

Player Name

Lucky Leprechaun

1 Wizard|Artificer

Character Name

Level Class

Paragon Path

Epic Destiny

Total XP

Race

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company

RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
0			

INITIATIVE

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + ARMOR/1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	AC	10	5					

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
4	Speed (Squares)	4		

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
10	STR Strength	0	0
11	CON Constitution	0	0
10	DEX Dexterity	0	0
20	INT Intelligence	5	5
14	WIS Wisdom	2	2
10	CHA Charisma	0	0

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

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	REF	10	5					

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
12	Passive Insight	10	+

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
17	Passive Perception	10	+

SPECIAL SENSES

Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

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

ABILITY: Ranged Basic Attack - Unarmed

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

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES SURGE VALUE	SURGES/DAY
31	15	7	6

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

SKILLS

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

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Speak with Beasts - You can communicate with natural

beasts and fey beasts.

Wee Warrior - You have reach 1, suffer -5 penalty to Str checks to break or open objects and follow weapon rules for small creatures.

Pixie Magic - Gain the pixie dust and shrink powers.

Fey Origin - You have the fey origin

CLASS / PATH / DESTINY FEATURES

Order Adept Starting Feature - Gain the argent rain power

Hybrid Cantrips - Use ghost sound, light, mage hand, and prestidigitation as at-will powers.

Healing Infusion (Hybrid)
Hybrid Artificer Fortitude

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4	0				

ABILITY: Ranged Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4	0				

DAMAGE	ABIL	FEAT	ENH	MISC	MISC

DAMAGE	ABIL	FEAT	ENH	MISC	MISC

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
0	vs AC	Unarmed (Melee)	1d4

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
0	vs AC	Unarmed (Range)	1d4

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
	vs		

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
	vs		

FEATS

Wand Expertise - +1/+2/+3 (by tier) to wand implement attacks; ignore partial and superior cover with wand implement attacks

LANGUAGES KNOWN

Common, Elven

POWER INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

AT-WILL POWERS

Bull Rush Attack	<input type="checkbox"/>
Grab Attack	<input type="checkbox"/>
Opportunity Attack	<input type="checkbox"/>
Ghost Sound	<input type="checkbox"/>
Light	<input type="checkbox"/>
Mage Hand	<input type="checkbox"/>
Prestidigitation	<input type="checkbox"/>
Nightmare Eruption	<input type="checkbox"/>
Thundering Armor	<input type="checkbox"/>

ENCOUNTER POWERS

Second Wind	<input type="checkbox"/>
Argent Rain	<input type="checkbox"/>
Healing Infusion: Curative Admixture	<input type="checkbox"/>
Healing Infusion: Resistive Formula	<input type="checkbox"/>
Glorious Presence	<input type="checkbox"/>

DAILY POWERS

Phantom Chasm	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

UTILITY POWERS

Second Wind	<input type="checkbox"/>
Pixie Dust	<input type="checkbox"/>
Shrink	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

OTHER EQUIPMENT

Wand Implement (E)

COINS AND OTHER WEALTH

Money on hand: 93 gp
Stored money: 0 gp
Encumbrance: 1 / 100

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	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
ARMOR	<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"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
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	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<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"/>		
Paragon (11-20)	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	
Epic (21-30)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>

RITUALS / ALCHEMY

CHARACTER PORTRAIT



PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

Auspicious Birth
I was born on the slopes of Mount Emberstare during an eclipse, when the moon turned as red as blood. You substitute your highest ability score for Constitution to determine your initial hit points.

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

CHARACTER NAME
Lucky Leprechaun

PLAYER NAME

RACE Pixie CLASS Hybrid LEVEL 1

SCORE	ABILITY	MOD
HP	STR	+0
31	10	
Spd	CON	+0
4	11	
Init	DEX	+0
+0	10	
	INT	+5
	20	
	WIS	+2
	14	
	CHA	+0
	10	

AC 15 Fort 11 Ref 15 Will 13

12 Passive Insight 17 Passive Perception


Skills

0	Acrobatics	DEX
5	Arcana	INT
0	Athletics	STR
0	Bluff	CHA
0	Diplomacy	CHA
2	Dungeoneering	WIS
0	Endurance	CON
7	Heal	WIS (Trained)
5	History	INT
2	Insight	WIS
0	Intimidate	CHA
4	Nature	WIS
7	Perception	WIS (Trained)
5	Religion	INT
2	Stealth	DEX
0	Streetwise	CHA
5	Thievery	DEX (Trained)

ADDITIONAL EFFECTS

Action Point

ADDITIONAL EFFECTS



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.

PLAY DATA DUNGEONS & DRAGONS

Second Wind

KEYWORDS

Standard Melee 1

ACTION RANGE

AT-WILL ENCOUNTER DAILY

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

Bull Rush Attack

KEYWORDS

Standard Melee 1

ACTION RANGE

0 vs Fort One creature

ATTACK DEFENSE TARGET

Attack: Strength vs. Fortitude
Hit: You can push the target 1 square and then shift 1 square into the space it left.

Unarmed: +0 attack

ADDITIONAL EFFECTS

CLASS LEVEL * BOOK PH

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Grab Attack

KEYWORDS

Standard Melee touch

ACTION RANGE

0 vs Reflex One creature that is no more than

ATTACK DEFENSE TARGET

Requirement: You must have a hand free.
Attack: Strength vs. Reflex
Hit: You grab the target until the end of your next turn. You can end the grab as a free action.
Sustain Minor: The grab persists until the end of your next turn.

Unarmed: +0 attack

ADDITIONAL EFFECTS

CLASS LEVEL * BOOK PH

UTILITY POWER DUNGEONS & DRAGONS

Opportunity Attack

KEYWORDS

Opportunity Melee 1

ACTION RANGE

vs The triggering enemy

ATTACK DEFENSE TARGET

Trigger: An enemy that you can see either leaves a square adjacent to you or uses a ranged or an area power while adjacent to you.
Effect: You make a melee basic attack against the target.

ADDITIONAL EFFECTS

CLASS LEVEL * BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

Ghost Sound

KEYWORDS Arcane, Illusion

Standard Ranged 10

ACTION RANGE

vs One object or unoccupied square

ATTACK DEFENSE TARGET

Effect: You cause a sound as quiet as a whisper or as loud as a yelling or fighting creature to emanate from the target. You can produce nonvocal sounds such as the ringing of a sword blow, jingling armor, or scraping stone. If you whisper, you can whisper quietly enough that only creatures adjacent to the target can hear your words.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

Light

KEYWORDS Arcane

Minor Ranged 5

ACTION RANGE

vs One object or unoccupied square

ATTACK DEFENSE TARGET

Effect: The target sheds bright light until the end of the encounter or until you use this power again. The light fills the target's space and all squares within 4 squares of it. Putting out the light is a free action.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

Magical Hand

KEYWORDS Arcane, Conjuration

Standard 5 Ranged 5

ACTION 5 **RANGE**

6 vs Will

ATTACK **DEFENSE** **TARGET**

Effect: You conjure a spectral, floating hand in an unoccupied square within range. The hand lasts until the end of your next turn or until you use this power again. If you are holding an object when you use this power, the hand can move the object into a pack, a pouch, a sheath, or a similar container and simultaneously move any one object carried or worn anywhere on your body into your hand. While the hand persists, you can take the following actions.
Minor Action: The hand picks up or manipulates an object weighing 20 pounds or less. It can hold only one object at a time.
Move Action: The hand moves up to 5 squares in any direction, carrying the object it holds.
Free Action: The hand drops the object it is holding.
Sustain Minor: The hand persists until the end of your next turn.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL BOOK PH

AT-WILL POWER **DUNGEONS & DRAGONS**

Prestidigitation

KEYWORDS Arcane

Standard 2 Ranged 2

ACTION 2 **RANGE**

6 vs Will

ATTACK **DEFENSE** **TARGET**

Effect: Use this cantrip to accomplish one of the effects given below:
 • Change the color of items in 1 cubic foot.
 • Create a harmless sensory effect, such as a shower of sparks, a puff of wind, faint music, or a strong odor.
 • Clean or soil items in 1 cubic foot.
 • Instantly light (or snuff out) a candle, a torch, or a small campfire.
 • Chill, warm, or flavor up to 1 pound of nonliving material for up to 1 hour.
 • Make a small mark or symbol appear on a surface for up to 1 hour.
 • Produce out of nothingness a small item or image that exists until the end of your next turn.
 • Make a small, handheld item invisible until the end of your next turn.
Special: You can have as many as three prestidigitation effects active at one time. Nothing you create with this cantrip can deal damage, serve as a weapon or a tool, or hinder another creature's actions. This cantrip cannot duplicate the effect of any other power.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL BOOK PH

AT-WILL POWER **DUNGEONS & DRAGONS**

Nightmare Eruption

KEYWORDS Arcane, Illusion, Implement, Psychic

Standard 10 Ranged 10

ACTION 10 **RANGE**

6 vs Will

ATTACK **DEFENSE** **TARGET**

Attack: Intelligence vs. Will
Hit: 1d8 + Intelligence modifier (+5) psychic damage, and any enemy adjacent to the target takes psychic damage equal to your Intelligence modifier (+5).
 Level 21: 2d8 + Intelligence modifier (+5) damage.

Wand Implement: +6 attack, 1d8+5 damage

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK Dragon 380

AT-WILL POWER **DUNGEONS & DRAGONS**

Thundering Armor

KEYWORDS Arcane, Implement, Thunder

Standard 10 Close burst 10

ACTION 10 **RANGE**

6 vs Fort

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 in burst
Attack: Intelligence vs. Fortitude
Hit: 1d8 + Intelligence modifier (+5) thunder damage, and you push the secondary target 1 square away from the primary target.
 Level 21: 2d8 + Intelligence modifier (+5) thunder damage.

Wand Implement: +6 attack, 1d8+5 damage

ADDITIONAL EFFECTS

CLASS Artificer LEVEL 1 BOOK EPG

AT-WILL POWER **DUNGEONS & DRAGONS**

Argent Rain

KEYWORDS Arcane, Fire, Implement, Zone

Standard 10 Area burst 1 within 10 squares

ACTION 10 **RANGE**

6 vs Reflex

ATTACK **DEFENSE** **TARGET**

Attack: Primary ability vs. Reflex
Hit: 1d10 + Strength, Constitution, Dexterity, Intelligence, Wisdom, or Charisma fire damage.
Effect: The burst creates a zone that lasts until the start of your next turn. Any creature that enters the zone or ends its turn there takes 5 fire damage. A creature can take this damage only once per turn.
 Level 11: The creature takes 10 fire damage
 Level 21: The creature takes 15 fire damage

Wand Implement: +6 attack, 1d10+5 damage

ADDITIONAL EFFECTS

CLASS Order Adept LEVEL 1 BOOK Dragon 399

ENCOUNTER POWER **DUNGEONS & DRAGONS**

Healing Infusion: Curative Admixture

KEYWORDS Arcane, Healing

Minor 5 Close burst 5 (10 at 11th level, 15)

ACTION 5 **RANGE**

6 vs Will

ATTACK **DEFENSE** **TARGET**

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

Unarmed: +0 attack

ADDITIONAL EFFECTS

CLASS Artificer LEVEL BOOK EPG

ENCOUNTER POWER **DUNGEONS & DRAGONS**

Healing Infusion: Resistive Formula

KEYWORDS Arcane

Minor 5 Close burst 5 (10 at 11th level, 15)

ACTION 5 **RANGE**

6 vs Will

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 (+0).
 Level 11: Temporary hit points equal to the target's healing surge value + twice your Constitution modifier (+0).
 Level 21: Temporary hit points equal to the target's healing surge value + three times your Constitution modifier (+0).
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 **DUNGEONS & DRAGONS**

Glorious Presence

KEYWORDS Arcane, Charm, Enchantment, Implement, Radiant

Standard 2 Close burst 2

ACTION 2 **RANGE**

6 vs Will

ATTACK **DEFENSE** **TARGET**

Attack: Intelligence vs. Will
Hit: 2d6 + Intelligence modifier (+5) radiant damage, and you push the target up to a number of squares equal to your Wisdom modifier (+2).
Effect: You and each ally in the burst gain temporary hit points equal to your Wisdom modifier (+2).

Wand Implement: +6 attack, 2d6+5 damage

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK HOTF

ENCOUNTER POWER **DUNGEONS & DRAGONS**

Phantom Chasm

KEYWORDS Arcane, Illusion, Implement, Psychic, Zone

Standard 10 Area burst 1 within 10 squares

ACTION 10 **RANGE**

6 vs Will

ATTACK **DEFENSE** **TARGET**






Attack: Intelligence vs. Will
Hit: 2d6 + Intelligence modifier (+5) psychic damage, and the target falls prone. The target is immobilized until the end of its next turn.
Miss: Half damage, and the target falls prone.
Effect: The burst creates a zone that lasts until the end of the encounter. Any enemy that enters the zone falls prone.






Wand Implement: +6 attack, 2d6+5 damage





ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK AP

DAILY POWER **DUNGEONS & DRAGONS**

Second Wind			
KEYWORDS		USED	
Standard	 	Personal	
ACTION	 	RANGE	
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	
<p>Effect: Spend a healing surge and gain a +2 bonus to all defenses until the start of your next turn.</p>			
ADDITIONAL EFFECTS			
CLASS	LEVEL 1	BOOK <i>PH</i>	
UTILITY POWER 			

Pixie Dust			
KEYWORDS		USED	
Move	 5 	Ranged 5	
ACTION	 	RANGE	
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	
<p>Target: One ally Effect: The target can fly up to 6 squares as a free action.</p>			
ADDITIONAL EFFECTS			
CLASS Pixie	LEVEL	BOOK <i>HOTF</i>	
UTILITY POWER 			

Shrink			
KEYWORDS		USED	
Minor	*  	Melee 1	
ACTION	 	RANGE	
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	
<p>Target: One object that is sized for a Medium or Small creature, is not inside a container, does not contain anything, and is not held, worn, or carried by anyone other than you. Effect: The target shrinks to a size appropriate for a Tiny creature's use. The new size ends at the end of your next extended rest unless the shrunken target is on your person. The size also ends if you or another pixie uses this power on the shrunken target. While shrunk, the target keeps its game statistics, such as damage dice and weight. A shrunken weapon, however, becomes an improvised one-handed weapon for a non-Tiny creature.</p>			
ADDITIONAL EFFECTS			
CLASS Pixie	LEVEL	BOOK <i>HOTF</i>	
UTILITY POWER 