

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA

1

Level

**Sookie**  
female Eladrin Wizard (Arcanist)

Age   Height   Weight   Medium  
Size   Deity

0

Total XP 1000

### Defenses

<b>15</b>	<b>10</b>	<b>15</b>	<b>13</b>
AC	FORT	REF	WILL

Conditional Bonuses

### Hit Points

<b>Max HP</b> (Bloodied 10 )	<b>21</b>	Temp HP
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Current Hit Points

### Healing Surges

Surge Value	Surges/Day
5	6

Current Conditions:

### Combat Statistics and Senses

Initiative	3
Conditional Modifiers:	
Speed	6
Passive Insight	10
Passive Perception	10

Special Senses: Low-light

### Action Points

Action Points	Milestones	Action Points
	0	1
	1	2
	2	3

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.

### Second Wind (one per encounter)

Used

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

### Death Saving Throw Failures



### Saving Throw Mods

0

+5 Saving Throws against charm effects

### Resistances/Vulnerabilities

### Current Conditions and Effects

### Basic Attacks

#### Melee

##### Unarmed

0	1d4
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Strength vs. AC

Damage

#### Ranged

##### Unarmed

3	1d4+3
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Dexterity vs. AC

Damage

### Languages

Common, Elven



### Abilities

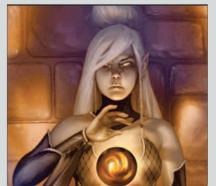
STR Strength	10	Check
CON Constitution	11	0
DEX Dexterity	16	3
INT Intelligence	20	5
WIS Wisdom	10	0
CHA Charisma	8	-1

### Skills

Acrobatics	Dexterity	3
Arcana	Intelligence	✓ 12
Athletics	Strength	0
Bluff	Charisma	-1
Diplomacy	Charisma	-1
Dungeoneering	Wisdom	✓ 5
Endurance	Constitution	0
Heal	Wisdom	0
History	Intelligence	✓ 12
Insight	Wisdom	0
Intimidate	Charisma	-1
Nature	Wisdom	0
Perception	Wisdom	0
Religion	Intelligence	✓ 10
Stealth	Dexterity	✓ 8
Streetwise	Charisma	-1
Thievery	Dexterity	3

Player Name

Sookie  
Character Name



## Character Details

### Background

### Theme

### Mannerisms and Appearance

### Personality Traits

### Adventuring Company

### Companions and Allies

### Session and Campaign Notes

### Other Notes

## Equipment

### Head

### Neck

### Arms

### Hands

### Rings

### Rings

### Main Hand

Wand Implement

### Waist

### Off Hand

### Off Hand

### Feet

### Tattoo

## Other Equipment

Spellbook  
Adventurer's Kit

Total Weight (lbs.)

41

Carrying Capacity  
(lbs.)

Treasure

77 gp  
0 gp banked

Normal

100

Heavy

200

Max

500



# Sookie

Player Name

Character Name

## Racial Features

### Eladrin Education

Training in any one additional skill.

### Eladrin Weapon Proficiency

Proficient with longsword.

### Eladrin Will

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

### Fey Origin

Your origin is Fey, not natural.

### Fey Step

Use Fey Step as an encounter power.

### Trance

Meditate aware 4 hours instead of sleep.

## Class/Other Features

### Arcane Implement Mastery

Gain a specialization in an arcane implement of your choice.

### Arcanist Ritual Casting

Gain Ritual Caster feat.

### Arcanist's 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.

### Cantrips

Gain four cantrips.

### Wand of Accuracy

Encounter, free; with wand, add Dex mod to one attack roll.

## Feats

### Destructive Wizardry

+2 to damage if you hit two or more creatures.

### Ritual Caster

Master and perform rituals.

## Sookie

Level 1 Eladrin Wizard (Arcanist)

HP	21	Score	Ability Mod	AC
Spd	6	10	STR 0	15
Init	+3	11	CON 0	Fort
		16	DEX 3	10
		20	INT 5	Ref
		10	WIS 0	15
		8	CHA -1	Will

10 Passive Insight

10 Passive Perception

Player Name:

### Melee Basic Attack

At-Will ♦ Standard Action



**Unarmed:** +0 vs. AC, 1d4 damage

**Melee weapon**      **Target:** One creature

You resort to the simple attack you learned when you first picked up a melee weapon.

**Keyword:** Weapon

**Attack:** Strength vs. AC

**Hit:** 1[W] + Str modifier (+0) damage.

**Level 21:** 2[W] + Str modifier (+0) damage.

Additional Effects

Basic Attack

### Magic Missile

At-Will ♦ Standard Action



**Wand Implement:** 7 damage

**Ranged** 20      **Target:** One creature

A glowing blue bolt of magical energy hurtles from your finger and unerringly strikes your target.

**Keywords:** Arcane, Evocation, Force, Implement

**Effect:** 2 + Int modifier (+5) 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

### Skills

Acrobatics	Dexterity	3
Arcana	Intelligence	• 12
Athletics	Strength	0
Bluff	Charisma	-1
Diplomacy	Charisma	-1
Dungeoneering	Wisdom	• 5
Endurance	Constitution	0
Heal	Wisdom	0
History	Intelligence	• 12
Insight	Wisdom	0
Intimidate	Charisma	-1
Nature	Wisdom	0
Perception	Wisdom	0
Religion	Intelligence	• 10
Stealth	Dexterity	• 8
Streetwise	Charisma	-1
Thievery	Dexterity	3

• indicates a trained skill.

### Ranged Basic Attack

At-Will ♦ Standard Action



**Unarmed:** +3 vs. AC, 1d4+3 damage

**Ranged weapon**      **Target:** One creature

You resort to the simple attack you learned when you first picked up a ranged weapon.

**Keyword:** Weapon

**Attack:** Dexterity vs. AC

**Hit:** 1[W] + Dex modifier (+3) damage.

**Level 21:** 2[W] + Dex modifier (+3) damage.

Additional Effects

Basic Attack

### Force Orb

Encounter ♦ Standard Action



**Wand Implement:** +5 vs. Reflex, 2d8+5 damage

**Ranged** 20

You hurl an orb of magical force at an enemy. It bursts against the target and throws off razor-sharp shards of force that cut nearby enemies to ribbons.

**Keywords:** Arcane, Evocation, Force, Implement

**Primary Target:** One creature or object

**Attack:** Intelligence vs. Reflex

**Hit:** 2d8 + Int modifier (+5) force damage. Make a secondary attack.

Additional Effects

### Action Point

Base action points: 1



**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.

Encounter Special

### Arc Lightning

At-Will ♦ Standard Action



**Wand Implement:** +5 vs. Reflex, 1d6+5 damage

**Ranged** 20

**Target:** One or two creatures

Lightning leaps from your outstretched hand, weaving safely through your allies to slam into your foes.

**Keywords:** Arcane, Evocation, Implement, Lightning

**Attack:** Intelligence vs. Reflex

**Hit:** 1d6 + Int modifier (+5) lightning damage.

Additional Effects

Wizard Attack 1

### Acid Arrow

Daily ♦ Standard Action



**Wand Implement:** +5 vs. Reflex, 2d8+5 damage

**Ranged** 20

You call out an arcane word and fire an arrow of green, glowing liquid that bursts against your foe and sends out a spray of sizzling acid.

**Keywords:** Acid, Arcane, Evocation, Implement

**Primary Target:** One creature

**Attack:** Intelligence vs. Reflex

**Hit:** 2d8 + Int modifier (+5) acid damage, and ongoing 5 acid damage (save ends).

**Miss:** Half damage, and ongoing 2 acid damage (save ends).

**Effect:** Make the secondary attack.

Additional Effects

<h3>Fountain of Flame</h3> <p>Daily ♦ Standard Action</p> <p><b>Wand Implement:</b> +5 vs. Reflex, 3d8+5 damage</p> <p><b>Area</b> burst 1 within      <b>Target:</b> Each enemy 10 squares</p> <p><i>You weave a fiery pillar that spins like a top. With each revolution, it douses your enemies with searing heat.</i></p> <p><b>Keywords:</b> Arcane, Evocation, Fire, Implement, Zone</p> <p><b>Attack:</b> Intelligence vs. Reflex</p> <p><b>Hit:</b> 3d8 + Int modifier (+5) fire damage.</p> <p><b>Miss:</b> Half damage.</p> <p><b>Effect:</b> 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. An enemy can take this damage only once per turn.</p> <p>Additional Effects +2 to damage rolls if you hit two or more creatures - Destructive Wizardry.</p>	<h3>Ghost Sound</h3> <p>At-Will ♦ Standard Action</p> <p><b>Ranged</b> 10      <b>Target:</b> One object or unoccupied square</p> <p><i>With a wink, you create an illusory sound that emanates from a distant location.</i></p> <p><b>Keywords:</b> Arcane, Illusion</p> <p><b>Effect:</b> 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.</p> <p>Additional Effects</p>	<h3>Light</h3> <p>At-Will ♦ Minor Action</p> <p><b>Ranged</b> 5      <b>Target:</b> One object or unoccupied square</p> <p><i>With a wave of your hand, you cause a bright light to appear on the tip of your staff, upon some other object, or in a nearby space.</i></p> <p><b>Keyword:</b> Arcane</p> <p><b>Effect:</b> The target 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.</p> <p>Additional Effects</p>
<p>Wizard Attack 1      Used <input type="checkbox"/></p> <h3>Mage Hand</h3> <p>At-Will ♦ Minor Action</p> <p><b>Ranged</b> 5</p> <p><i>You gesture toward an object nearby, and a spectral floating hand lifts the object into the air and moves it where you wish.</i></p> <p><b>Keywords:</b> Arcane, Conjunction</p> <p><b>Effect:</b> You conjure a spectral, floating hand in an unoccupied square within range. The hand lasts until the end of your next turn or until you use this power again. If you are holding an 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. While the hand persists, you can take the following actions.</p> <p><b>Minor Action:</b> The hand picks up or manipulates an object weighing 20 pounds or less. It can hold only one object at a time.</p> <p><b>Move Action:</b> The hand moves up to 5 squares in any direction, carrying the object it holds.</p> <p><b>Free Action:</b> The hand drops the object it is holding.</p> <p><b>Sustain Minor:</b> The hand persists until the end of your next turn.</p> <p>Additional Effects</p>	<p>Wizard Utility</p> <h3>Prestidigitation</h3> <p>At-Will ♦ Standard Action</p> <p><b>Ranged</b> 2</p> <p><i>You perform an amusing magical trick, such as creating a dancing wisp of light, freshening a wilting flower, making a coin invisible, or warming a cold drink.</i></p> <p><b>Keyword:</b> Arcane</p> <p><b>Effect:</b> Use this cantrip to accomplish one of the effects given below:</p> <ul style="list-style-type: none"> <li>◆ Change the color of items in 1 cubic foot.</li> <li>◆ Create a harmless sensory effect, such as a shower of sparks, a puff of wind, faint music, or a strong odor.</li> <li>◆ Clean or soot items in 1 cubic foot.</li> <li>◆ Instantly light (or snuff out) a candle, a torch, or a small campfire.</li> <li>◆ Chill, warm, or flavor up to 1 pound of nonliving material for up to 1 hour.</li> <li>◆ Make a small mark or symbol appear on a surface for up to 1 hour.</li> <li>◆ Produce out of nothingness a small item or image that exists until the end of your next turn.</li> <li>◆ Make a small, handheld item invisible until the end of your next turn.</li> </ul> <p><b>Special:</b> You can have as many as three prestidigitation effects active at one time. 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.</p> <p>Additional Effects</p>	<p>Wizard Utility</p> <h3>Fey Step</h3> <p>Encounter ♦ Move Action</p> <p><b>Personal</b></p> <p><i>You step through the boundary between the planes, disappearing for a moment before reappearing somewhere else.</i></p> <p><b>Keyword:</b> Teleportation</p> <p><b>Effect:</b> Teleport up to 5 squares.</p> <p>Additional Effects</p>
<p>Wizard Utility</p> <h3>Force Orb Secondary Attack</h3> <p>Encounter ♦ Free Action</p> <p><b>Wand Implement:</b> +5 vs. Reflex, 1d10+5 damage</p> <p><b>Area</b> burst 1 centered on the primary target</p> <p><b>Keywords:</b> Arcane, Evocation, Force, Implement</p> <p><b>Secondary Target:</b> Each enemy in the burst other than the primary target</p> <p><b>Attack:</b> Intelligence vs. Reflex</p> <p><b>Hit:</b> 1d10 + Int modifier (+5) force damage.</p> <p>Additional Effects +2 to damage rolls if you hit two or more</p>	<p>Wizard Utility</p> <h3>Wand of Accuracy</h3> <p>Encounter ♦ Free Action</p> <p><i>This form of mastery is good for war wizards because it helps increase their accuracy with damaging powers.</i></p> <p><b>Keyword:</b> Implement</p> <p><b>Effect:</b> You gain a bonus to a single attack roll equal to your Dex modifier (+3).</p> <p><b>Requirement:</b> You must wield your wand.</p> <p>Additional Effects</p>	<p>Eladrin Racial Power      Used <input type="checkbox"/></p> <h3>Acid Arrow Secondary...</h3> <p>Daily ♦ Free Action</p> <p><b>Wand Implement:</b> +5 vs. Reflex, 1d8+5 damage</p> <p><b>Area</b> burst 1 centered on the primary target</p> <p><b>Keywords:</b> Acid, Arcane, Evocation, Implement</p> <p><b>Secondary Target:</b> Each creature in the burst other than the primary target</p> <p><b>Attack:</b> Intelligence vs. Reflex</p> <p><b>Hit:</b> 1d8 + Int modifier (+5) acid damage, and ongoing 5 acid damage (save ends).</p> <p>Additional Effects +2 to damage rolls if you hit two or more</p>