

Player Name

Gideon 1 Artificer Paragon Path Epic Destiny Total XP 0

Character Name Level Class Paragon Path Epic Destiny Total XP

Shadar-kai Medium 20 Male 5'7 170lbs Unaligned

Race Size Age Gender Height Weight Alignment Deity

Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
4	2		2

CONDITIONAL MODIFIERS

DEFENSES

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

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
10	STR Strength	0	0
14	CON Constitution	2	2
15	DEX Dexterity	2	2
19	INT Intelligence	4	4
12	WIS Wisdom	1	1
8	CHA Charisma	-1	-1

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
14	FORT	10	2	1			1	

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

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SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
11	Passive Insight	10 +	1

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
16	Passive Perception	10 +	6

SPECIAL SENSES
Low-light Vision

SPECIAL SENSES

Low-light Vision

ATTACK WORKSPACE

ABILITY: Ranged Basic Attack - Hand Crossbow

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 4	0	2		2			

ABILITY: Melee Basic Attack - Quarterstaff

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 2	0	0		2			

DAMAGE WORKSPACE

ABILITY: Ranged Basic Attack - Hand Crossbow

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d6+2	2				

ABILITY: Melee Basic Attack - Quarterstaff

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8	0				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
4	vs AC	Hand Crossbow	1d6+2
2	vs AC	Quarterstaff	1d8
0	vs AC	Unarmed (Melee)	1d4
2	vs AC	Unarmed (Range)	1d4+2

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
31	15	7
	1/2 HP	1/4 HP

CURRENT HIT POINTS	CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

 USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS +2 Racial bonus against the unconscious condition

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

SKILLS

BONUS	SKILL NAME	ABIL	MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
4	Acrobatics	DEX	2	0		2
9	Arcana	INT	4	5	n/a	
0	Athletics	STR	0	0		
-1	Bluff	CHA	-1	0	n/a	
-1	Diplomacy	CHA	-1	0	n/a	
1	Dungeoneering	WIS	1	0	n/a	
2	Endurance	CON	2	0		
6	Heal	WIS	1	5	n/a	
9	History	INT	4	5	n/a	
1	Insight	WIS	1	0	n/a	
-1	Intimidate	CHA	-1	0	n/a	
1	Nature	WIS	1	0	n/a	
6	Perception	WIS	1	5	n/a	
4	Religion	INT	4	0	n/a	
4	Stealth	DEX	2	0		2
-1	Streetwise	CHA	-1	0	n/a	
7	Thievery	DEX	2	5		

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Shadow Jaunt - Use shadow jaunt as an encounter power

Winterkin - +1 to Fortitude

Shadow Origin

CLASS / PATH / DESTINY FEATURES

Arcane Replenishment - During short rest, recharge magic item's daily; each milestone recharge one other item (no item twice)

Components - Use runes, reagents, etc. for artifices; after extended rest, can prepare any components needed

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

Ritual Casting - Gain Ritual Caster as a bonus feat.

LANGUAGES KNOWN

Common, Thayan

Gideon

PLAYER NAME

RACE Shadar-kai CLASS LEVEL 1

HP 31	STR 10	AC 16
Spd 6	CON 14	Fort 14
Init +4	DEX 15	Ref 14
	INT 19	Will 12
	WIS 12	
	CHA 8	
11 Passive Insight	16 Passive Perception	



Second Wind

KEYWORDS USED

Standard	↑	↗	Personal
ACTION	←	✱	RANGE
	vs		Self
ATTACK	DEFENSE	TARGET	

Effect: You spend a healing surge and regain 7 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK *PH*

PLAY DATA DUNGEONS & DRAGONS ENCOUNTER SPECIAL DUNGEONS & DRAGONS ENCOUNTER ACTION DUNGEONS & DRAGONS

Thundering Armor

KEYWORDS Arcane, Implement, Thunder USED

Standard	↑	10	↗	Ranged 10
ACTION	←		✱	RANGE
4	vs	Fort		One ally
ATTACK	DEFENSE	TARGET		

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
Attack: Intelligence vs. Fortitude
Hit: 1d6 + Intelligence modifier (+4) thunder damage, and you push the secondary target 1 square away from the primary target.
Increase damage to 2d6 + Intelligence modifier (+4) at 21st level.
Quarterstaff: +4 attack, 1d6+4 damage

ADDITIONAL EFFECTS

CLASS Artificer LEVEL 1 BOOK *Dragon 365*

Magic Weapon (Preview)

KEYWORDS Arcane, Weapon USED

Standard	*	↑	*	↗	Melee or Ranged weapon
ACTION	←			✱	RANGE
7	vs	AC			One creature
ATTACK	DEFENSE	TARGET			

Attack: Intelligence +1 vs. AC
Hit: 1[W] + Intelligence modifier (+4) damage. Allies adjacent to you gain a +1 power bonus to attack rolls and damage rolls until the end of your next turn.
Increase damage to 2[W] + Intelligence modifier (+4) at 21st level.
Hand Crossbow: +7 attack, 1d6+4 damage

ADDITIONAL EFFECTS

CLASS Artificer LEVEL 1 BOOK *EPG*

Shadow Jaunt

KEYWORDS Teleportation USED

Move	↑	↗	Personal
ACTION	←		✱
	vs		
ATTACK	DEFENSE	TARGET	

Effect: You teleport 3 squares and become insubstantial until the start of your next turn.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL * BOOK *Dragon 372*

AT-WILL POWER DUNGEONS & DRAGONS AT-WILL POWER DUNGEONS & DRAGONS ENCOUNTER POWER DUNGEONS & DRAGONS

Repair Object

KEYWORDS Arcane, Healing USED

Minor	*	↑	↗	Melee touch
ACTION	←		✱	RANGE
	vs			One Object
ATTACK	DEFENSE	TARGET		

Effect: The target regains a number of hit points equal to your healing surge value. You cannot repair an object that has been reduced to 0 hit points.

ADDITIONAL EFFECTS

CLASS Artificer LEVEL BOOK *Dragon 365*

Healing Infusion: Restorative Formula

KEYWORDS Arcane, Healing USED

Minor	↑	↗	Close burst 5 (10 at 11th level, 15 at 16th level)
ACTION	←	5	✱
	vs		You or one ally in burst
ATTACK	DEFENSE	TARGET	

Effect: The target can spend a healing surge and regain an additional 1d6 hit points.
Increase the amount of additional hit points regained to 2d6 at 6th level, 3d6 at 11th level, 4d6 at 16th level, 5d6 at 21st level, and 6d6 at 26th level.
Special: You can use a healing infusion power twice per encounter, but only once per round. At 16th level, you can use a healing infusion power three times per encounter, but only once per round.
Prerequisite: Healing Infusion

ADDITIONAL EFFECTS

CLASS Artificer LEVEL BOOK *Dragon 365*

Healing Infusion: Curative Admixture

KEYWORDS Arcane USED

Minor	↑	↗	Close burst 5 (10 at 11th level, 15 at 16th level)
ACTION	←	5	✱
	vs		You and each ally in burst
ATTACK	DEFENSE	TARGET	

Effect: Each target can spend a healing surge to gain temporary hit points equal to your Constitution modifier (+2) + 1.
Increase the amount of temporary hit points gained to Constitution modifier (+2) + 2 at 6th level, Constitution modifier (+2) + 3 at 11th level, Constitution modifier (+2) + 4 at 16th level, Constitution modifier (+2) + 5 at 21st level, and Constitution modifier (+2) + 6 at 27th level.
Special: You can use a healing infusion power twice per encounter, but only once per round. At 16th level, you can use a healing infusion power three times per encounter, but only once per round.
Prerequisite: Healing Infusion

ADDITIONAL EFFECTS

CLASS Artificer LEVEL BOOK *Dragon 365*

ENCOUNTER POWER DUNGEONS & DRAGONS ENCOUNTER POWER DUNGEONS & DRAGONS ENCOUNTER POWER DUNGEONS & DRAGONS

Spike Wire

KEYWORDS Arcane, Force, Weapon USED

Standard			Area burst 1 within weapon range
ACTION		1	RANGE
6	vs	Fort	Each enemy in burst
ATTACK		DEFENSE	TARGET

Attack: Intelligence vs. Fortitude
 Hit: 1[W] + Intelligence modifier (+4) force damage, and attacks against the target gain a +2 bonus to damage rolls until the end of your next turn.

Hand Crossbow: +6 attack, 1d6+4 damage

ADDITIONAL EFFECTS

CLASS Artificer LEVEL 1 BOOK *Dragon 365*

ENCOUNTER POWER

Lifetap

KEYWORDS Arcane, Implement USED

Standard		10	Ranged 10
ACTION			RANGE
4	vs	Reflex	One creature
ATTACK		DEFENSE	TARGET

Attack: Intelligence vs. Reflex
 Hit: 2d10 + Intelligence modifier (+4) damage, and an ally within 10 squares of you gains 10 temporary hit points.
 Miss: Half damage, and the ally gains 5 temporary hit points.

Quarterstaff: +4 attack, 2d10+4 damage

ADDITIONAL EFFECTS

CLASS Artificer LEVEL 1 BOOK *Dragon 365*

DAILY POWER