

Player Name

kotsfwizard 1 Wizard 0
 Character Name Level Class Paragon Path Epic Destiny Total XP
 Eladrin Medium 5'-7" 150lbs
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
3	3		

CONDITIONAL MODIFIERS

DEFENSES

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

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
8	STR Strength	-1	-1
13	CON Constitution	1	1
16	DEX Dexterity	3	3
18	INT Intelligence	4	4
14	WIS Wisdom	2	2
10	CHA Charisma	0	0

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
17	Passive Insight	10	7
17	Passive Perception	10	7

 SPECIAL SENSES
 Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Longsword

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+2	0	-1		3			

ABILITY: Magic Missile - Implement, Wand

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+5	0	4					1

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
	SURGE VALUE	SURGES/DAY
23	11	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 +5 Racial bonus against charm effects

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Trance - Meditate aware 4 hours instead of sleep.

Eladrin Weapon Proficiency - Proficient with longsword.

Eladrin Education - Training in any one additional skill.

Eladrin Will - +1 Will; +5 to saving throws against charm.

Fey Step - Use fey step as an encounter power.

Fey Origin - Your origin is fey, not natural

CLASS / PATH / DESTINY FEATURES

Arcane Implement Mastery - Choose Orb of Imposition, Staff of Defense, or Wand of Accuracy.

Wand of Accuracy - Encounter, free; with wand, add Dex mod to one attack roll.

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

Ritual Casting - Gain Ritual Caster as a bonus feat.

Spellbook - Three 1st-level rituals, plus more at higher levels. Also, twice the daily and utility spells you can use; choose from among these at each extended rest.

LANGUAGES KNOWN

Common, Elven

SKILLS

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

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
2	vs AC	Longsword	1d8-1
5	vs Ref	Magic Missile (Implement, Wand)	2d4+4
-1	vs AC	Unarmed (Melee)	1d4-1
3	vs AC	Unarmed (Range)	1d4+3

FEATS

Ritual Caster - Master and perform rituals

Implement Expertise (wand) - +1 to attack rolls with wands

kotsfwizard

PLAYER NAME

RACE Eladrin CLASS Wizard LEVEL 1

HP 23	STR 8	AC 14
Spd 6	CON 13	Fort 11
Init +3	DEX 16	Ref 14
	INT 18	Will 15
	WIS 14	
	CHA 10	

17 Passive Insight	17 Passive Perception
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PLAY DATA



ENCOUNTER SPECIAL



Second Wind

KEYWORDS USED

Standard	+	↗	Personal
ACTION	←	*	RANGE
	vs		Self
ATTACK	DEFENSE	TARGET	

Effect: You spend a healing surge and regain 5 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK PH

ENCOUNTER ACTION



Melee Basic Attack

KEYWORDS Weapon USED

Standard	*	+	↗	Melee weapon
ACTION	←	*		RANGE
2	vs	AC	One creature	
ATTACK	DEFENSE	TARGET		

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (-1) damage. Increase damage to 2[W] + Strength modifier (-1) at 21st level.
Special: You can use an unarmed attack as a weapon to make a melee basic attack.
Longsword: +2 attack, 1d8-1 damage

ADDITIONAL EFFECTS

CLASS LEVEL * BOOK

AT-WILL POWER



Ranged Basic Attack

KEYWORDS Weapon USED

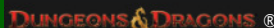
Standard	+	*	↗	Ranged weapon
ACTION	←	*		RANGE
3	vs	AC	One creature	
ATTACK	DEFENSE	TARGET		

Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier (+3) damage. Increase damage to 2[W] + Dexterity modifier (+3) at 21st level.
Special: Weapons with the heavy thrown property use Strength instead of Dexterity for attack rolls and damage rolls. Warlocks can use eldritch blast as a ranged basic attack, and wizards can use magic missile as a ranged basic attack.

ADDITIONAL EFFECTS

CLASS LEVEL * BOOK

AT-WILL POWER



Ghost Sound

KEYWORDS Arcane, Illusion USED

Standard	+	10	↗	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 1 BOOK PH

AT-WILL POWER



Light

KEYWORDS Arcane USED

Minor	+	5	↗	Ranged 5
ACTION	←	*		RANGE
	vs		One object or unoccupied square	
ATTACK	DEFENSE	TARGET		

Effect: You cause the target to shed bright light. The light fills the target's square and all squares within 4 squares of it. The light lasts for 5 minutes. Putting out the light is a free action.
Special: You can have only one light cantrip active at a time. If you create a new light, your previously cast light winks out.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK PH

AT-WILL POWER



Mage Hand

KEYWORDS Arcane, Conjunction USED

Minor	+	5	↗	Ranged 5
ACTION	←	*		RANGE
	vs			
ATTACK	DEFENSE	TARGET		

Effect: You conjure a spectral, floating hand in an unoccupied square within range. The hand picks up, moves, or manipulates an adjacent object weighing 20 pounds or less and carries it up to 5 squares. If you are holding the 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.
As a move action, you can move the hand up to 5 squares. As a free action, you can cause the hand to drop an object it is holding, and as a minor action, you can cause the hand to pick up or manipulate a different object.
Sustain Minor: You can sustain the hand indefinitely.
Special: You can create only one hand at a time.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK PH

AT-WILL POWER



Prestidigitation

KEYWORDS Arcane USED

Standard	+	2	↗	Ranged 2
ACTION	←	*		RANGE
	vs			
ATTACK	DEFENSE	TARGET		

Effect: Use this cantrip to accomplish one of the effects given below.
• Move up to 1 pound of material.
• Create a harmless sensory effect, such as a shower of sparks, a puff of wind, faint music, or a strong odor.
• Color, clean, or soil items in 1 cubic foot for up to 1 hour.
• 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.
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.
Special: You can have as many as three prestidigitation effects active at one time.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK PH

AT-WILL POWER



Magic Missile

KEYWORDS Arcane, Force, Implement		USED
Standard		Ranged 20
ACTION		RANGE
5	vs Reflex	One creature
ATTACK	DEFENSE	TARGET
<p>Attack: Intelligence vs. Reflex Hit: 2d4 + Intelligence modifier (+4) force damage. Increase damage to 4d4 + Intelligence modifier (+4) at 21st level. Special: This power counts as a ranged basic attack. When a power allows you to make a ranged basic attack, you can use this power.</p> <p>Implement, Wand: +5 attack, 2d4+4 damage</p>		
ADDITIONAL EFFECTS		
CLASS Wizard	LEVEL 1	BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

Scorching Burst

KEYWORDS Arcane, Fire, Implement		USED
Standard		Area burst 1 within 10 squares
ACTION		RANGE
5	vs Reflex	Each creature in burst
ATTACK	DEFENSE	TARGET
<p>Attack: Intelligence vs. Reflex Hit: 1d6 + Intelligence modifier (+4) fire damage. Increase damage to 2d6 + Intelligence modifier (+4) at 21st level.</p> <p>Implement, Wand: +5 attack, 1d6+4 damage</p>		
ADDITIONAL EFFECTS		
CLASS Wizard	LEVEL 1	BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

Fey Step

KEYWORDS Teleportation		USED
Move		Personal
ACTION		RANGE
	vs	
ATTACK	DEFENSE	TARGET
<p>Effect: Teleport up to 5 squares.</p>		
ADDITIONAL EFFECTS		
CLASS Racial Power	LEVEL *	BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS

Wand of Accuracy

KEYWORDS Implement		USED
Free		
ACTION		RANGE
	vs	
ATTACK	DEFENSE	TARGET
<p>Effect: you gain a bonus to a single attack roll equal to your Dexterity modifier (+3). Requirement: You must wield your wand.</p>		
ADDITIONAL EFFECTS		
CLASS	LEVEL *	BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS

Force Orb

KEYWORDS Arcane, Force, Implement		USED
Standard		Ranged 20
ACTION		RANGE
5	vs Reflex	One creature or object
ATTACK	DEFENSE	TARGET
<p>Attack: Intelligence vs. Reflex Hit: 2d8 + Intelligence modifier (+4) force damage. Make a secondary attack. Secondary Target: Each enemy adjacent to the primary target Secondary Attack: Intelligence vs. Reflex Hit: 1d10 + Intelligence modifier (+4) force damage.</p> <p>Implement, Wand: +5 attack, 2d8+4 damage</p>		
ADDITIONAL EFFECTS		
CLASS Wizard	LEVEL 1	BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS

Flaming Sphere

KEYWORDS Arcane, Conjunction, Fire, Implement		USED
Standard		Ranged 10
ACTION		RANGE
5	vs Reflex	One creature adjacent to the flaming sphere
ATTACK	DEFENSE	TARGET
<p>Effect: You conjure a Medium flaming sphere that occupies a square within range, and the sphere attacks. Any creature that starts its turn adjacent to the sphere takes 1d4 + Intelligence modifier (+4) fire damage. As a move action, you can move the sphere 6 squares.</p> <p>Attack: Intelligence vs. Reflex Hit: 2d6 + Intelligence modifier (+4) fire damage. Sustain Minor: You can sustain this power until the end of the encounter. As a standard action, you can make another attack with the sphere.</p> <p>Implement, Wand: +5 attack, 2d6+4 damage</p>		
ADDITIONAL EFFECTS		
CLASS Wizard	LEVEL 1	BOOK PH

DAILY POWER DUNGEONS & DRAGONS

Sleep

KEYWORDS Arcane, Implement, Sleep		USED
Standard		Area burst 2 within 20 squares
ACTION		RANGE
5	vs Will	Each creature in burst
ATTACK	DEFENSE	TARGET
<p>Attack: Intelligence vs. Will Hit: The target is slowed (save ends). If the target fails its first saving throw against this power, the target becomes unconscious (save ends). Miss: The target is slowed (save ends).</p> <p>Implement, Wand: +5 attack, 0 damage</p>		
ADDITIONAL EFFECTS		
CLASS Wizard	LEVEL 1	BOOK PH

DAILY POWER DUNGEONS & DRAGONS

Longsword

1d8	3	Heavy Blade	
DAMAGE	PROFICIENT	GROUP	RANGE
PROPERTIES			
Versatile (Versatile weapons are one-handed, but you can use them two-handed. If you do, you deal an extra 1 point of damage when you roll damage for the weapon. A Small character such as a halfling must use a versatile weapon two-handed, and doesn't deal extra damage.)			
Melee Basic Attack: +2 attack, 1d8-1 damage			
NOTES			
ITEM SLOT One-hand	WEIGHT 4	PRICE 15	BOOK

WEAPON DUNGEONS & DRAGONS

Spellbook

			1
AC BONUS	CHECK	SPEED	QUANTITY
PROPERTIES			
NOTES			
ITEM SLOT	WEIGHT 3	PRICE 50	BOOK

ITEM DUNGEONS & DRAGONS

Cloth Armor (Basic Clothing)

AC BONUS	CHECK	SPEED	QUANTITY
-	-	-	1
PROPERTIES			
NOTES			
ITEM SLOT	WEIGHT	PRICE	BOOK
Body	4	1	

ITEM 

Implement, Wand

AC BONUS	CHECK	SPEED	QUANTITY
			1
PROPERTIES			
Magic Missile: +5 attack, 2d4+4 damage Magic Missile: +5 attack, 2d4+4 damage			
NOTES			
ITEM SLOT	WEIGHT	PRICE	BOOK
Off-hand	1	7	

ITEM 

Adventurer's Kit

AC BONUS	CHECK	SPEED	QUANTITY
			1
PROPERTIES			
NOTES			
ITEM SLOT	WEIGHT	PRICE	BOOK
	33	15	

ITEM 