

WORLDWIDE

DUNGEONS & DRAGONS

GAME DAY

Lucan

MALE ELF WIZARD (MAGE) / LEVEL 2 / GOOD

"A simple twist of magic and the battle is won before it begins."

ABILITY SCORES MOD

STR 8 +0

CON 12 +2

DEX 14 +3

INT 18 +5

WIS 16 +4

CHA 10 +0

DEFENSES

AC 17

FORT 13

REF 16

WILL 17

INITIATIVE

+7

SPEED
(in squares)

7

VISION
low-light

LANGUAGES
Common and Elven

SENSES

Passive Insight 14, Passive Perception 16

TRAINED SKILLS

ARCANA +10

HISTORY +10

NATURE +11

RELIGION +10

HIT POINTS
(Bloodied 13) 26

ACTION
POINT

SECOND
WIND

HEALING
SURGES value 6

EQUIPMENT

dagger

wand

adventurer's kit

leather armor

+1 amulet of protection

OTHER EQUIPMENT



Melee Basic Attack

Standard / Melee Weapon / At-Will

Requires dagger; +3 vs. AC; 1d4 - 1 damage.

Magic Missile

Standard / Ranged 20 / At-Will

One or two creatures within range take 6 force damage. **Special:** You may use this power as a ranged basic attack.

Beguiling Strands

Standard / Close Blast 5 / At-Will

Each enemy in blast; +5 vs Will; 4 psychic damage, and you slide the target up to 5 squares.

Ghost Sound

Standard / Ranged 10 / At-Will

You cause a sound as quiet as a whisper or as loud as a yelling creature to emanate from one object or unoccupied square within range.

Light

Minor / Ranged 5 / At-Will

One object or unoccupied square 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.

Suggestion

Standard / Personal / At-Will

Trigger: You make a Diplomacy check. **Effect:** You make an Arcana check instead, using that result to determine the outcome of the Diplomacy check.

OTHER ABILITIES*

Group Awareness: You grant non-elf allies within 5 squares of you a +1 racial bonus to Perception checks.

Wild Step: You ignore difficult terrain when you shift.

*Some character options not present on character sheet for brevity.

Illusory Obstacles

Standard / Area Burst 1 within 10 / Encounter

Each enemy in blast; +5 vs Reflex; The target is dazed and unable to charge until the end of your next turn. **Miss:** The target is unable to charge until the end of your next turn.

Shield

Immediate Interrupt / Personal / Encounter

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

Elven Accuracy

Free / Personal / Encounter

Trigger: You make an attack roll and dislike the result. **Effect:** Reroll the attack roll.

Fountain of Flame

Standard / Area Burst 1 within 10 / Daily

Each enemy in blast; +4 vs Reflex; 3d8 + 4 fire damage, and you slide the target up to 3 squares. **Miss:** Half damage. **Effect:** The burst creates a zone that lasts until the end of the encounter. Any enemy that enters the zone or ends its turn there takes 5 fire damage.

