

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

2

Level

Weel Naxel

Good male Human Artificer

20

5'9"

160

Medium

Deity

1000

Total XP

2250

Defenses

17	16	16	14
AC	FORT	REF	WILL

Conditional Bonuses

Hit Points

Max HP
(Bloodied 16) **33**

Temp HP

Current Hit Points

Healing Surges

Surge Value	Surges/Day
8	9

Current Conditions:

Combat Statistics and Senses

Initiative**2**

Conditional Modifiers:

Speed**6**

Special Movement:

Passive Insight**12****Passive Perception****17**

Special Senses: Normal

Action Points

Action Points	Milestones	Action Points
<div></div>	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

Javelin

4

Strength vs. AC

1d6

Damage

Ranged

Javelin

4

Dexterity vs. AC

1d6

Damage

Languages

Common, Elven



Abilities

		Check
STR Strength	10	1
CON Constitution	16	4
DEX Dexterity	12	2
INT Intelligence	18	5
WIS Wisdom	12	2
CHA Charisma	8	0

Skills

Acrobatics	Dexterity	2
Arcana	Intelligence ✓	10
Athletics	Strength	1
Bluff	Charisma	0
Diplomacy	Charisma	0
Dungeoneering	Wisdom ✓	7
Endurance	Constitution	4
Heal	Wisdom ✓	7
History	Intelligence ✓	10
Insight	Wisdom	2
Intimidate	Charisma	0
Nature	Wisdom	2
Perception	Wisdom ✓	7
Religion	Intelligence	5
Stealth	Dexterity	2
Streetwise	Charisma	0
Thievery	Dexterity ✓	9

Player Name

Weel Naxel
Character Name



Character Details

Background

Cannith Tinker

Theme

Mannerisms and Appearance

Personality Traits

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Arms

Hands

Rings

Rings

Off Hand

Magic Rod +1

Main Hand

Javelin

Waist

Armor

Leather Armor

Tattoo

Ki Focus

Feet

Other Equipment

Ritual Book
Crossbow
Thieves' Tools
Crossbow Bolt (20)

Total Weight (lbs.)

27

Carrying Capacity
(lbs.)

Treasure

25 Gold

Normal

100

Heavy

200

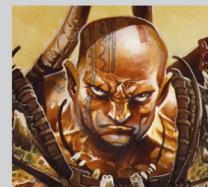
Max

500

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

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.

Versatile Expertise (Spear)

+1 to attack rolls with Spears.

Versatile Expertise (Rod)

+1 to attack rolls with rods

Feats

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.

Ritual Caster

Master and perform rituals

Versatile Expertise

Bonus to attacks with weapons and implements of your choice

Potent Restorables

Targets of healing powers regain 2 extra hit points

Wheel Naxel

Level 2 Human Artificer

HP

33

SCORE

10

ABILITY

STR

MOD

0

AC

17

Fort

16

Spd

6

12

DEX

1

18

INT

4

Init

+2

12

WIS

1

8

CHA

-1

Ref

16

Will

14

12

Passive Insight

17

Passive Perception

Player Name:

Skills

Acrobatics	Dexterity	2
Arcana	Intelligence	• 10
Athletics	Strength	1
Bluff	Charisma	0
Diplomacy	Charisma	0
Dungeoneering	Wisdom	• 7
Endurance	Constitution	4
Heal	Wisdom	• 7
History	Intelligence	• 10
Insight	Wisdom	2
Intimidate	Charisma	0
Nature	Wisdom	2
Perception	Wisdom	• 7
Religion	Intelligence	5
Stealth	Dexterity	2
Streetwise	Charisma	0
Thievery	Dexterity	• 9

• indicates a trained skill.

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

Melee Basic Attack

At-Will ♦ Standard Action

Javelin:

+4 vs. AC, 1d6 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 (+0) damage.

Level 21:

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

Additional Effects

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Javelin:

+4 vs. AC, 1d6 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 (+1) damage.

Level 21:

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

Additional Effects

Basic Attack

Magic Weapon

At-Will ♦ Standard Action

Javelin:

+9 vs. AC, 1d6+4 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 (+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

Static Shock

At-Will ♦ Standard Action

Magic Rod +1:

+7 vs. Reflex, 1d8+5 damage

Melee 5

Target: 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

Thundering Armor

At-Will ♦ Standard Action

Magic Rod +1:

+7 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

Scouring Weapon

Encounter ♦ Standard Action

Javelin:

+8 vs. AC, 2d6+4 damage

Melee or Ranged weapon

Target: 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 1

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, 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 1

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 (+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 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 (+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 Feature

Used ☐ ☐

Restorative Infusion

Daily ♦ Minor Action

Ranged 5

Target: You or one ally

You infuse a comrade with a restorative compound. That ally can then redirect excess vitality to your other allies.

Keyword: Arcane

Effect: The target gains 20 temporary hit points. As a minor action, the target can transfer any number of these temporary hit points to an ally within 5 squares of him or her.

Additional Effects

Artificer Utility 2

Used ☐

Magic Rod +1

Rod ♦ Level 1

Enhancement: +1 attack rolls and damage rolls

Critical: +1d6 damage

5