Campaign: Character Creation Date: Alignment Size Deity Le	ficer
Current NP: Next tevel Goal: Saming ARMOR Making Making	Level
Add CON modifier to each HD. STR DEX CON INT Add CON modifier to each HD. Exhaustic Exhaustic Int D An add CON modifier to each HD. Exhaustic Exhaustic Exhaustic Int D An add CON modifier to each HD. Exhaustic Exhaustic Int D An add CON modifier to each HD. Exhaustic Exhaustic Int D An add CON modifier to each HD. Exhaustic Exhaustic Int D An add CON modifier to each HD. Exhaustic Exhaustic Int D An add CON modifier to each HD. Exhaustic Exhaustic Int D An add CON modifier to each HD. Exhaustic Exhaustic Int D An add CON modifier to each HD. Exhaustic Exhaustic Exhaustic Int D An add CON modifier to each HD. Exhaustic Exhaustic Int D An add CON modifier to each HD. Exhaustic Exhaustic Int D An add CON modifier to each HD. Exhaustic Exhaustic Int D An add CON modifier to each HD. Exhaustic Exhaustic Int D An add CON modifier to each HD. Exhaustic Exhaustic Exhaustic Int D An add CON modifier to each HD. Exhaustic Exhaustic Int D And Add CON modifier to each HD. Exhaustic Exhaustic Int D An add CON modifier to each HD. Exhaustic Exhaustic Int D An add CON modifier to each HD. Exhaustic Exhaustic Int D An add CON modifier to each HD. Exhaustic Exhaustic Int D An add CON modifier to each HD. Exhaustic Exhaustic Int D An add CON modifier to each HD. Exhaustic Exhaustic Int D An add CON modifier to each HD. Exhaustic Exhaustic Int D An add CON modifier to each HD. Exhaustic Exhaustic Int D An add CON modifier to each HD. Exhaustic Int D An add CON modifier to each HD. Exhaustic Exhaustic Exhaustic Exhaustic Int D And Add CON modifier to each HD. Exhaustic Int D An add CON modifier to each HD. Exhaustic Exhaustic Int D An add CON modifier to each HD. Exhaustic Int D An add CON modifier to each HD. Exhaustic Int D An add CON modifier to each HD. Exhaustic Int D An acrobatics Int D An acrobatics Int D An acrobatics Int D An acrobatics	Initiative
STR DEX CON INT WIS DISAC: DIS	D
DEX CON	y Hit Points
TOOLS: Add CON modifer to each HD. Exhaustic Pass Pass	
Add CON modifer to each HD. Exhaustic Level Effect 1 DA on ability. 2 Speed have 3 DA on attacks 1 INTITATIVE INSPIRATION PROFICIENCY PROFICIENCY PROFICIENCIES SAVES: DAMAGE DICE A Arrobatics 2 M Animal Hindig 2 M Int	
WIS	
Disad: Disad: Disad: Disad: Disa	
WEAPON REACH or RANGE DAMAGE DAMAGE DICE MISC. ATTACK BONUS DAMAGE DICE MISC. ATTACK BONUS DAMAGE DICE MISC. DAMAGE	bility checks
Passive Perception Speed reduces Seed Perception Seed Perc	ttacks and sa
PROFICIENCY PROFICIENCY DAMAGE DICE DAMAGE DICE DAMAGE DICE DAMAGE DICE DAMAGE DICE DESCRIPTION REACH OF RANGE DAMAGE REACH OF RANGE DAMAGE DESCRIPTION REACH OF RANGE DAMAGE DESCRIPTION REACH OF RANGE DAMAGE DESCRIPTION REACH OF RANGE DAMAGE REACH OF RANGE DAMAGE REACH OF RANGE DAMAGE REACH OF RANGE	educed to 0
PROPICIENTY MAGIC MISC. ATTACK BONUS MISC. ATTACK BONUS MISC. DAMAGE DICE	
DAMAGE DICE Wisc. DAMAGE	
AMMO	
WEAPON REACH or RANGE DAMAGE Description PROPICIENCY MAGIC MISC. ATTACK BONUS MISC. DAMAGE Intimidation 2½ Int Intimidation 2½ Int Intimidation 2½ Investigation 2½ Investigati	
Cha Deception	
PROFICIENCY MAGIC MISC. ATTACK BONUS Insight 12 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2 1/2	
Misc. DAMAGE Intimidation Misc. Investigation Misc. Medicine	
AMMO	
MEAPON REACH or RANGE DAMAGE TYPE Description	
Description Perception 2½ Performance 2½ Persuasion 2½ Persuas	
Performance ×2 1/2 DAMAGE DICE WEAPON PROFICIENCY MISC. ATTACK BONUS Cha Persuasion ×2 1/2 Dex Sleight of Hand ×2 1/2 Dex Stealth ×2 1/2 Wis Survival ×2 1/2 Wis Survival ×2 1/2 Wis Survival ×2 1/2 Wis Description PROFICIENCY MISC. ATTACK BONUS MISC. ATTACK BONUS MISC. DAMAGE Description Personation ×2 1/2 Dex Sleight of Hand ×2 1/2 Stealth ×2 1/2 Wis Survival ×2 1/2 Wis Damage Dice Misc. ATTACK BONUS Description Personation ×2 1/2 Dex Sleight of Hand ×2 1/2 Stealth ×2 1/2 Wis Survival ×2 1/2 Wis Damage Dice Misc. ATTACK BONUS Description Personation ×2 1/2 Dex Sleight of Hand ×2 1/2 Stealth ×2 1/2 Wis Dex Survival ×2 1/2 Wis Damage Dice Damage Dice Damage Dice Misc. ATTACK BONUS Damage Dice Misc. Damage Dice Damage	
DAMAGE DICE H	
AMMO	
MEAPON REACH or RANGE DAMAGE TYPE Description PROFICIENCY MAGIC MISC. ATTACK BONUS AMMO REACH or RANGE DAMAGE DAMAGE WIS Stealth ×2 ½ WIS Survival ×2 ½ WIS Survival ×2 ½ WIS DAMAGE DICE PROFICIENCY MAGIC MISC. ATTACK BONUS PROFICIENCY MAGIC MISC. ATTACK BONUS PROFICIENCY MAGIC MISC. ATTACK BONUS DAMAGE DICE H H H H H H H H H H H H H H H H H H	
WEAPON	
PROFICIENCY MAGIC MISC. ATTACK BONUS DAMAGE DICE	
DAMAGE DICE	
AMMO	
WEAPON REACH or RANGE DAMAGE TYPE Description PROFICIENCY MAGIC MISC. ATTACK BONUS DAMAGE DICE	
Description PROFICIENCY MAGIC MISC. ATTACK BONUS DAMAGE DICE H H H H H H H H H H H H H H H H H H	
PROFICIENCY MAGIC MISC. ATTACK BONUS DAMAGE DICE	
DAMAGE DICE	

page: 1

ARMOR	ARMOR CL.	ASS (AC) Calcul	isc. AC				}#		
ONO	SUBCLES OF THE PARTY OF THE PAR	10 + +		СН	ARACTER NAME		#		
O LIG	HT DEX A	HAGIC M	SC. AC	Age	Gender				
Weight -	DEX A		ISC. AC	Height	Weight				
HIELD OAR	+2 MAY	+ +		Eyes	Hair				
	AVY ARMOR	RMOR MAGIC M	SC. AC	Skin	Handed	Iness			
Weight		HIELD MAGIC M	ISC. +AC	Physical Descri					
Protective I	9 92. <u> </u>	+2 + +	AC Weight						
1000001701			Bonus						
							CHARACTER SKETCH		
	P. IND. C. CON-		7,5				CHARACTER SKETCH		
ther Equip	110000			Languages					
ITEM	WT.	ITEM	WT.	Race	El El				
	X =		X =	Ability Ad	i.				
	X =		X =	Traits					
	X =		X =						
	Ĥ		P	Proficienc	ies				
	X =		X =	Racial Lan	g's				
200	X =		X =	Backgr					
	X =	Proposition of the second	X =						
18.18	X =	Sect C. A.	X =						
	X =	NEW YEAR	X =	Proficienc	ies				
1	X =		X =		20 T				
ECAL COMM		200		Equipmen	t				
BANK	<u> </u>			Bkgnd Lan	a'e				
11/2/2011	X =		X	Person					
	X =	- HARRISY	X =	1 01 3011					
	X =		X =						
	X =		X =	Ideals					
	X =		X =						
	X =	Coin Purse		David					
The state of the s				Bonds					
	CARRYING ×2	PUSH, DRAG, or LIFT	TOTAL WEIGHT CARRIED						
festyle	CAFACIIT	Expenses/Day	CARRIED	Flaws					
Creasure CP	SP	EPGP	PP						
				The Control of the Co					
				Feature					
				Magia	ltem:		Attuned		
				Magic	itelli.		Attuned		
Magic Item:			Attun	ed Magic	Item:		Attuned		



المجالية	Al	RTIFICER				
3-5-1	L	evel:		CHARAC	Specialist 1	##
Λ.	Iı	nfusions Know			used Items	Artisan tool created
						Spell-Storing Item
						USES USED
Sp 8+	ell Save DC	Spell Attac Modifier	k Cantri Know	ps n	Spell 5 1st	Slots and Castings 3rd 4th 5th
		LEGEND: INT = Intelligence Modi	SPE	LLS	B SS	Spells Prepared
		oell slots after a long rest	See page 56 in "Ebe Artificer's	Specia	alst Spells	r" for the Artificer's Spell List.
Artificer's Lev	el LVL Spell L		Page		_ Spell	Page
5th LV	_			i H		
9th LV						
13th L	/L					
17th L	/L		Alternative .	╛┖		
c	antrip		Known Page		rips Intrip	Pag
L						
			Artifice	1000		_
repared L	VL Spell		Page Pre	pared LV	/L Spell	Pag
⊢						
			1 1		i	

page: 4