

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

1

Level

Splug
Unaligned male Goblin Artificer

Age 3'4" Height 45 lb. Weight Small Size Erathis Deity

0

Total XP 1000

Defenses

16
AC

13
FORT

15
REF

12
WILL

Conditional Bonuses

Hit Points

Max HP
(Bloodied 13) **26**

Temp HP

Current Hit Points

Healing Surges

Surge Value **6** Surges/Day **8**

Current Conditions:

Combat Statistics and Senses

Initiative **1**

Conditional Modifiers:

Speed **6**

Passive Insight **11**

Passive Perception **11**

Special Senses: Low-light

Action Points

Action Points	Milestones	Action Points
0	0	1
1	1	2
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

Wrist razors

3

Strength vs. AC

1d4

Damage

Ranged

Hand crossbow

3

Dexterity vs. AC

1d6+1

Damage

Languages

Common, Elven, Goblin



Abilities

Ability	Score	Check
STR Strength	10	0
CON Constitution	14	2
DEX Dexterity	12	1
INT Intelligence	18	4
WIS Wisdom	13	1
CHA Charisma	8	-1

Skills

Acrobatics	Dexterity	1
Arcana	Intelligence ✓	9
Athletics	Strength	0
Bluff	Charisma	1
Diplomacy	Charisma	-1
Dungeoneering	Wisdom ✓	6
Endurance	Constitution	2
Heal	Wisdom	1
History	Intelligence ✓	9
Insight	Wisdom	1
Intimidate	Charisma	-1
Nature	Wisdom	1
Perception	Wisdom	1
Religion	Intelligence ✓	9
Stealth	Dexterity	3
Streetwise	Charisma	-1
Thievery	Dexterity ✓	6



Player Name _____ Splug _____
 Character Name

Character Details

Background

Parentage - Cult Raised

Theme

Scholar

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

Wrist razors

Main Hand

Waist

Hand crossbow

Armor

Leather Armor

Tattoo

Feet

Ki Focus

Other Equipment

- Wand Implement
- Javelin
- Ritual Book
- Crossbow Bolts (40)
- Adventurer's Kit
- Candle (4)
- Climber's Kit
- Thieves' Tools
- Crowbar
- Footpads
- Inquisitive's Kit
- Fire Kit
- Alchemy Case
- Gambler's gear
- Gambling cheats
- Delver's kit
- Chalk and slate
- Investigation gear
- Writing case
- Map case
- Artisan's Tools
- Vial Bandolier
- Hurler-Snatcher

Total Weight (lbs.) Carrying Capacity (lbs.)

Treasure

Normal

Heavy

Max

Splug



Player Name

Character Name

Racial Features

Goblin Reflexes

+1 to Reflex

Goblin Tactics

Use goblin tactics as an at-will power

Class/Other Features

Arcane Empowerment

Empower magic items once per day plus once per milestone.

Arcane Rejuvenation

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

Augment Energy

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

Healing Infusion

Access related powers 2/encounter (3/encounter at level 16+)

Impart Energy

Recharge a daily magic item. An item can't be recharged twice in a day.

Ritual Casting

Gain Ritual Caster as a bonus feat.

In addition, you possess a ritual book, and it contains two 1st-level rituals of your choice that you have mastered.

Scholar Starting Feature

Gain one additional language; gain Use Vulnerability power

Feats

Master Mixer

Create alchemical items of your level + 3 or lower

Potent Restorables

Targets of healing powers regain 2 extra hit points

Splug

Level 1 Goblin Artificer

	SCORE	ABILITY	MOD	
HP	10	STR	0	AC
26				16
Spd	14	CON	2	Fort
6				13
Init	12	DEX	1	Ref
+1				15
	18	INT	4	Will
				12
	13	WIS	1	
	8	CHA	-1	

11 Passive Insight

11 Passive Perception

Skills

Acrobatics	Dexterity	1
Arcana	Intelligence	• 9
Athletics	Strength	0
Bluff	Charisma	1
Diplomacy	Charisma	-1
Dungeoneering	Wisdom	• 6
Endurance	Constitution	2
Heal	Wisdom	1
History	Intelligence	• 9
Insight	Wisdom	1
Intimidate	Charisma	-1
Nature	Wisdom	1
Perception	Wisdom	1
Religion	Intelligence	• 9
Stealth	Dexterity	3
Streetwise	Charisma	-1
Thievery	Dexterity	• 6

• 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.

Encounter Special

Player Name:

Melee Basic Attack

At-Will ♦ Standard Action

Wrist razors: +3 vs. AC, 1d4 damage

Javelin: +2 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

Hand crossbow: +3 vs. AC, 1d6+1 damage

Javelin: +2 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

Aggravating Force

At-Will ♦ Standard Action

Hand crossbow: +6 vs. AC, 1d6+4 damage

Wrist razors: +7 vs. AC, 1d4+4 damage

Javelin: +6 vs. AC, 1d6+4 damage

Melee or Ranged weapon **Target:** One creature

When your infused weapon strikes an enemy, the weapon unleashes a force that rattles the foe.

Keywords: Arcane, Force, Weapon

Attack: Intelligence vs. AC

Hit: 1[W] + Int modifier (+4) force damage, and the next ally to attack the target before the end of your next turn gains a +2 power bonus to the attack roll.

Additional Effects

Artificer Attack 1

Magic Weapon

At-Will ♦ Standard Action

Hand crossbow: +7 vs. AC, 1d6+4 damage

Wrist razors: +8 vs. AC, 1d4+4 damage

Javelin: +7 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 (+2) or your Wis modifier (+1) until the end of your next turn.

Additional Effects

Artificer Attack 1

Burning Weapons

Encounter ♦ Standard Action

Hand crossbow: +6 vs. AC, 1d6+4 damage

Wrist razors: +7 vs. AC, 1d4+4 damage

Javelin: +6 vs. AC, 1d6+4 damage

Melee or Ranged weapon **Target:** One creature

Flames dance across the weapons that you and your comrades wield.

Keywords: Arcane, Fire, Weapon

Attack: Intelligence vs. AC

Hit: 1[W] + Int modifier (+4) fire damage. Until the end of your next turn, you and any ally within 2 squares of you deals extra fire damage equal to your Con modifier (+2) with weapon or fire attacks.

Additional Effects

Artificer Attack 1

Used

War Proxy

Daily ♦ Standard Action

Hand crossbow: +6 vs. AC, 3d6+4 damage

Wrist razors: +7 vs. AC, 3d4+4 damage

Javelin: +6 vs. AC, 3d6+4 damage

Close burst 3, **Target:** One creature in the burst centered on an ally within 5 squares

You forge an arcane bond between your weapon and your ally, causing your attacks to spring forth from small portals that appear next to your ally.

Keywords: Arcane, Weapon

Attack: Intelligence vs. AC

Hit: 3[W] + Int modifier (+4) damage.

Miss: Half damage.

Effect: Until the end of the encounter, if the ally is within 10 squares of you and you have line of effect to the ally, you can use that ally as the origin square for your ranged weapon attacks.

Additional Effects

Artificer Attack 1

Used

Healing Infusion: Curative

Encounter (Special) ♦ Minor Action

Unarmed:

Close burst 5 (10 at 11th level, 15 at 21st level) **Target:** You or one ally in the burst level)

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 level)

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

Goblin Tactics

At-Will ♦ Immediate Reaction

Personal

You avoid your enemy's blow and cleverly dodge away.

Trigger: An enemy misses you with a melee attack.

Effect: You shift 1 square.

Additional Effects

Goblin Utility

Use Vulnerability

Encounter ♦ Free Action

Personal

You know the strengths and weaknesses of the creature you're facing.

Keyword: Arcane

Trigger: You succeed on a monster knowledge check against a monster that you can see or hear.

Effect: If your check result meets or exceeds the hard DC for the monster's level, you gain a +4 power bonus to all defenses against the monster's attacks until the end of your next turn. Additionally, until the end of your next turn, you gain a power bonus to damage rolls against the target equal to your Int modifier (+4), but not when you deal damage that the target resists.

If your check result does not meet or exceed the hard DC, your attacks against the target deal only half damage until the end of your next turn.

Additional Effects

Scholar Utility

Used