

DUNGEONS & DRAGONS

CHARACTER SHEET

Player Name JEFF DIAZ

Character Name JEANISH COLE Level 1 Class ARTIFICER Paragon Path _____ Epic Destiny _____ Total XP _____
 Race HUMAN Size M Age 20 Gender MALE Height 6'0 Weight 165 Alignment UNALIGNED Deity MORIDEN
 Adventuring Company or Other Affiliations _____

INITIATIVE

SCORE _____ DEFENSE _____

DEX 1/2 LEVEL _____ MISC _____

Initiative _____

CONDITIONAL MODIFIERS _____

DEFENSES

SCORE _____ DEFENSE _____

10 + 1/2 LVL ABIL CLASS FEAT ENH MISC MISC

15 AC 10 5 _____

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	1
16	CON Constitution	+3	3
14	DEX Dexterity	+2	2
16	INT Intelligence	+3	3
11	WIS Wisdom	0	0
8	CHA Charisma	-1	-1

DEFENSES

SCORE _____ DEFENSE _____

10 + 1/2 LVL ABIL CLASS FEAT ENH MISC MISC

15 FORT 10 3 1 _____

CONDITIONAL BONUSES _____

DEFENSES

SCORE _____ DEFENSE _____

10 + 1/2 LVL ABIL CLASS FEAT ENH MISC MISC

14 REF 10 3 _____

CONDITIONAL BONUSES _____

DEFENSES

SCORE _____ DEFENSE _____

10 + 1/2 LVL ABIL CLASS FEAT ENH MISC MISC

12 WILL 10 0 1 _____

CONDITIONAL BONUSES _____

SENSES

SCORE _____ PASSIVE SENSE _____ BASE _____ SKILL BONUS _____

10 Passive Insight 10 + 0

15 Passive Perception 10 + 5

SPECIAL SENSES _____

ATTACK WORKSPACE

ABILITY: RANGED - CROSSBOW

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

+4 0 2 2 _____

ABILITY: MELEE - MACE

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

+3 0 _____

HIT POINTS

MAX HP 33 BLOODED 16 HEALING SURGES SURGE VALUE 8 SURGES/DAY 12

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 _____

RESISTANCES _____

CURRENT CONDITIONS AND EFFECTS _____

ACTION POINTS

Action Points _____ MILESTONES _____ ACTION POINTS _____

0 1 2 3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS _____

DAMAGE WORKSPACE

ABILITY: CROSSBOW

DAMAGE _____ ABIL FEAT ENH MISC MISC _____

108+2 2 _____

ABILITY: MACE

DAMAGE _____ ABIL FEAT ENH MISC MISC _____

108+1 _____

RACE FEATURES

ABILITY SCORE MODS _____

BONUS FEAT: 1 EXTRA FEAT 1ST LVL

SKILL: 1 EXTRA CLASS SKILL

AT-WILL: 1 EXTRA ATTACK POWER

HUMAN DEF BONUS +1 TO FORT, REFLEX, WILL

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
4	vs AC	CROSSBOW	108+2
3	vs AC	MACE	108+1
_____	vs _____	_____	_____
_____	vs _____	_____	_____

SKILLS

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

CLASS / PATH / DESTINY FEATURES

ARCANE REPLENISHMENT

COMPONENTS

HEALING INFUSION

RITUAL CASTING

FEATS

TOUGHNESS +5 HP PSL TIER

RITUAL CASTER: MASTER 1 PROGRAM

DURABLE: +2 HEALING SURGE

LANGUAGES KNOWN

COMMON, DWARVEN

