

Player Name

Marcus Wireforged

1

Wizard

0

Character Name

Level Class

Paragon Path

Epic Destiny

Total XP

Human

Medium

Male

Good

Race

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company

RPGA Number

### ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
12	<b>STR</b> Strength	1	1
13	<b>CON</b> Constitution	1	1
14	<b>DEX</b> Dexterity	2	2
18	<b>INT</b> Intelligence	4	4
11	<b>WIS</b> Wisdom	0	0
10	<b>CHA</b> Charisma	0	0

### MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	<b>Speed (Squares)</b>	6		

SPECIAL MOVEMENT

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
2	<b>Initiative</b>	2	

CONDITIONAL MODIFIERS

### DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
16	<b>AC</b>	10	6					

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
12	<b>FORT</b>	10	1				1	

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	<b>REF</b>	10	4				1	

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

### HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
		SURGE VALUE SURGES/DAY
23	11	5 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 +1 to all saving throws

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
10	<b>Passive Insight</b>	10 +	0
10	<b>Passive Perception</b>	10 +	0

SPECIAL SENSES

### SKILLS

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

### RACE FEATURES

**Bonus Feat** - Choose an extra feat at 1st level.

**Bonus Skill** - Trained in one additional class skill.

**Bonus At-Will Power** - Know one extra 1st-level attack power from your class.

**Human Defense Bonuses** - +1 to Fortitude, Reflex, and Will.

### 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.

### ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
0	0	1
1	1	2
2	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

### CHARACTER BACKGROUND

### PERSONALITY TRAITS

### MANNERISMS AND APPEARANCE

### LANGUAGES KNOWN

Common, Draconic

### FEATS

**Human Perseverance** - +1 to saving throws

**Ritual Caster** - Master and perform rituals

**Armor Proficiency (Leather)** - Training with leather armor

### OTHER EQUIPMENT

Spellbook

Adventurer's Kit

Leather Armor (E)

Dagger (E)

Wand Implement (E)

### COINS AND OTHER WEALTH

Money on hand: 100 gp

Stored money: 0 gp

Encumbrance: 55 / 120

CHARACTER NAME  
**Marcus Wireforged**

PLAYER NAME

RACE Human CLASS Wizard LEVEL 1

	SCORE	ABILITY	MOD	
<b>HP</b>	<b>12</b>	<b>STR</b>	<b>+1</b>	<b>AC</b>
<b>23</b>				<b>16</b>
<b>Spd</b>	<b>13</b>	<b>CON</b>	<b>+1</b>	<b>Fort</b>
<b>6</b>				<b>12</b>
<b>Init</b>	<b>14</b>	<b>DEX</b>	<b>+2</b>	<b>Ref</b>
<b>+2</b>				<b>15</b>
	<b>18</b>	<b>INT</b>	<b>+4</b>	<b>Will</b>
				<b>13</b>
	<b>11</b>	<b>WIS</b>	<b>+0</b>	
	<b>10</b>	<b>CHA</b>	<b>+0</b>	

**10** Passive Insight **10** Passive Perception


Skills

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

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**

PLAY DATA **DUNGEONS & DRAGONS**

ENCOUNTER SPECIAL **DUNGEONS & DRAGONS**

Second Wind

KEYWORDS Arcane, Force, Implement

Standard **20** Ranged 20  
**ACTION** vs One creature

**ATTACK** **DEFENSE** **TARGET**

**Effect:** 2 + Intelligence modifier (+4) force damage.  
Level 11: 3 + Intelligence modifier (+4) force damage.  
Level 21: 5 + Intelligence modifier (+4) force damage.  
**Special:** If the implement used with this power has an enhancement bonus, add that bonus to the damage. In addition, you can use this power as a ranged basic attack.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK PH

Magic Missile

KEYWORDS Arcane, Illusion

Standard **10** Ranged 10  
**ACTION** 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

Ghost Sound

KEYWORDS Arcane

Minor **5** Ranged 5  
**ACTION** 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

UTILITY POWER **DUNGEONS & DRAGONS**

AT-WILL POWER **DUNGEONS & DRAGONS**

AT-WILL POWER **DUNGEONS & DRAGONS**

Light

KEYWORDS Arcane

Minor **5** Ranged 5  
**ACTION** 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

Mage Hand

KEYWORDS Arcane, Conjunction

Minor **5** Ranged 5  
**ACTION** vs One object or unoccupied square

**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

Prestidigitation

KEYWORDS Arcane

Standard **2** Ranged 2  
**ACTION** vs One object or unoccupied square

**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 prestidigitations effects active at one time.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK PH

AT-WILL POWER **DUNGEONS & DRAGONS**

AT-WILL POWER **DUNGEONS & DRAGONS**

AT-WILL POWER **DUNGEONS & DRAGONS**

### Ray of Frost

KEYWORDS		Arcane, Cold, Implement		USED
Standard	10	Ranged 10		
<b>ACTION</b>	<b>RANGE</b>			
4	vs Fort	One creature		
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>		
<b>Attack:</b> Intelligence vs. Fortitude <b>Hit:</b> 1d6 + Intelligence modifier (+4) cold damage, and the target is slowed until the end of your next turn. Increase damage to 2d6 + Intelligence modifier (+4) at 21st level.  Wand Implement: +4 attack, 1d6+4 damage				
ADDITIONAL EFFECTS				
CLASS	Wizard	LEVEL	1	BOOK PH

### Scorching Burst

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

### Wand of Accuracy

KEYWORDS		Implement		USED
Free	10			
<b>ACTION</b>	<b>RANGE</b>			
vs				
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>		
<b>Effect:</b> you gain a bonus to a single attack roll equal to your Dexterity modifier (+2). <b>Requirement:</b> You must wield your wand.				
ADDITIONAL EFFECTS				
CLASS		LEVEL	*	BOOK PH

**AT-WILL POWER**

**AT-WILL POWER**

**ENCOUNTER POWER**

### Force Orb

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

### Acid Arrow

KEYWORDS		Acid, Arcane, Implement		USED
Standard	20	Ranged 20		
<b>ACTION</b>	<b>RANGE</b>			
4	vs Reflex	One creature		
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>		
<b>Attack:</b> Intelligence vs. Reflex <b>Hit:</b> 2d8 + Intelligence modifier (+4) acid damage, and ongoing 5 acid damage (save ends). Make a secondary attack. <b>Secondary Target:</b> Each creature adjacent to the primary target <b>Secondary Attack:</b> Intelligence vs. Reflex <b>Hit:</b> 1d8 + Intelligence modifier (+4) acid damage, and ongoing 5 acid damage (save ends). <b>Miss:</b> Half damage, and ongoing 2 acid damage to primary target (save ends), and no secondary attack.  Wand Implement: +4 attack, 2d8+4 damage				
ADDITIONAL EFFECTS				
CLASS	Wizard	LEVEL	1	BOOK PH

### Flaming Sphere

SPELLBOOK

KEYWORDS		Arcane, Conjuraton, Fire, Implement		USED
Standard	10	Ranged 10		
<b>ACTION</b>	<b>RANGE</b>			
4	vs Reflex	One creature adjacent to the flam		
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>		
<b>Effect:</b> 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. <b>Attack:</b> Intelligence vs. Reflex <b>Hit:</b> 2d6 + Intelligence modifier (+4) fire damage. <b>Sustain Minor:</b> You can sustain this power until the end of the encounter. As a standard action, you can make another attack with the sphere.  Wand Implement: +4 attack, 2d6+4 damage				
ADDITIONAL EFFECTS				
CLASS	Wizard	LEVEL	1	BOOK PH

**ENCOUNTER POWER**

**DAILY POWER**

**DAILY POWER**

### Dagger

1d4	3	Light Blade	5/10
<b>DAMAGE</b>	<b>PROFICIENT</b>	<b>GROUP</b>	<b>RANGE</b>
PROPERTIES Light Thrown (A basic attack with a light thrown weapon uses your Dexterity. Light thrown weapons don't deal as much damage as heavy thrown weapons, but some powers let you hurl several of them at once or in rapid succession.). Off-Hand (An off-hand weapon is light enough that you can hold it and attack effectively with it while holding a weapon in your main hand. You can't attack with both weapons in the same turn, unless you have a power that lets you do so, but you can attack with either weapon.).  Melee Basic Attack: +4 attack, 1d4+1 damage Ranged Basic Attack: +5 attack, 1d4+2 damage			
NOTES			
ITEM SLOT	Off-hand	WEIGHT	1
		PRICE	1
		BOOK	PH

### Spellbook

			1
<b>AC BONUS</b>	<b>CHECK</b>	<b>SPEED</b>	<b>QUANTITY</b>
PROPERTIES Wizards keep the daily spells, the utility spells, and the rituals they've learned in a spellbook.			
NOTES			
ITEM SLOT		WEIGHT	3
		PRICE	50
		BOOK	PH

### Adventurer's Kit

			1
<b>AC BONUS</b>	<b>CHECK</b>	<b>SPEED</b>	<b>QUANTITY</b>
PROPERTIES This kit includes: a backpack, a bedroll, flint and steel, a belt pouch, two sunrods, ten days' worth of trail rations, 50 feet of hempen rope, and a waterskin.			
NOTES			
ITEM SLOT		WEIGHT	33
		PRICE	15
		BOOK	PH

**WEAPON**

**ITEM**

**ITEM**


### Leather Armor

AC BONUS	CHECK	SPEED	QUANTITY
2	-	-	1

PROPERTIES

NOTES

ITEM SLOT	Body	WEIGHT	15	PRICE	25	BOOK	PH
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ITEM 

### Wand Implement


AC BONUS	CHECK	SPEED	QUANTITY
			1

PROPERTIES

Using an ordinary implement confers no benefit, but you can purchase an enchanted implement to gain an enhancement bonus to attack rolls and damage rolls with your arcane powers.

NOTES

ITEM SLOT	Off-hand	WEIGHT	1	PRICE	7	BOOK	PH
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ITEM 

### Brew Potion


AC BONUS	CHECK	SPEED	QUANTITY
			1

PROPERTIES

You create a potion of your level or lower. The ritual's component cost is equal to the price of the potion you create.

NOTES

ITEM SLOT		WEIGHT	0	PRICE		BOOK	PH
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ITEM 

### Magic Mouth


AC BONUS	CHECK	SPEED	QUANTITY
			1

PROPERTIES

You bind a message into a surface you touch. When conditions you set are met, the surface manifests a mouth and conveys your message, discharging the ritual. The mouth appears to be made out of the same material as the surface, but you otherwise decide the mouth's appearance.

NOTES

ITEM SLOT		WEIGHT	0	PRICE		BOOK	PH
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ITEM 

### Tenser's Floating Disk

AC BONUS	CHECK	SPEED	QUANTITY
			1

PROPERTIES

You create a slightly concave, circular plane of force that floats a foot off the ground and can carry what you lay upon it. The disk is 3 feet in diameter and 1 inch deep at its center. It remains stationary unless you move more than 5 squares away from it, in which case it moves with your base speed once per round until it is within 5 squares of you. You can command the disk to move up to your speed as a move action. If you are more than 5 squares from the disk for 2 consecutive rounds, the disk disappears, dropping whatever it was carrying.

: Your Arcana check result determines the maximum load the disk can carry.

Arcana Check Result : Maximum Load  
 9 or lower : 250 pounds  
 10-24 : 500 pounds  
 25-39 : 1,000 pounds  
 40 or higher : 2,000 pounds

NOTES

ITEM SLOT		WEIGHT	0	PRICE		BOOK	PH
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ITEM 