

DUNGEONS & DRAGONS

Character Sheet

Roisin								3	Witch		Paragon Path				Epic Destiny		2,250						
Character Name		Level	Class	Height	Weight	Alignment	Deity					Total XP											
Pixie	Tiny	120	Female	10"	2lb	Good	Selûne					Adventuring Company											
Race	Size	Age	Gender									RPGA Number											
INITIATIVE								DEFENSES								MOVEMENT							
SCORE	DEX	1/2 LVL	MISC	SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC	SCORE	BASE	ARMOR	ITEM	MISC						
2	Initiative	1	1	15	AC	11	4						4	Speed (Squares)	4								
CONDITIONAL MODIFIERS								CONDITIONAL BONUSES								SPECIAL MOVEMENT							
ABILITY SCORES								SENSES								ATTACK WORKSPACE							
SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC	SCORE	PASSIVE SENSE	BASE	SKILL BONUS								
8	STR Strength	-1	0	12	FORT	11		1				14	Passive Insight	10	+	4							
10	CON Constitution	0	1	16	REF	11	4		1			14	Passive Perception	10	+	4							
12	DEX Dexterity	1	2	17	WILL	11	3	2	1			SPECIAL SENSES Low-light Vision											
18	INT Intelligence	4	5	1								ABILITY: Melee Basic Attack - Unarmed											
16	WIS Wisdom	3	4	2								ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC				
14	CHA Charisma	2	3	3								+ 0	1	-1									
HIT POINTS								ACTION POINTS								DAMAGE WORKSPACE							
MAX HP	BLOODED	HEALING SURGES		Action Points	MILESTONES	ACTION POINTS		ABILITY: Melee Basic Attack - Unarmed															
28	14	7	6	0	1	2	3	DAMAGE	ABIL	FEAT	ENH	MISC	MISC	1d4-1	-1								
1/2 HP	1/4 HP	CURRENT SURGE USES		1	2	3		1d4+1	1														
CURRENT HIT POINTS				ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS				ABILITY: Ranged Basic Attack - Unarmed															
SECOND WIND 1/ENCOUNTER				RACE FEATURES				DAMAGE	ABIL	FEAT	ENH	MISC	MISC	ABILITY: Ranged Basic Attack - Unarmed									
USED <input checked="" type="checkbox"/>				Speak with Beasts - You can communicate with natural beasts and fey beasts.				1d4-1	-1						ABILITY: Melee Basic Attack - Unarmed								
TEMPORARY HIT POINTS				Wee Warrior - You have reach 1, suffer -5 penalty to Str checks to break or open objects and follow weapon rules for small creatures.				1d4+1	1						ABILITY: Melee Basic Attack - Unarmed								
DEATH SAVING THROW FAILURES <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>				Pixie Magic - Gain the pixie dust and shrink powers.											ABILITY: Ranged Basic Attack - Unarmed								
SAVING THROW MODS				Fey Origin - You have the Fey origin											ABILITY: Ranged Basic Attack - Unarmed								
RESISTANCES Resist 5 Acid															ABILITY: Melee Basic Attack - Unarmed								
CURRENT CONDITIONS AND EFFECTS															ABILITY: Ranged Basic Attack - Unarmed								
SKILLS								CLASS / PATH / DESTINY FEATURES								BASIC ATTACKS							
BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC	Level 1 Wild Hunt Rider Feature - Attacks ignore partial concealment; gain +2 bonus to Perception when searching for hidden creatures								ATTACK	DEFENSE	WEAPON OR POWER				DAMAGE			
2	Acrobatics	DEX	2	0	n/a	0									0	vs AC	Unarmed (Melee)				1d4-1		
10	Arcana	INT	5	5	n/a	0									2	vs AC	Unarmed (Range)				1d4+1		
0	Athletics	STR	0	0	n/a	0									vs								
3	Bluff	CHA	3	0	n/a	0									vs								
3	Diplomacy	CHA	3	0	n/a	0																	
9	Dungeoneering	WIS	4	5	n/a	0																	
1	Endurance	CON	1	0	n/a	0																	
9	Heal	WIS	4	5	n/a	0																	
10	History	INT	5	5	n/a	0																	
4	Insight	WIS	4	0	n/a	0																	
3	Intimidate	CHA	3	0	n/a	0																	
11	Nature	WIS	4	5	n/a	2																	
4	Perception	WIS	4	0	n/a	0																	
5	Religion	INT	5	0	n/a	0																	
4	Stealth	DEX	2	0	n/a	2																	
3	Streetwise	CHA	3	0	n/a	0																	
2	Thievery	DEX	2	0	n/a	0																	
CLASS / PATH / DESTINY FEATURES								Level 1 Wild Hunt Rider Feature - Attacks ignore partial concealment; gain +2 bonus to Perception when searching for hidden creatures								ATTACK	DEFENSE	WEAPON OR POWER				DAMAGE	
Level 1 Wild Hunt Rider Feature - Attacks ignore partial concealment; gain +2 bonus to Perception when searching for hidden creatures								0	vs AC	Unarmed (Melee)				1d4-1									
Augury - Gain the Augury utility power								2	vs AC	Unarmed (Range)				1d4+1									
Moon Coven - Gain the benefits of a coven								vs															
Full Moon Coven - Gain glorious presence power, training in Heal skill and at 5th level gain +2 bonus to Heal and Diplomacy checks								vs															
Witch Cantrips - Gain three cantrips of your choice																							
Witch's Familiar - Gain Arcane Familiar Feat; after an extended rest replace one wizard daily or utility powers; at 24th level use an action point to regain the use of a wizard encounter attack power																							
FEATS								Arcane Familiar - You gain a familiar; familiar gains +1 to defenses per additional familiar feat															
Teeny Target - Gain partial cover when in ally's space								Improved Defenses - +1/+2/+3 (by tier) to Fortitude, Reflex, and Will															
LANGUAGES KNOWN																							
Common, Elven																							

POWER INDEX

*List your powers below.
Check the box when the power is used.
Clear the box when the power renews.*

AT-WTLL POWERS

- | |
|--------------------------------|
| Bull Rush Attack |
| Grab Attack |
| Opportunity Attack |
| Familiar: Tiny Gelatinous Cube |
| Beast Switch |
| Witch Bolt |

ENCOUNTER POWERS

- Second Wind
Glorious Presence
Call the Night Winds

DAILY POWERS

- ## Bewitching Charm

UTILITY POWERS

- | |
|------------------|
| Second Wind |
| Pixie Dust |
| Shrink |
| Augury |
| Mage Hand |
| Light |
| Chameleon's Mask |
| Simple Animation |

OTHER EQUIPMENT

- ## Adventurer's Kit

MAGIC ITEM INDEX

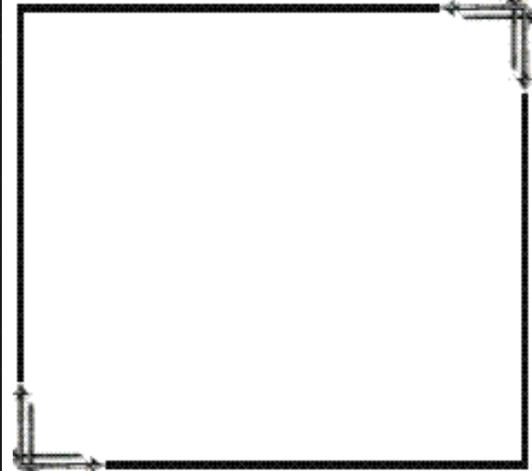
*List your powers below.
Check the box when the power is used.
Clear the box when the power renews.*

MAGIC ITEMS

WEAPON	Orb of Sweet Sanctuary +1 (Off-hand)	<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
ARMOR		<input type="checkbox"/>
ARMS		<input type="checkbox"/>
FEET		<input type="checkbox"/>
HANDS		<input type="checkbox"/>
HEAD	Eagle Eye Goggles (heroic tier)	<input type="checkbox"/>
NECK	Brooch of Shielding +1	<input type="checkbox"/>
RING		<input type="checkbox"/>
RING		<input type="checkbox"/>
WAIST		<input type="checkbox"/>
		<input type="checkbox"/>

RITUALS / ALCHEMY

CHARACTER PORTRAIT



PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

COINS AND OTHER WEALTH

Money on hand: 100 gp
Stored money: 420 gp
Encumbrance: 35 / 80

FAMILIAR

Category: Tiny Gelatinous Cube

This palm-sized ooze tickles you with its weak acid.

Speed: 2

Constant Benefits:

You gain resist 5 acid. If you already have resist acid, increase the resistance by 2.

Active Benefits:

Cleaning: The familiar consumes nonliving organic objects that it touches at a rate of 1 pound of material per round.

Transparent: The familiar is invisible.

CHARACTER NAME
Roisin

PLAYER NAME

RACE Pixie CLASS Witch LEVEL 3

SCORE	ABILITY	MOD	
HP 28	STR -1		AC 15
Spd 4	CON +0		Fort 12
Init +2	DEX +1		Ref 16
	INT +4		Will 17
	WIS +3		
	CHA +2		
14	Passive Insight		14 Passive Perception

Skills

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

ADDITIONAL EFFECTS

PLAY DATA



PLAY DATA



Second Wind

KEYWORDS

USED

Standard			Personal
ACTION			RANGE

 AT-WILL ENOUNTER DAILY

Effect: You spend a healing surge and regain 7 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK PH

UTILITY POWER



Opportunity Attack

KEYWORDS

USED

Opportunit			Melee 1
ACTION			RANGE
	vs		The triggering enemy
ATTACK	DEFENSE		TARGET

Trigger: An enemy that you can see either leaves a square adjacent to you or uses a ranged or an area power while adjacent to you.

Effect: You make a melee basic attack against the target.

ADDITIONAL EFFECTS

CLASS

LEVEL *

BOOK PH

AT-WILL POWER

KEYWORDS

USED

Minor			
ACTION			RANGE
	vs		
ATTACK	DEFENSE		TARGET

Information: This palm-sized ooze tickles you with its weak acid.

Speed: 2

Constant Benefits: You gain resist 5 acid. If you already have resist acid, increase the resistance by 2.

Cleaning: The familiar consumes nonliving organic objects that it touches at a rate of 1 pound of material per round.
(Transparent: The familiar is invisible.)

ADDITIONAL EFFECTS

CLASS

LEVEL *

BOOK TFC

AT-WILL POWER

KEYWORDS

USED

AT-WILL POWER



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.

ENCOUNTER SPECIAL



Grab Attack

KEYWORDS

USED

Standard			Melee touch
ACTION			RANGE

0 vs **Reflex** One creature that is no more than **1** size larger than you.

Requirement: You must have a hand free.**Attack:** Strength vs. Reflex**Hit:** You grab the target until the end of your next turn. You can end the grab as a free action.**Sustain Minor:** The grab persists until the end of your next turn.

Unarmed: +0 attack

ADDITIONAL EFFECTS

CLASS

LEVEL *

BOOK PH

AT-WILL POWER



Beast Switch

KEYWORDS

USED

Arcane, Implement, Psychic, Transmutation			
Standard			Melee 1
ACTION			RANGE

6 vs **Fort** One creature that is no more than **1** size larger than you.

Attack: Intelligence vs. Fortitude

Hit: 1d8 + Intelligence modifier (+4) psychic damage. You knock the target prone and can slide it 1 square. The target cannot make opportunity attacks until the end of your next turn.

Level 21: 2d8 + Intelligence modifier (+4) psychic damage.

Orb of Sweet Sanctuary +1: +6 attack, 1d8+5 damage

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK HOTF

AT-WILL POWER



Witch Bolt

KEYWORDS Arcane, Evocation, Implement, Lightning **USED**

Standard  Ranged 5

ACTION  **RANGE**

6 vs Reflex One creature

ATTACK DEFENSE **TARGET**

Attack: Intelligence vs. Reflex

Hit: 1d10 + Intelligence modifier (+4) lightning damage.

Level 21: 2d10 + Intelligence modifier (+4) lightning damage.

Sustain Standard: Reroll the damage and deal it to the target again. Once the target is out of range, you can't sustain this power.

Orb of Sweet Sanctuary +1: +6 attack, 1d10+5 damage

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK HOTF

AT-WILL POWER DUNGEONS & DRAGONS

Bewitching Charm

KEYWORDS Arcane, Charm, Enchantment, Implement **USED**

Standard  Area burst 1 within 10 squares

ACTION  **RANGE**

6 vs Will Each creature in the burst

ATTACK DEFENSE **TARGET**

Attack: Intelligence vs. Will

Hit: The target is dazed (save ends).

First Failed Saving Throw: The target is instead dazed and immobilized (save ends both).

Miss: The target cannot make opportunity attacks until the end of your next turn.

Orb of Sweet Sanctuary +1: +6 attack

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK HOTF

DAILY POWER DUNGEONS & DRAGONS

Shrink

KEYWORDS USED

Minor  Melee 1

ACTION  **RANGE**

AT-WILL **ENCOUNTER** **DAILY**

Target: One object that is sized for a Medium or Small creature, is not inside a container, does not contain anything, and is not held, worn, or carried by anyone other than you.

Effect: The target shrinks to a size appropriate for a Tiny creature's use. The new size ends at the end of your next extended rest unless the shrunken target is on your person. The size also ends if you or another pixie uses this power on the shrunken target. While shrunk, the target keeps its game statistics, such as damage dice and weight. A shrunken weapon, however, becomes an improvised one-handed weapon for a non-Tiny creature.

ADDITIONAL EFFECTS

CLASS Pixie LEVEL BOOK HOTF

UTILITY POWER DUNGEONS & DRAGONS

Glorious Presence

KEYWORDS Arcane, Charm, Enchantment, Implement, Radiant **USED**

Standard  Close burst 2

ACTION  **RANGE**

6 vs Will Each enemy in the burst

ATTACK DEFENSE **TARGET**

Attack: Intelligence vs. Will

Hit: 2d6 + Intelligence modifier (+4) radiant damage, and you push the target up to a number of squares equal to your Wisdom modifier (+3).

Effect: You and each ally in the burst gain temporary hit points equal to your Wisdom modifier (+3).

Orb of Sweet Sanctuary +1: +6 attack, 2d6+5 damage

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK HOTF

ENCOUNTER POWER DUNGEONS & DRAGONS

Second Wind

KEYWORDS USED

Standard  Personal

ACTION  **RANGE**

AT-WILL **ENCOUNTER** **DAILY**

Effect: Spend a healing surge and gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL * BOOK PH

UTILITY POWER DUNGEONS & DRAGONS

Augury

KEYWORDS Arcane USED

Standard  Personal

ACTION  **RANGE**

AT-WILL **ENCOUNTER** **DAILY**

Requirement: You must use this power during an extended rest.

Effect: You ask a question and receive a vague notion of the future. You might receive a clue as to whether a specific course of action is likely to have positive or negative results. This notion can take the form of a single image, a hint about a danger that might be faced, or just a positive or negative feeling about the current course of destiny.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL BOOK HOTF

UTILITY POWER DUNGEONS & DRAGONS

Call the Night Winds

KEYWORDS Arcane, Cold, Evocation, Implement, Zone **USED**

Standard  Close blast 5

ACTION  **RANGE**

6 vs Fort Each creature in the blast

ATTACK DEFENSE **TARGET**

Attack: Intelligence vs. Fortitude

Hit: 2d6 + Intelligence modifier (+4) cold damage.

Effect: The blast creates a zone that lasts until the end of your next turn. The zone is heavily obscured to creatures other than you, and any creature but you that starts its turn in the zone is slowed until the end of its next turn.

Orb of Sweet Sanctuary +1: +6 attack, 2d6+5 damage

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 3 BOOK HOTF

ENCOUNTER POWER DUNGEONS & DRAGONS

Pixie Dust

KEYWORDS USED

Move  Ranged 5

ACTION  **RANGE**

AT-WILL **ENCOUNTER** **DAILY**

Target: One ally

Effect: The target can fly up to 6 squares as a free action.

ADDITIONAL EFFECTS

CLASS Pixie LEVEL BOOK HOTF

UTILITY POWER DUNGEONS & DRAGONS

Mage Hand

KEYWORDS Arcane, Conjunction USED

Minor  Ranged 5

ACTION  **RANGE**

AT-WILL **ENCOUNTER** **DAILY**

Effect: 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.

Minor Action: The hand picks up or manipulates an object weighing 20 pounds or less. It can hold only one object at a time.

Move Action: The hand moves up to 5 squares in any direction, carrying the object it holds.

Free Action: The hand drops the object it is holding.

Sustain Minor: The hand persists until the end of your next turn.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL BOOK PH

UTILITY POWER DUNGEONS & DRAGONS

Light

KEYWORDS Arcane **USED**

Minor		5		Ranged 5
ACTION				RANGE

AT-WILL **ENCOUNTER** **DAILY**

Target: One object or unoccupied square
Effect: 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.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK PH

UTILITY POWER

Orb of Sweet Sanctuary +1

DAMAGE	PROFICIENT	GROUP	RANGE
+1 attack rolls and damage rolls	3	+1d6 damage	
ENHANCEMENT	LEVEL	CRITICAL	

PROPERTIES

AT-WILL **ENCOUNTER** **DAILY**

POWER

Rarity: Uncommon

Power (Daily): Standard Action. Add 5 + the enhancement bonus of the orb to your defenses until the end of your next turn.

ITEM SLOT Off-hand WEIGHT 0 PRICE 680 BOOK AV

MAGIC WEAPON

Chameleon's Mask

KEYWORDS Arcane, Illusion **USED**

Free			Personal
ACTION			RANGE

AT-WILL **ENCOUNTER** **DAILY**

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

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK HOTF

UTILITY POWER

Brooch of Shielding +1

AC BONUS	CHECK	SPEED	QUANTITY
+1 Fortitude, Reflex, and Will	3	Neck Slot Item	1
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

Gain resist 10 force.

AT-WILL **ENCOUNTER** **DAILY**

POWER

Rarity: Uncommon

Power (Daily): Immediate Interrupt. Use this power when you are hit by an area, close, or ranged attack. Gain resist to all damage equal to the brooch's resist force value against that attack.

ITEM SLOT Neck WEIGHT 0 PRICE 680 BOOK AV

MAGIC ITEM

Simple Animation

KEYWORDS Arcane **USED**

Move			Ranged 10
ACTION			RANGE

AT-WILL **ENCOUNTER** **DAILY**

Target: One Medium or smaller object that is not fastened in place or held by a creature
Effect: The target animates until the end of your next turn, and you slide it up to 5 squares. While the target is animated by this power, you can move it farther by sliding it up to 5 squares as a move action.

Sustain Move: The animation persists until the end of your next turn, and you slide the target up to 5 squares.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 2 BOOK HOTF

UTILITY POWER

Eagle Eye Goggles (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
			1
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

Gain a +1 item bonus to ranged basic attack rolls.

AT-WILL **ENCOUNTER** **DAILY**

POWER

Rarity: Uncommon

ITEM SLOT Head WEIGHT 0 PRICE 520 BOOK AV

MAGIC ITEM