religion

Trained

MISC. CHECK 8

15 Wisdom

MODIFIER 2 CHECK 5

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

Dungeoneering

Trained

MISC. CHECK 10

Heal

Trained

MISC. CHECK 10

Insight

Trained

MISC. CHECK 5

Nature

Trained

MISC. CHECK 5

Perception

Trained

MISC. CHECK 10

10 Charisma

MODIFIER 0 CHECK 3

Charisma measures force of personality and leadership.

Bluff

Trained

MISC. CHECK 3

Diplomacy

Trained

MISC. CHECK 10

Intimidate

Trained

MISC. CHECK 3

Streetwise

Trained

MISC. CHECK 3

COMBAT STATISTICS

3 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

23 Armor Class (AC)

CALCULATIONS

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

19 Fortitude

CALCULATIONS

Fortitude measures your toughness and resilience.

22 Reflex

CALCULATIONS

Reflex measures your ability to deflect or dodge attacks.

19 Will

CALCULATIONS

Will measures your strength of will and self-discipline.

7 Attack Bonus

Melee Basic

1d8+1

6 Attack Bonus

Ranged Basic

1d4

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.

51 Hit Points

Bloodied

25

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

12

Surges Per Day

8

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

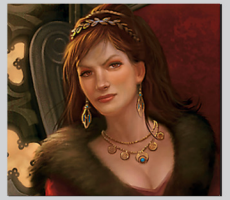
You can give up an action to take another action from lower on the list, so you can take a move or a minor action instead of a standard action or a minor action instead of a move action.

drothgery

Player Name

Cassi Ashonson

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.

Heroic Effort

Gain the Heroic Effort power

Class/Other 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.

Feats

Staff Expertise

While using a staff as a weapon or implement: +1/2/3 to attack rolls, ranged attacks don't provoke opportunity attacks, +1 reach

Ritual Caster

Master and perform rituals

Improved Defenses

+1/2/3 bonus (by tier) to Fortitude, Reflex, and Will.

Potent Restorables

Targets of healing powers regain 2 extra hit points

Superior Implement Training (Accurate staff)

Can use Accurate staffs

Hafted Defense

+1 AC and Reflex while wielding polearm or staff in two hands

drothgery

Cassi Ashonson

Player Name

Character Name



Character Details

Mannerisms and Appearance

Personality Traits

Theme

Background

Occupation - Merchant

Adventuring Company

Insight's Isle of Dread

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Amulet of Life +1

Arms

Hands

Rings

Rings

Off Hand

Main Hand

Summoner's Accurate staff...

Waist

Armor

Summoned Leather Armor...

Tattoo

Feet

Ki Focus

Other Equipment

- 1 Ritual Book
- 1 Adventurer's Kit
- 1 Everburning Torch
- 1 Dagger

Total Weight (lbs.)

57

Carrying Capacity (lbs.)

Normal

80

Heavy

160

Max

400

Coins and Other Wealth

3 Platinum, 29 Gold

Cassi Ashonson

Level 6 Human Artificer

HP	SCORE	ABILITY	MOD	AC
51	8	STR	-1	23
Spd	14	CON	2	Fort
6	10	DEX	0	19
Init	20	INT	5	Ref
+3	15	WIS	2	22
	10	CHA	0	Will
				19

15 Passive Insight

20 Passive Perception

Skills

Acrobatics	Dexterity	3
Arcana	Intelligence	• 13
Athletics	Strength	2
Bluff	Charisma	3
Diplomacy	Charisma	• 10
Dungeoneering	Wisdom	• 10
Endurance	Constitution	5
Heal	Wisdom	• 10
History	Intelligence	• 13
Insight	Wisdom	5
Intimidate	Charisma	3
Nature	Wisdom	5
Perception	Wisdom	• 10
Religion	Intelligence	8
Stealth	Dexterity	3
Streetwise	Charisma	3
Thievery	Dexterity	3

• indicates a trained skill.

Action Point

Base action points: 1



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.

Player Name: drothgery

Melee Basic Attack

At-Will ♦ Standard Action

Summoner's Accurate staff +2: +7 vs. AC, 1d8+1 damage

Melee weapon **Target:** 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 (-1) damage.

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

Additional Effects

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Dagger: +6 vs. AC, 1d4 damage

Ranged weapon **Target:** 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 (+0) damage.

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

Additional Effects

Basic Attack

Ethereal Chill

At-Will ♦ Standard Action

Summoner's Accurate staff +2: +12 vs. Reflex, 1d8+7 damage

Area burst 1 centered **Target:** One enemy on an ally within 5 in the burst squares

You align your spell with those you wove over your ally's armor, causing them to radiate an unnatural cold.

Keywords: Arcane, Cold, Implement

Attack: Intelligence vs. Reflex

Hit: 1d8 + Int modifier (+5) cold damage. Until the end of your next turn, any enemy that hits the ally takes cold damage equal to your Wis modifier (+2).

Additional Effects

Artificer Attack 1

Magic Weapon

At-Will ♦ Standard Action

Summoner's Accurate staff +2: +13 vs. AC, 1d8+7 damage

Melee or Ranged weapon **Target:** 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 (+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 (+2) or your Wis modifier (+2) until the end of your next turn.

Additional Effects

Artificer Attack 1

Shielding Cube

Encounter ♦ Standard Action

Summoner's Accurate staff +2: +12 vs. Reflex, 2d6+7 damage

Ranged 10 **Target:** One creature

You direct a minute cube covered in runes into the fray. Although small, the cube contains a force that bashes foes and shields allies.

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

Artificer Attack 1

Used ☐

Hypnotic Distraction

Encounter ♦ Standard Action

Summoner's Accurate staff +2: +12 vs. Will, 2d10+7 damage

Ranged 10 **Target:** One creature

The runes carved on your armor and implement flow hypnotically, drawing the attention of one of your enemies.

Keywords: Arcane, Implement, Psychic

Attack: Intelligence vs. Will

Hit: 2d10 + Int modifier (+5) psychic damage, and the target takes a penalty to attack rolls equal to your Wis modifier (+2) until the end of your next turn.

Additional Effects

Artificer Attack 3

Used ☐

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, Conjunction, 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 (+5). You can move the eye 3 squares as a move action.

Additional Effects

Artificer Attack 1

Used ☐

Flameheart Defender

Daily ♦ Standard Action

Ranged 5

You infuse a small construct with a volatile heart of elemental fire.

Keywords: Arcane, Fire, Implement, Summoning

Effect: You create a Small flameheart defender in an unoccupied square within range. The flameheart defender has speed 6. Any enemy adjacent to the flameheart defender at the start of your turn is marked by it. You can give the flameheart defender the following special commands.

Standard Action: Melee 1 or Ranged 5; targets one creature; Intelligence + 2 vs. AC; 2d6 + Int modifier (+5) fire damage.

Opportunity Attack: Melee 1; targets one creature; Intelligence + 2 vs. AC; 2d6 + Int modifier (+5) fire damage.

No Action: When the flameheart defender drops to 0 hit points, it must make the following attack: Close burst 2; targets each creature in the burst; Intelligence vs. Reflex; 1d8 + Wis modifier (+2) fire damage.

Additional Effects

Artificer Attack 5

Used ☐

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 (+2), and you expend an infusion crafted with your Healing Infusion class feature.
Level 6: Healing surge value + your Wis modifier (+2) + 2.

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 Feature

Used ☐

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 (+2).

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 Feature

Used ☐

Heroic Effort

Encounter ♦ No Action

Personal

Your grim focus and unbridled energy means that failure is not an option.

Trigger: You miss with an attack or fail a saving throw.

Effect: You gain a +4 racial bonus to the attack roll or the saving throw.

Additional Effects

Human Racial Power

Used ☐

Swift Mender

Encounter ♦ Minor Action

Ranged 5

Target: You or one ally

You empower a tiny construct to zoom to an ally's aid.

Keyword: Arcane

Effect: The target makes a saving throw.

Additional Effects

Artificer Utility 2

Used ☐

Energy Conversion

Encounter ♦ Immediate Interrupt

Ranged 10

Target: The triggering ally

Your spell absorbs the energy of your enemy's attacks, turning it into a protective ward for your ally.

Keyword: Arcane

Trigger: An ally takes damage from an attack

Effect: The target gains resist all equal to 5 + your Wis modifier (+2) against the triggering attack. After the attack is resolved, the ally gains temporary hit points equal 5 + your Wis modifier (+2).

Additional Effects

Artificer Utility 6

Used ☐

Summoner's Accurate staff +2

Staff ♦ Level 7

Damage: 1d8

Proficiency Bonus: 2

Properties: Accurate

Enhancement: +2 attack rolls and damage rolls

Critical: +1d6 damage per plus, or +1d10 damage per plus if a creature you summoned scored the critical hit

Property: When an enemy attacks a creature you summoned and misses, you or an ally within 5 squares of the summoned creature gains temporary hit points equal to 5 + the staff's enhancement bonus.

Power (Daily): Immediate Interrupt.

Trigger: An enemy hits a creature you summoned. Effect: The triggering enemy rerolls the attack roll and must use the second result.

Summoned Leather Armor +2

Armor ♦ Level 6

Armor Bonus: 2

Enhancement: +2 AC

Power (At-Will): Minor Action. You banish this armor to a secure extradimensional location. At any point in the future, unless you are wearing armor, you can use another minor action to recall the armor. The armor appears on you as though you had donned it normally.

Amulet of Life +1

Neck Slot Item ♦ Level 5

Enhancement: +1 Fortitude, Reflex, and Will

Power (Encounter * Healing): Free Action. Trigger: Use this power when you spend a healing surge. Effect: You can spend an additional healing surge.