

Player Name

Character Name: **Hammer** Level: **5** Class: **Artificer** Paragon Path: **Epic Destiny** Total XP: **5 500**

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

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
2	Initiative	2	

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
19	AC	12	6			1		

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
12	STR Strength	1	3
18	CON Constitution	4	6
10	DEX Dexterity	0	2
18	INT Intelligence	4	6
13	WIS Wisdom	1	3
8	CHA Charisma	-1	1

FORT

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
17	FORT	12	4	1				

CONDITIONAL BONUSES

REF

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	REF	12	4					

CONDITIONAL BONUSES

WILL

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	WILL	12	1	1			1	

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
13	Passive Insight	10	3
13	Passive Perception	10	3

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Magic Fullblade +1

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+7	2	1		3		1	

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+3	2	1					

HIT POINTS

MAX HP	BLOODED	HEALING SURGES	SURGE VALUE	SURGES/DAY
50	25	12	12	10

1/2 HP: **25** 1/4 HP: **12**

CURRENT HIT POINTS: **50** CURRENT SURGE USES: **10**

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
10	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Magic Fullblade +1

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d12+2	1		1		

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+1	1				

SECOND WIND 1/ENCOUNTER

USED

DEATH SAVING THROW FAILURES

SAVING THROW MODS: +2 Racial bonus against ongoing damage

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

RACE FEATURES

Living Construct - no need to eat, drink, breathe, or sleep

Warforged Resolve - Use warforged resolve as an encounter power

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
7	vs AC	Magic Fullblade +1	1d12+2
3	vs AC	Unarmed (Melee)	1d4+1
2	vs AC	Unarmed (Range)	1d4

SKILLS

BONUS	SKILL NAME	ABIL	MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
2	Acrobatics	DEX	2	0		
11	Arcana	INT	6	5	n/a	
8	Athletics	STR	3	5		
1	Bluff	CHA	1	0	n/a	
1	Diplomacy	CHA	1	0	n/a	
3	Dungeoneering	WIS	3	0	n/a	
8	Endurance	CON	6	0		2
8	Heal	WIS	3	5	n/a	
11	History	INT	6	5	n/a	
3	Insight	WIS	3	0	n/a	
3	Intimidate	CHA	1	0	n/a	2
3	Nature	WIS	3	0	n/a	
3	Perception	WIS	3	0	n/a	
11	Religion	INT	6	5	n/a	
2	Stealth	DEX	2	0		
1	Streetwise	CHA	1	0	n/a	
7	Thievery	DEX	2	5		

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.

FEATS

Ritual Caster - Master and perform rituals

Weapon Proficiency (Fullblade) - Gain proficiency with the Fullblade.

Arcane Implement Proficiency - Gain new arcane implement

Divine Secretkeeper - Invoker: training in Arcana, History, or Religion, Ritual Casting

Alchemist - Alchemist bonus feat replaces Ritual Caster class feature.

LANGUAGES KNOWN

Common

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	
Static Shock	

ENCOUNTER POWERS

Warforged Resolve	<input type="checkbox"/>
Healing Infusion: Curative Admixture	<input type="checkbox"/>
Healing Infusion: Resistive Formula	<input type="checkbox"/>
Scouring Weapon	<input type="checkbox"/>
Repulsion Strike	<input type="checkbox"/>
	<input type="checkbox"/>

DAILY POWERS

Icebound Sigil	<input type="checkbox"/>
Dancing Weapon	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

UTILITY POWERS

Use Magic Item	<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
Leather Armor

COINS AND OTHER WEALTH

Money on hand: 45 gp
 Stored money: 0 gp
 Encumbrance: 43 / 120

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	Magic Fullblade +1 (E)	<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
ARMOR	Magic Leather Armor +1 (E)	<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"/>
	Khyber Shard of Life Drinking (heroic tier) 0	<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
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		<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"/>	<input type="checkbox"/>
Paragon (11-20)	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Epic (21-30)	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	<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

Unstoppable Soldier
 You've been trained—or built—to be the perfect killing machine. You are quick to take advantage of any opportunity or opening your foes offer. You cannot be stopped until you complete your mission.

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

CHARACTER NAME
Hammer

PLAYER NAME

RACE Warforged CLASS Artificer LEVEL 5

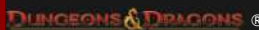
HP 50	12 STR	AC 19
Spd 6	18 CON	Fort 17
Init +2	10 DEX	Ref 16
	18 INT	Will 15
	13 WIS	
	8 CHA	

13 Passive Insight **13** Passive Perception

PLAY DATA



ENCOUNTER SPECIAL



Second Wind

KEYWORDS

Standard	Personal
ACTION	RANGE
vs	Self
ATTACK	DEFENSE
	TARGET

Effect: You spend a healing surge and regain 12 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



Magic Weapon

KEYWORDS Arcane, Weapon USED

Standard	Melee or Ranged weapon
ACTION	RANGE
11 vs AC	One creature
ATTACK	DEFENSE
	TARGET

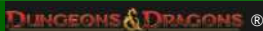
Attack: Intelligence +1 vs. AC
Hit: 1[W] + Intelligence modifier (+4) damage, and each ally adjacent to you gains a +1 power bonus to attack rolls and a bonus to damage rolls equal to your Constitution or your Wisdom modifier (+1) until the end of your next turn.
 Level 21: 2[W] + Intelligence modifier (+4) damage, and a +2 power bonus to attack rolls.

Magic Fullblade +1: +11 attack, 1d12+5 damage

ADDITIONAL EFFECTS

CLASS Artificer LEVEL 1 BOOK *EPG*

AT-WILL POWER



Static Shock

KEYWORDS Arcane, Implement, Lightning USED

Standard	Melee or Ranged 5
ACTION	RANGE
6 vs Reflex	One creature
ATTACK	DEFENSE
	TARGET

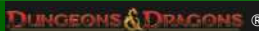
Attack: Intelligence vs. Reflex
Hit: 1d8 + Intelligence modifier (+4) lightning damage. The next attack the target makes before the end of your next turn takes a penalty to the damage roll equal your Constitution modifier (+4).
 Level 21: 2d8 + Intelligence modifier (+4) lightning damage.

Unarmed: +6 attack, 1d8+4 damage

ADDITIONAL EFFECTS

CLASS Artificer LEVEL 1 BOOK *EPG*

AT-WILL POWER



Warforged Resolve

KEYWORDS Healing USED

Minor	Personal
ACTION	RANGE
vs	
ATTACK	DEFENSE
	TARGET

Effect: You gain a number of temporary hit points equal to 3 + one-half your level and can make a saving throw against one effect on you that deals ongoing damage. If you are bloodied, you also regain hit points equal to 3 + one-half your level.

Unarmed: +2 attack

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL * BOOK *EPG*

ENCOUNTER POWER



Healing Infusion: Curative Admixture

KEYWORDS Arcane, Healing USED

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

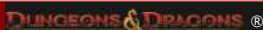
Effect: The target regains hit points equal to its healing surge value + your Wisdom modifier (+1), and you expend an infusion crafted with your Healing Infusion class feature.
 Level 6: Healing surge value + your Wisdom modifier (+1) + 2.
 Level 11: Healing surge value + your Wisdom modifier (+1) + 4.
 Level 16: Healing surge value + your Wisdom modifier (+1) + 6.
 Level 21: Healing surge value + your Wisdom modifier (+1) + 8.
 Level 26: Healing surge value + your Wisdom modifier (+1) + 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

Unarmed: +2 attack

ADDITIONAL EFFECTS

CLASS Artificer LEVEL BOOK *EPG*

ENCOUNTER POWER



Healing Infusion: Resistive Formula

KEYWORDS Arcane USED

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

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 (+4).
 Level 11: Temporary hit points equal to the target's healing surge value + twice your Constitution modifier (+4).
 Level 21: Temporary hit points equal to the target's healing surge value + three times your Constitution modifier (+4).
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



Scouring Weapon

KEYWORDS Acid, Arcane, Weapon USED

Standard	Melee or Ranged weapon
ACTION	RANGE
10 vs AC	One creature
ATTACK	DEFENSE
	TARGET

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

Magic Fullblade +1: +10 attack, 2d12+5 damage

ADDITIONAL EFFECTS

CLASS Artificer LEVEL 1 BOOK *EPG*

ENCOUNTER POWER



Repulsion Strike

KEYWORDS Arcane, Force, Weapon USED

Standard	* ↑ * ✈	Melee or Ranged weapon
ACTION	← *	RANGE
10	vs Reflex	One creature
ATTACK	DEFENSE	TARGET

Attack: Intelligence vs. Reflex
Hit: 2[W] + Intelligence modifier (+4) force damage, and the target takes a penalty to melee attack rolls equal to your Constitution modifier (+4) until the end of your next turn.

Magic Fullblade +1: +10 attack, 2d12+5 damage

ADDITIONAL EFFECTS

CLASS Artificer LEVEL 3 BOOK EPG

ENCOUNTER POWER DUNGEONS & DRAGONS®

Icebound Sigil

KEYWORDS Arcane, Cold USED

Minor	* ↑ * ✈	Melee touch
ACTION	← *	RANGE
vs		One weapon or implement
ATTACK	DEFENSE	TARGET

Effect: Until the end of the encounter, any attack that uses the target as a weapon or an implement deals extra cold damage equal to your Constitution modifier (+4).
 As a free action, the target's wielder can end the effect when he or she hits a creature. That creature is then immobilized (save ends).

ADDITIONAL EFFECTS

CLASS Artificer LEVEL 1 BOOK EPG

DAILY POWER DUNGEONS & DRAGONS®

Dancing Weapon

KEYWORDS Arcane, Summoning, Weapon USED

Minor	* ↑ * ✈	5	Ranged 5
ACTION	← *		RANGE
vs			
ATTACK	DEFENSE		TARGET

Requirement: You must be holding a melee weapon.
Effect: You throw a melee weapon you are holding into an unoccupied square within range. The weapon has speed 0 and fly 6 (hover). The weapon is considered to be a Small creature. When the dancing weapon drops to 0 hit points, it is not destroyed, and you don't lose a healing surge. Instead, the weapon returns to your hand. The dancing weapon cannot open or close a door or container, or pick up or drop an item. You can give the dancing weapon the following special commands.
Minor Action: Melee 1; targets one creature; Intelligence vs. AC; 1[W] + Intelligence modifier (+4) damage.
Opportunity Attack: Melee 1; targets one creature; Intelligence vs. AC; 1[W] + Intelligence modifier (+4) damage.

ADDITIONAL EFFECTS

CLASS Artificer LEVEL 5 BOOK EPG

DAILY POWER DUNGEONS & DRAGONS®

Use Magic Item

KEYWORDS Arcane USED

Free	* ↑ * ✈	Personal
ACTION	← *	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: The next magic item daily power you use before the end of your next turn does not count toward your limit of magic item daily power uses.

ADDITIONAL EFFECTS

CLASS Artificer LEVEL 2 BOOK EPG

UTILITY POWER DUNGEONS & DRAGONS®

Magic Fullblade +1

1d12	3	Heavy Blade	
DAMAGE	PROFICIENT	GROUP	RANGE
+1 attack rolls and damage rolls		1	+1d6 damage
ENHANCEMENT		LEVEL	CRITICAL

PROPERTIES
High Crit

Melee Basic Attack: +7 attack, 1d12+2 damage

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT Two-Hands WEIGHT 10 PRICE 360 BOOK AV

MAGIC WEAPON DUNGEONS & DRAGONS®

Magic Leather Armor +1

2	-	-	1
AC BONUS	CHECK	SPEED	QUANTITY
+1 AC		1	Armor
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT Body WEIGHT 15 PRICE 360 BOOK PH

MAGIC ITEM DUNGEONS & DRAGONS®

Khyber Shard of Life Drinking (heroic ti

			1
AC BONUS	CHECK	SPEED	QUANTITY
8 Dragonshard Augmen			
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

AT-WILL ENCOUNTER DAILY

POWER
Power (Daily • Healing): Free Action. Trigger: You bloody an enemy with an attack that uses the augmented weapon. Effect: You regain 10 hit points.

ITEM SLOT WEIGHT 0 PRICE 3400 BOOK EPG

MAGIC ITEM DUNGEONS & DRAGONS®