

Player Name

Riardon

Character Name

2

Level

Wizard

Class

Paragon Path

Epic Destiny

1,000

Total XP

Eladrin

Medium

128

Male

5'8"

145 lbs.

Lawful Good

Corellon

Dusk Wardens

Race

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company

RPGA Number

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
5	4	1	

CONDITIONAL MODIFIERS

### DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
18	AC	11	7					

CONDITIONAL BONUSES

### MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

### ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
14	STR Strength	2	3
14	CON Constitution	2	3
18	DEX Dexterity	4	5
20	INT Intelligence	5	6
12	WIS Wisdom	1	2
10	CHA Charisma	0	1

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
13	FORT	11	2					

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	REF	11	5					

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	WILL	11	1	2			1	

CONDITIONAL BONUSES

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
18	Passive Insight	10 +	8

18	Passive Perception	10 +	8
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SPECIAL SENSES

Low-light Vision

### ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Longsword

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 6	1	2		3			

ABILITY: Magic Missile - Accurate staff

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

### DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Longsword

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+2	2				

ABILITY: Magic Missile - Accurate staff

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
2d4+5	5				

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
6	vs AC	Longsword	1d8+2
	vs	Accurate staff (Melee)	
7	vs Ref	Magic Missile (Accurate staff)	2d4+5
3	vs AC	Unarmed (Melee)	1d4+2

### FEATS

Ritual Caster - Master and perform rituals

Armor Proficiency (Leather) - Training with leather

armor

Superior Implement Training (Accurate staff) - Can

use Accurate staves

### HIT POINTS

MAX HP	BLOODIED	HEALING SURGES SURGE VALUE	SURGES/DAY
28	14	7	8

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

### 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.

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.

### LANGUAGES KNOWN

Common, Elven



PLAY DATA 

UTILITY POWER **DUNGEONS & DRAGONS**

don

PLAY DATA 

AT-WILL POWER

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**ENCOUNTER SPECIAL** **DUNGEONS & DRAGONS**

AT-WILL POWER 

100

Cloud of Daggers

KEYWORDS

Arcane, Force, Implement

USED

Standard

10

Area 1 square within 10 squares

ACTION

RANGE

7

vs

Reflex

Each creature in square

ATTACK

DEFENSE

TARGET

**Attack:** Intelligence vs. Reflex  
**Hit:** 1d6 + Intelligence modifier (+5) force damage. Increase damage to 2d6 + Intelligence modifier (+5) at 21st level.  
**Effect:** The power's area is filled with sharp daggers of force. Any creature that enters the area or starts its turn there takes force damage equal to your Wisdom modifier (+1) (minimum 1). The cloud remains in place until the end of your next turn. You can dispel it earlier as a minor action.

Accurate staff: +7 attack, 1d6+5 damage

ADDITIONAL EFFECTS

CLASS

Wizard

LEVEL 1

BOOK PH

AT-WILL POWER

DUNGEONS & DRAGONS

Fey Step

KEYWORDS

Teleportation

USED

Move

Personal

ACTION

RANGE

vs

ATTACK

DEFENSE

TARGET

**Effect:** Teleport up to 5 squares.

ADDITIONAL EFFECTS

CLASS

Racial Power

LEVEL \*

BOOK PH

ENCOUNTER POWER

DUNGEONS & DRAGONS

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 (+4).  
**Requirement:** You must wield your wand.

ADDITIONAL EFFECTS

CLASS

LEVEL \*

BOOK PH

ENCOUNTER POWER

DUNGEONS & DRAGONS

Skewering Spikes

KEYWORDS

Arcane, Implement

USED

Standard

5

Ranged 5

ACTION

RANGE

7

vs

Reflex

One, two, or three creatures

ATTACK

DEFENSE

TARGET

**Attack:** Intelligence vs. Reflex  
**Hit:** 1d8 + Intelligence modifier (+5) damage, or 2d8 + Intelligence modifier (+5) damage if you target only one creature.

Accurate staff: +7 attack, 1d8+5 damage

ADDITIONAL EFFECTS

CLASS

Wizard

LEVEL 1

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ENCOUNTER POWER

DUNGEONS & DRAGONS

Acid Arrow

KEYWORDS

Acid, Arcane, Implement

USED

Standard

20

Ranged 20

ACTION

RANGE

7

vs

Reflex

One creature

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.

Accurate staff: +7 attack, 2d8+5 damage

ADDITIONAL EFFECTS

CLASS

Wizard

LEVEL 1

BOOK PH

DAILY POWER

DUNGEONS & DRAGONS

Sleep

SPELLBOOK

KEYWORDS

Arcane, Implement, Sleep

USED

Standard

20

Area burst 2 within 20 squares

ACTION

2

RANGE

7

vs

Will

Each creature in burst

ATTACK

DEFENSE

TARGET

**Attack:** Intelligence vs. Will  
**Hit:** The target is slowed (save ends). If the target fails its first saving throw against this power, the target becomes unconscious (save ends).  
**Miss:** The target is slowed (save ends).

Accurate staff: +7 attack

ADDITIONAL EFFECTS

CLASS

Wizard

LEVEL 1

BOOK PH

DAILY POWER

DUNGEONS & DRAGONS

Spectral Image

KEYWORDS

Arcane, Illusion

USED

Minor

10

Ranged 10

ACTION

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

**Effect:** The illusion of a Medium or smaller object or creature appears in an unoccupied square within range. It can make sounds, and it can move within its square but cannot leave it. Each of its defenses is 10. The illusion lasts until the end of the encounter, or until an attack hits it or a creature touches it.  
An Insight or Perception check (DC 15 + one-half your level + your Intelligence modifier (+5)) also allows a creature to determine the illusion is a fake.

ADDITIONAL EFFECTS

CLASS

Wizard

LEVEL 2

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UTILITY POWER

DUNGEONS & DRAGONS