

Player Name

Althaea

Character Name

Eladrin

Race

Medium

Size

Age

Gender

5

Level

Wizard

Class

Paragon Path

Epic Destiny

5,500

Total XP

Adventuring Company

RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
9	3	2	4

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
20	AC	12	7			1		

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	2
11	CON Constitution	0	2
16	DEX Dexterity	3	5
21	INT Intelligence	5	7
12	WIS Wisdom	1	3
8	CHA Charisma	-1	1

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
13	FORT	12			1		

CONDITIONAL BONUSES

CONDITIONAL BONUSES

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
18	REF	12	5		1		

CONDITIONAL BONUSES

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
15	Passive Insight	10 +	5
15	Passive Perception	10 +	5

SPECIAL SENSES
Low-light Vision

ATTACK WORKSPACE

ABILITY: Magic Missile - Arcane Implement, Wand

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 7	2	5					

ABILITY: Magic Missile - Magic Wand +2

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 9	2	5				2	

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
37	18	9

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

SKILLS

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

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.

Cantripts - 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

DAMAGE WORKSPACE

ABILITY: Magic Missile - Arcane Implement, Wand

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
2d4+5	5				

ABILITY: Magic Missile - Magic Wand +2

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
2d4+7	5		2		

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
7	vs Ref	Magic Missile (Arcane Implem)	2d4+5
9	vs Ref	Magic Missile (Magic Wand +2)	2d4+7
2	vs AC	Unarmed (Melee)	1d4
5	vs AC	Unarmed (Range)	1d4+3

FEATS

Ritual Caster - Master and perform rituals

Improved Initiative - +4 to initiative checks

Armor Proficiency (Leather) - Training with leather armor

Jack of All Trades - +2 to untrained skill checks

Althaea

PLAYER NAME

RACE Eladrin CLASS Wizard LEVEL 5

HP 37	STR 10	AC 20
Spd 6	CON 11	Fort 13
Init +9	DEX 16	Ref 18
	INT 21	Will 17
	WIS 12	
	CHA 8	
15 Passive Insight	15 Passive Perception	



Second Wind

KEYWORDS _____ USED

Standard	10	Personal
ACTION	RANGE	
vs		Self
ATTACK	DEFENSE	TARGET

Effect: You spend a healing surge and regain 9 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



ENCOUNTER SPECIAL



ENCOUNTER ACTION



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 prestidigitatation effects active at one time.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK *PH*

AT-WILL POWER



Scorching Burst

KEYWORDS Arcane, Fire, Implement USED

Standard	10	Area burst 1 within 10 squares
ACTION	RANGE	
7	vs Reflex	Each creature in burst
ATTACK	DEFENSE	TARGET

Attack: Intelligence vs. Reflex
 Hit: 1d6 + Intelligence modifier (+5) fire damage.
 Increase damage to 2d6 + Intelligence modifier (+5) at 21st level.

Arcane Implement, Wand: +7 attack, 1d6+5 damage
 Magic Wand +2: +9 attack, 1d6+7 damage

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK *PH*

AT-WILL POWER



Magic Missile

KEYWORDS Arcane, Force, Implement USED

Standard	20	Ranged 20
ACTION	RANGE	
7	vs Reflex	One creature
ATTACK	DEFENSE	TARGET

Attack: Intelligence vs. Reflex
 Hit: 2d4 + Intelligence modifier (+5) force damage.
 Increase damage to 4d4 + Intelligence modifier (+5) 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.

Arcane Implement, Wand: +7 attack, 2d4+5 damage
 Magic Wand +2: +9 attack, 2d4+7 damage

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK *PH*

AT-WILL POWER



Fey Step

KEYWORDS Teleportation		USED
Move		Personal
ACTION	5	RANGE
7	vs	Reflex
ATTACK	DEFENSE	TARGET

Effect: Teleport up to 5 squares.

ADDITIONAL EFFECTS

CLASS Racial Power	LEVEL *	BOOK PH
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ENCOUNTER POWER

Wand of Accuracy

KEYWORDS Implement		USED
Free		
ACTION		RANGE
	vs	
ATTACK	DEFENSE	TARGET

Effect: you gain a bonus to a single attack roll equal to your Dexterity modifier (+3).
Requirement: You must wield your wand.

ADDITIONAL EFFECTS

CLASS	LEVEL *	BOOK PH
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ENCOUNTER POWER

Burning Hands

KEYWORDS Arcane, Fire, Implement		USED
Standard		Close blast 5
ACTION	5	RANGE
7	vs	Reflex
ATTACK	DEFENSE	TARGET

Attack: Intelligence vs. Reflex
Hit: 2d6 + Intelligence modifier (+5) fire damage.

Arcane Implement, Wand: +7 attack, 2d6+5 damage
Magic Wand +2: +9 attack, 2d6+7 damage

ADDITIONAL EFFECTS

CLASS Wizard	LEVEL 1	BOOK PH
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ENCOUNTER POWER

Color Spray

KEYWORDS Arcane, Implement, Radiant		USED
Standard		Close blast 5
ACTION	5	RANGE
7	vs	Will
ATTACK	DEFENSE	TARGET

Attack: Intelligence vs. Will
Hit: 1d6 + Intelligence modifier (+5) radiant damage, and the target is dazed until the end of your next turn.

Arcane Implement, Wand: +7 attack, 1d6+5 damage
Magic Wand +2: +9 attack, 1d6+7 damage

ADDITIONAL EFFECTS

CLASS Wizard	LEVEL 3	BOOK PH
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ENCOUNTER POWER

Acid Arrow

KEYWORDS Acid, Arcane, Implement		USED
Standard		Ranged 20
ACTION	20	RANGE
7	vs	Reflex
ATTACK	DEFENSE	TARGET

Attack: Intelligence vs. Reflex
Hit: 2d8 + Intelligence modifier (+5) acid damage, and ongoing 5 acid damage (save ends). Make a secondary attack.
Secondary Target: Each creature adjacent to the primary target
Secondary Attack: Intelligence vs. Reflex
Hit: 1d8 + Intelligence modifier (+5) acid damage, and ongoing 5 acid damage (save ends).
Miss: Half damage, and ongoing 2 acid damage to primary target (save ends), and no secondary attack.

Arcane Implement, Wand: +7 attack, 2d8+5 damage
Magic Wand +2: +9 attack, 2d8+7 damage

ADDITIONAL EFFECTS

CLASS Wizard	LEVEL 1	BOOK PH
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DAILY POWER

Fireball

KEYWORDS Arcane, Fire, Implement		USED
Standard		Area burst 3 within 20 squares
ACTION	3	RANGE
7	vs	Reflex
ATTACK	DEFENSE	TARGET

Attack: Intelligence vs. Reflex
Hit: 3d6 + Intelligence modifier (+5) fire damage.
Miss: Half damage.

Arcane Implement, Wand: +7 attack, 3d6+5 damage
Magic Wand +2: +9 attack, 3d6+7 damage

ADDITIONAL EFFECTS

CLASS Wizard	LEVEL 5	BOOK PH
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DAILY POWER

Stinking Cloud

SPELLBOOK

KEYWORDS Arcane, Implement, Poison, Zone		USED
Standard		Area burst 2 within 20 squares
ACTION	2	RANGE
7	vs	Fort
ATTACK	DEFENSE	TARGET

Attack: Intelligence vs. Fortitude
Hit: 1d10 + Intelligence modifier (+5) poison damage.
Effect: The burst creates a zone of poisonous vapor that blocks line of sight until the end of your next turn. Creatures that enter the zone or start their turns there take 1d10 + Intelligence modifier (+5) poison damage. As a move action, you can move the zone up to 6 squares.
Sustain Minor: The zone persists.

Arcane Implement, Wand: +7 attack, 1d10+5 damage
Magic Wand +2: +9 attack, 1d10+7 damage

ADDITIONAL EFFECTS

CLASS Wizard	LEVEL 5	BOOK PH
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DAILY POWER

Freezing Cloud

SPELLBOOK

KEYWORDS Arcane, Cold, Implement		USED
Standard		Area burst 2 within 10 squares
ACTION	2	RANGE
7	vs	Fort
ATTACK	DEFENSE	TARGET

Attack: Intelligence vs. Fortitude
Hit: 1d8 + Intelligence modifier (+5) cold damage.
Miss: Half damage.
Effect: The cloud lasts until the end of your next turn. Any creature that enters the cloud or starts its turn there is subject to another attack. You can dismiss the cloud as a minor action.

Arcane Implement, Wand: +7 attack, 1d8+5 damage
Magic Wand +2: +9 attack, 1d8+7 damage

ADDITIONAL EFFECTS

CLASS Wizard	LEVEL 1	BOOK PH
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DAILY POWER

Shield

KEYWORDS Arcane, Force		USED
Imm Interr		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: You are hit by an attack
Effect: You gain a +4 power bonus to AC and Reflex defense until the end of your next turn.

ADDITIONAL EFFECTS

CLASS Wizard	LEVEL 2	BOOK PH
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UTILITY POWER

Expeditious Retreat

SPELLBOOK

KEYWORDS Arcane USED

Move   Personal

ACTION   RANGE

AT-WILL ENCOUNTER DAILY

Effect: Shift up to twice your speed.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 2 BOOK PH

UTILITY POWER



Magic Wand +2

+2 attack rolls and damage +2d6 damage

BONUS ENHANCEMENT CRITICAL
PROPERTIES

KEYWORDS USED

ACTION AT-WILL ENCOUNTER DAILY

POWER

Item Slot: Off-hand

ITEM SLOT/TYPE Off-hand LEVEL 6 PRICE 1800 BOOK PH

MAGIC ITEM



Bloodcut Leather Armor +1

+1 AC

BONUS ENHANCEMENT CRITICAL
PROPERTIES

KEYWORDS USED

ACTION AT-WILL ENCOUNTER DAILY

POWER

Power (Healing Surge): Minor Action. While you are bloodied, use this armor to gain resist 10 to all damage until the end of your next turn.

ITEM SLOT/TYPE Body LEVEL 4 PRICE 840 BOOK PH

MAGIC ITEM



Cape of the Mountebank +1

+1 Fortitude, Reflex, and \

BONUS ENHANCEMENT CRITICAL
PROPERTIES

KEYWORDS USED

ACTION AT-WILL ENCOUNTER DAILY

POWER

Item Slot: Neck
Power (Daily • Teleportation): Immediate Reaction. Use this power when you are hit by an attack. Teleport 5 squares and gain combat advantage against the attacker until the end of your next turn.

ITEM SLOT/TYPE Neck LEVEL 5 PRICE 1000 BOOK AV

MAGIC ITEM

