

Player Name

Gregg

4

Wizard

3.750

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

### INITIATIVE

SCORE DEX 1/2 LVL MISC

6

Initiative

2

4

CONDITIONAL MODIFIERS

### DEFENSES

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

17

AC

12

5

CONDITIONAL BONUSES

### MOVEMENT

SCORE BASE ARMOR ITEM MISC

6

Speed (Squares)

6

SPECIAL MOVEMENT

### ABILITY SCORES

SCORE ABILITY ABIL MOD MOD + 1/2 LVL

10

STR

Strength

0

2

15

CON

Constitution

2

4

11

DEX

Dexterity

0

2

21

INT

Intelligence

5

7

10

WIS

Wisdom

0

2

8

CHA

Charisma

-1

1

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

16

FORT

12

2

CONDITIONAL BONUSES

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

19

REF

12

5

CONDITIONAL BONUSES

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

16

WILL

12

2

CONDITIONAL BONUSES

### HIT POINTS

MAX HP BLOODED HEALING SURGES SURGE VALUE SURGES/DAY

37

18

1/2 HP

9

1/4 HP

10

CURRENT HIT POINTS CURRENT SURGE USES

### SECOND WIND 1/ENCOUNTER

USED

TEMPORARY HIT POINTS

### DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

### ACTION POINTS

MILESTONES ACTION POINTS

0

1

2

3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

### 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.

### LANGUAGES KNOWN

Common, Draconic

### SENSES

SCORE PASSIVE SENSE BASE SKILL BONUS

12

Passive Insight

10

2

12

Passive Perception

10

2

SPECIAL SENSES

### ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Defensive Staff +1

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

+

5

2

0

2

1

ABILITY: Melee Basic Attack - Unarmed

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

+

2

2

0

### DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Defensive Staff +1

DAMAGE ABIL FEAT ENH MISC MISC

1d8+1

0

1

ABILITY: Melee Basic Attack - Unarmed

DAMAGE ABIL FEAT ENH MISC MISC

1d4

0

### BASIC ATTACKS

ATTACK DEFENSE WEAPON OR POWER DAMAGE

vs

Magic Missile (Defensive Staf

2

vs

AC

Unarmed (Melee)

1d4

2

vs

AC

Unarmed (Range)

1d4

vs

### SKILLS

BONUS SKILL NAME ABIL MOD + 1/2 LVL TRND (+5) ARMOR PENALTY MISC

2

Acrobatics

DEX

2

0

n/a

0

12

Arcana

INT

7

5

n/a

0

2

Athletics

STR

2

0

n/a

0

1

Bluff

CHA

1

0

n/a

0

1

Diplomacy

CHA

1

0

n/a

0

7

Dungeoneering

WIS

2

5

n/a

0

4

Endurance

CON

4

0

n/a

0

2

Heal

WIS

2

0

n/a

0

12

History

INT

7

5

n/a

0

2

Insight

WIS

2

0

n/a

0

1

Intimidate

CHA

1

0

n/a

0

7

Nature

WIS

2

5

n/a

0

2

Perception

WIS

2

0

n/a

0

12

Religion

INT

7

5

n/a

0

2

Stealth

DEX

2

0

n/a

0

1

Streetwise

CHA

1

0

n/a

0

2

Thievery

DEX

2

0

n/a

0

### FEATS

**Improved Initiative** - +4 to initiative checks**Ritual Caster** - Master and perform rituals**Durable** - Increase number of healing surges by 2**Far Spell****Stoking the Fire** - After hitting with a fire attack, gain +2 dmg to next fire attack vs. same target



CHARACTER NAME

Gregg

PLAYER NAME

RACE

Human

CLASS

Wizard

LEVEL

4

SCORE

ABILITY

MOD

HP

37

STR

10

+0

AC

17

CON

15

+2

Fort

16

Spd

6

DEX

11

+0

Ref

19

INT

21

+5

Will

16

WIS

10

+0

CHA

8

-1

Init

+6

Passive Insight

12

Passive Perception

12

PLAY DATA

DUNGEONS & DRAGONS

Skills

2	Acrobatics	DEX
12	Arcana	INT (Trained)
2	Athletics	STR
1	Bluff	CHA
1	Diplomacy	CHA
7	Dungeoneering	WIS (Trained)
4	Endurance	CON
2	Heal	WIS
12	History	INT (Trained)
2	Insight	WIS
1	Intimidate	CHA
7	Nature	WIS (Trained)
2	Perception	WIS
12	Religion	INT (Trained)
2	Stealth	DEX
1	Streetwise	CHA
2	Thiery	DEX

ADDITIONAL EFFECTS

PLAY DATA

DUNGEONS & DRAGONS

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

DUNGEONS & DRAGONS

Second Wind

KEYWORDS

USED

Standard

Personal

ACTION

RANGE

AT-WILL

ENCOUNTER

DAILY

Effect:

You spend a healing surge and regain 9 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

DUNGEONS & DRAGONS

Melee Basic Attack

KEYWORDS

Weapon

USED

Standard

Melee weapon

ACTION

RANGE

5

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack:

Strength vs. AC

Hit:

1[W] + Strength modifier (+0) damage. Increase damage to 2[W] + Strength modifier (+0) at 21st level.

Special:

You can use an unarmed attack as a weapon to make a melee basic attack.

Defensive Staff +1:

+5 attack, 1d8+1 damage

Unarmed:

+2 attack, 1d4 damage

ADDITIONAL EFFECTS

CLASS

LEVEL

\*

BOOK

PH

AT-WILL POWER

DUNGEONS & DRAGONS

Ranged Basic Attack

KEYWORDS

Weapon

USED

Standard

Ranged weapon

ACTION

RANGE

2

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack:

Dexterity vs. AC

Hit:

1[W] + Dexterity modifier (+0) damage. Increase damage to 2[W] + Dexterity modifier (+0) at 21st level.

Special:

Weapons with the heavy thrown property use Strength instead of Dexterity for attack rolls and damage rolls. Warlocks can use eldritch blast as a ranged basic attack, and wizards can use magic missile as a ranged basic attack.

Unarmed:

+2 attack, 1d4 damage

ADDITIONAL EFFECTS

CLASS

LEVEL

\*

BOOK

PH

AT-WILL POWER

DUNGEONS & DRAGONS

Magic Missile

KEYWORDS

Arcane, Force, Implement

USED

Standard

Ranged 20

ACTION

RANGE

vs

One creature

ATTACK

DEFENSE

TARGET

Effect:

2 + Intelligence modifier (+5) force damage. Level 11: 3 + Intelligence modifier (+5) force damage. Level 21: 5 + Intelligence 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

CLASS

Wizard

LEVEL

1

BOOK

PH

AT-WILL POWER

DUNGEONS & DRAGONS

Ghost Sound

KEYWORDS

Arcane, Illusion

USED

Standard

Ranged 10

ACTION

RANGE

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

AT-WILL POWER

DUNGEONS & DRAGONS

Light

KEYWORDS

Arcane

USED

Minor

Ranged 5

ACTION

RANGE

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

AT-WILL POWER





DUNGEONS & DRAGONS

Mage Hand			
KEYWORDS Arcane, Conjuration			USED
Minor	 5 	Ranged 5	
ACTION	  	RANGE	
	vs		
ATTACK	DEFENSE	TARGET	
<p><b>Effect:</b> 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.</p> <p>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.</p> <p><b>Sustain Minor:</b> You can sustain the hand indefinitely.</p> <p><b>Special:</b> You can create only one hand at a time.</p>			
ADDITIONAL EFFECTS			
CLASS Wizard	LEVEL 1	BOOK PH	
AT-WILL POWER		DUNGEONS & DRAGONS	





AT-WILL POWER 

Prestidigitation			
KEYWORDS Arcane			USED
Standard	 2 	Ranged 2	
ACTION	  	RANGE	
vs			
ATTACK	DEFENSE	TARGET	
<b>Effect:</b> Use this cantrip to accomplish one of the effects given below. <ul style="list-style-type: none"><li>❑ Move up to 1 pound of material.</li><li>❑ Create a harmless sensory effect, such as a shower of sparks, a puff of wind, faint music, or a strong odor.<ul style="list-style-type: none"><li>• Color, clean, or soil items in 1 cubic foot for up to 1 hour.</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></li><li>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.</li></ul> <b>Special:</b> You can have as many as three prestidigitation effects active at one time.			
ADDITIONAL EFFECTS			
CLASS Wizard	LEVEL 1	BOOK PH	
AT-WILL POWER		DUNGEONS & DRAGONS	





AT-WILL POWER 

Scorching Burst			
KEYWORDS Arcane, Fire, Implement			USED
Standard	 10 	Area burst 1 within 10 squares	
ACTION	 1 	RANGE	
8	vs	Reflex	Each creature in burst
ATTACK	DEFENSE		TARGET
<b>Attack:</b> Intelligence vs. Reflex <b>Hit:</b> 1d6 + Intelligence modifier (+5) fire damage. Increase damage to 2d6 + Intelligence modifier (+5) at 21st level.  Defensive Staff +1: +8 attack, 1d6+6 damage Unarmed: +7 attack, 1d6+5 damage			
ADDITIONAL EFFECTS			
CLASS Wizard		LEVEL 1	BOOK PH
AT-WILL POWER		DUNGEONS & DRAGONS	






AT-WILL POWER 

Thunderwave			
KEYWORDS Arcane, Implement, Thunder			USED
Standard			Close blast 3
ACTION	3 		RANGE
8	vs	Fort	Each creature in blast
ATTACK	DEFENSE		TARGET
<b>Attack:</b> Intelligence vs. Fortitude <b>Hit:</b> 1d6 + Intelligence modifier (+5) thunder damage, and you push the target a number of squares equal to your Wisdom modifier (+0). Increase damage to 2d6 + Intelligence modifier (+5) at 21st level.			
Defensive Staff +1: +8 attack, 1d6+6 damage Unarmed: +7 attack, 1d6+5 damage			
ADDITIONAL EFFECTS			





AT-WILL POWER 

Wand of Accuracy				
KEYWORDS Implement				USED
Free				
ACTION				
vs		TARGET		
ATTACK	DEFENSE			
<b>Effect:</b> you gain a bonus to a single attack roll equal to your Dexterity modifier (+0).				
<b>Requirement:</b> You must wield your wand.				
ADDITIONAL EFFECTS				
CLASS		LEVEL *	BOOK	PH
ENCOUNTER POWER		DUNGEONS & DRAGONS		






ENCOUNTER POWER 

Burning Hands			
KEYWORDS Arcane, Fire, Implement			USED
Standard			Close blast 5
ACTION	5	  	RANGE
8	vs	Reflex	Each creature in blast
ATTACK	DEFENSE		TARGET
<b>Attack:</b> Intelligence vs. Reflex <b>Hit:</b> 2d6 + Intelligence modifier (+5) fire damage.			
Defensive Staff +1: +8 attack, 2d6+6 damage Unarmed: +7 attack, 2d6+5 damage			
ADDITIONAL EFFECTS			
CLASS Wizard		LEVEL 1	BOOK PH
ENCOUNTER POWER		DUNGEONS & DRAGONS	






ENCOUNTER POWER 

Fire Shroud				
KEYWORDS Arcane, Fire, Implement				USED
Standard			Close burst 3	
ACTION	3			RANGE
8	vs	Fort	Each enemy in burst	
ATTACK	DEFENSE		TARGET	
<b>Attack:</b> Intelligence vs. Fortitude <b>Hit:</b> 1d8 + Intelligence modifier (+5) fire damage, and ongoing 5 fire damage (save ends).				
Defensive Staff +1: +8 attack, 1d8+6 damage Unarmed: +7 attack, 1d8+5 damage				
ADDITIONAL EFFECTS				
CLASS Wizard		LEVEL 3	BOOK PH	
ENCOUNTER POWER		DUNGEONS & DRAGONS		

ENCOUNTER POWER 

Sleep			
KEYWORDS Arcane, Implement, Sleep			USED
Standard	 20 	Area burst 2 within 20 squares	
ACTION	 2  	RANGE	
8	vs	Will	Each creature in burst
ATTACK	DEFENSE		TARGET
<b>Attack:</b> Intelligence vs. Will <b>Hit:</b> The target is slowed (save ends). If the target fails its first saving throw against this power, the target becomes unconscious (save ends). <b>Miss:</b> The target is slowed (save ends).			
Defensive Staff +1: +8 attack Unarmed: +7 attack			
ADDITIONAL EFFECTS			
CLASS Wizard	LEVEL 1	BOOK PH	
DAILY POWER		DUNGEONS & DRAGONS	

DAILY POWER 

Flaming Sphere			
SPELLBOOK			USED
KEYWORDS Arcane, Conjuration, Fire, Implement			
Standard	 10 	Ranged 10	
ACTION	  	RANGE	
8	vs	Reflex	One creature adjacent to the flam
ATTACK	DEFENSE	TARGET	
<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 (+5) 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 (+5) 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.			
Defensive Staff +1: +8 attack, 2d6+6 damage			
Unarmed: +7 attack, 2d6+5 damage			
ADDITIONAL EFFECTS			

DAILY POWER 

Expeditious Retreat

KEYWORDS

Arcane

USED

Move

↓

↖

Personal

ACTION

↔

✳

RANGE

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

Effect: Shift up to twice your speed.

ADDITIONAL EFFECTS

CLASS

Wizard

LEVEL

2

BOOK

PH

UTILITY POWER

DUNGEONS & DRAGONS

Strategist's Epiphany

SPELLBOOK

KEYWORDS

USED

Free

↓

↖

Close burst 5

ACTION

↔

✳

RANGE

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

Trigger: You roll initiative  
Target: You and each ally in burst  
Effect: You make a History check, and each target can use the check result as his or her initiative check result.  
Prerequisite: You must be trained in History.

ADDITIONAL EFFECTS

CLASS

History

LEVEL

2

BOOK

PH3

UTILITY POWER

DUNGEONS & DRAGONS

Spellbook

			1
AC BONUS	CHECK	SPEED	QUANTITY

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

ITEM

DUNGEONS & DRAGONS

Make Whole

			1
AC BONUS	CHECK	SPEED	QUANTITY

PROPERTIES

A single object that can fit in a 10-foot cube is completely repaired. The component cost is 20 percent of the item's cost. In cases where you attempt to repair an item not on any price list, the DM determines the cost.

NOTES

ITEM SLOT

WEIGHT

0

PRICE

BOOK

PH

ITEM

DUNGEONS & DRAGONS

Silence

			1
AC BONUS	CHECK	SPEED	QUANTITY

PROPERTIES

You ward a single room (or a burst 4 area), against eavesdropping. Creatures attempting to listen to something in the warded area from outside the area take a –10 penalty to their Perception checks.

NOTES

ITEM SLOT

WEIGHT

0

PRICE

BOOK

PH

ITEM

DUNGEONS & DRAGONS

Tenser's Floating Disk

			1
AC BONUS	CHECK	SPEED	QUANTITY

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

ITEM

DUNGEONS & DRAGONS

Defensive Staff +1

DAMAGE	PROFICIENT	GROUP	RANGE
+1 attack rolls and damage rolls		2	+1d8 damage
ENHANCEMENT	LEVEL		CRITICAL

PROPERTIES

Gain a +1 item bonus to your Fortitude, Reflex, and Will defenses. If you have the Staff of Defense class feature, you also gain a +1 item bonus to your AC.

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

ITEM SLOT

Off-hand

WEIGHT

0

PRICE

520

BOOK

AV

MAGIC WEAPON

DUNGEONS & DRAGONS

Bag of Holding (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		5	Wondrous Item
ENHANCEMENT	LEVEL		TYPE

PROPERTIES

This bag can hold up to 200 pounds in weight or 20 cubic feet in volume, but it always weighs only 1 pound.  
Drawing an item from a bag of holding is a minor action.

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

ITEM SLOT

WEIGHT

0

PRICE

1000

BOOK

PH

MAGIC ITEM

DUNGEONS & DRAGONS