

Player Name Dave

Istarya

3

Wizard

Character Name

Level

Class

Eladrin

Medium

912

Male

Paragon Path

Epic Destiny

2,250

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company or Other Affiliations

INITIATIVE

SCORE

DEX

1/2 LVL

MISC

3

Initiative

2

1

CONDITIONAL MODIFIERS

DEFENSES

SCORE

DEFENSE

10 +

ARMOR/

1/2 LVL

ABIL

CLASS

FEAT

ENH

MISC

MISC

15

AC

11

4

CONDITIONAL BONUSES

MOVEMENT

SCORE

BASE

ARMOR

ITEM

MISC

6

Speed (Squares)

6

SPECIAL MOVEMENT

ABILITY SCORES

SCORE

ABILITY

ABIL MOD

MOD + 1/2 LVL

8

STR

Strength

-1

0

10

CON

Constitution

0

1

15

DEX

Dexterity

2

3

18

INT

Intelligence

4

5

14

WIS

Wisdom

2

3

14

CHA

Charisma

2

3

10 +

DEFENSE

1/2 LVL

ABIL

CLASS

FEAT

ENH

MISC

MISC

11

FORT

11

CONDITIONAL BONUSES

10 +

DEFENSE

1/2 LVL

ABIL

CLASS

FEAT

ENH

MISC

MISC

15

REF

11

4

CONDITIONAL BONUSES

10 +

DEFENSE

1/2 LVL

ABIL

CLASS

FEAT

ENH

MISC

MISC

16

WILL

11

2

2

1

CONDITIONAL BONUSES

SENSES

SCORE

PASSIVE SENSE

BASE

SKILL BONUS

15

Passive Insight

10

+

5

15

Passive Perception

10

+

5

SPECIAL SENSES
Low-light Vision

ATTACK WORKSPACE

ABILITY: Magic Missile - Wand of Witchfire + 1

ATT BONUS

1/2 LVL

ABIL

CLASS

PROF

FEAT

ENH

MISC

+

6

1

4

1

ABILITY: Magic Missile - Arcane Implement, Wand

ATT BONUS

1/2 LVL

ABIL

CLASS

PROF

FEAT

ENH

MISC

+

5

1

4

HIT POINTS

MAX HP

BLOODED

HEALING SURGES

SURGE VALUE

SURGES/DAY

28

14

7

6

1/2 HP

1/4 HP

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

MILESTONES

ACTION POINTS

0

1

2

3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Trance - Meditate 4 hours (like 6 hours of sleep). Remain norr

Eladrin Weapon Proficiency - Proficient with longsword.

Eladrin Education - Training in any one additional skill.

Eladrin Will - +1 to Will defense; +5 to saving throws against

Fey Step - Use fey step as an encounter power.

Fey Origin - Your origin is fey, not natural.

DAMAGE WORKSPACE

ABILITY: Magic Missile - Wand of Witchfire + 1

DAMAGE

ABIL

FEAT

ENH

MISC

MISC

2d4+5

4

1

ABILITY: Magic Missile - Arcane Implement, Wand

DAMAGE

ABIL

FEAT

ENH

MISC

MISC

2d4+4

4

BASIC ATTACKS

ATTACK

DEFENSE

WEAPON OR POWER

DAMAGE

6

vs

Ref

Magic Missile (Wand of

2d4+5

5

vs

Ref

Magic Missile (Arcane I

2d4+4

3

vs

AC

Longsword

1d8

vs

SKILLS

BONUS

SKILL NAME

ABIL MOD + 1/2 LVL

TRND (+5)

ARMOR PENALTY

MISC

5

Acrobatics

DEX

3

0

2

12

Arcana

INT

5

5

n/a

2

2

Athletics

STR

0

0

2

5

Bluff

CHA

3

0

n/a

2

8

Diplomacy

CHA

3

5

n/a

8

Dungeoneering

WIS

3

5

n/a

3

Endurance

CON

1

0

2

5

Heal

WIS

3

0

n/a

2

12

History

INT

5

5

n/a

2

5

Insight

WIS

3

0

n/a

2

5

Intimidate

CHA

3

0

n/a

2

5

Nature

WIS

3

0

n/a

2

5

Perception

WIS

3

0

n/a

2

10

Religion

INT

5

5

n/a

5

Stealth

DEX

3

0

2

5

Streetwise

CHA

3

0

n/a

2

8

Thievery

DEX

3

5

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.

Fey Pact Initiate

LANGUAGES KNOWN

Common, Elven

FEATS

Ritual Caster - Master and perform rituals

Pact Initiate - Warlock: skill training, pact at-will power 1/ encounter

Jack of All Trades - +2 to untrained skill checks

POWER INDEX

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

AT-WILL POWERS

Ghost Sound

Light

Mage Hand

Prestidigitation

Magic Missile

Thunderwave

ENCOUNTER POWERS

Fey Step

Eyebite

Force Orb

Icy Rays

DAILY POWERS

Acid Arrow

UTILITY POWERS

Expeditious Retreat

OTHER EQUIPMENT

Spellbook

Adventurer's Kit

Longsword

COINS AND OTHER WEALTH

Money on hand: 100 gp

Stored money: 0 gp

Residium: 0

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

Arcane Implement, Wand (One-hand)

WEAPON

Wand of Witchfire +1 (One-hand)

WEAPON

WEAPON

ARMOR

Robe of Contingency Cloth armor (basic clothing

ARMS

FEET

HANDS

HEAD

NECK

RING

RING

WAIST

Daily Item Powers Per Day

Heroic (1-10)

Milestone

/

/

/

Paragon (11-20)

Milestone

/

/

/

Epic (21-30)

Milestone

/

/

/

RITUALS

Magic Mouth

Tenser's Floating Disk

Comprehend Language

CHARACTER PORTRAIT

PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

CHARACTER NAME

Istarya

PLAYER NAME

Dave

RACE

Eladrin

CLASS

Wizard

LEVEL

3

HP

28

8

STR

Fort

11

AC

15

10

CON

Ref

15

Speed

6

18

INT

Will

16

Init

+3

14

WIS

14

CHA

15

Passive Insight

15

Passive Perception

PLAY DATA

DUNGEONS & DRAGONS®

Action Points

1

Action Points

You start with 1 action point. When you reach a milestone, you gain 1 more.

Once per encounter, you can spend 1 action point. You exchange it for an extra action: standard, move, or minor. It's a free action to spend a point. You can do so only on your turn and never during a surprise round. Some class features and paragon path features give you or an ally a bonus for spending an action point to gain an extra action.

Some feats and paragon path features require that you spend action points to use them. Regardless of how you spend a point, you can spend only 1 between short rests.

After an extended rest, you have 1 action point again, even if you had a different number before the extended rest.

CLASS

Player Ability

LEVEL

*

BOOK

PH

ENCOUNTER SPECIAL

DUNGEONS & DRAGONS®

Second Wind

7

Surge Value

6

Surges Per Day

ACTION Standard

RANGE Personal

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 FROM RACE, CLASS, FEAT, ETC.

Second wind is a minor action for dwarves.

CLASS

Player Ability

LEVEL

*

BOOK

PH

ENCOUNTER ACTION

DUNGEONS & DRAGONS®

Ghost Sound

KEYWORDS

Arcane, Illusion

USED

Standard

10

Ranged 10

ACTION

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 FROM RACE, CLASS, FEAT, ETC.

CLASS

Wizard

LEVEL

1

BOOK

PH

AT-WILL POWER

DUNGEONS & DRAGONS®

Light

KEYWORDS

Arcane

USED

Minor

5

Ranged 5

ACTION

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 FROM RACE, CLASS, FEAT, ETC.

CLASS

Wizard

LEVEL

1

BOOK

PH

AT-WILL POWER

DUNGEONS & DRAGONS®

Mage Hand

KEYWORDS

Arcane, Conjuration

USED

Minor

5

Ranged 5

ACTION

vs

ATTACK

DEFENSE

TARGET

Effect: 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.

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.

Sustain Minor: You can sustain the hand indefinitely.

Special: You can create only one hand at a time.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS

Wizard

LEVEL

1

BOOK

PH

AT-WILL POWER

DUNGEONS & DRAGONS®

Prestidigitation

KEYWORDS

Arcane

USED

Standard

2

Ranged 2

ACTION

vs

ATTACK

DEFENSE

TARGET

Effect: Use this cantrip to accomplish one of the effects given below.

- Move up to 1 pound of material.
- Create a harmless sensory effect, such as a shower of sparks, a puff of wind, faint music, or a strong odor.
- Color, clean, or soil items in 1 cubic foot for up to 1 hour.
- Instantly light (or snuff out) a candle, a torch, or a small campfire.
- Chill, warm, or flavor up to 1 pound of nonliving material for up to 1 hour.
- Make a small mark or symbol appear on a surface for up to 1 hour.
- Produce out of nothingness a small item or image that exists until the end of your next turn.
- Make a small, handheld item invisible until the end of your next turn.

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.

Special: You can have as many as three prestidigitatation effects active at one time.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS

Wizard

LEVEL

1

BOOK

PH

AT-WILL POWER

DUNGEONS & DRAGONS®

Magic Missile

KEYWORDS

Arcane, Force, Implement

USED

Standard

20

Ranged 20

ACTION

6

vs

Reflex

One creature

ATTACK

DEFENSE

TARGET

Attack: Intelligence vs. Reflex

Hit: 2d4 + Intelligence modifier force damage.

Increase damage to 4d4 + Intelligence modifier at 21st level.

Special: This power counts as a ranged basic attack. When a power allows you to make a ranged basic attack, you can use this power.

Your stats using Wand of Witchfire +1:
+6 attack bonus, 2d4+5 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS

Wizard

LEVEL

1

BOOK

PH

AT-WILL POWER

DUNGEONS & DRAGONS®

Thunderwave

KEYWORDS

Arcane, Implement, Thunder

USED

Standard

3

Close blast 3

ACTION

6

vs

Fort

Each creature in blast

ATTACK

DEFENSE

TARGET

Attack: Intelligence vs. Fortitude

Hit: 1d6 + Intelligence modifier thunder damage, and you push the target a number of squares equal to your Wisdom modifier.

Increase damage to 2d6 + Intelligence modifier at 21st level.

Your stats using Wand of Witchfire +1:
+6 attack bonus, 1d6+5 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS

Wizard

LEVEL

1

BOOK

PH

AT-WILL POWER

DUNGEONS & DRAGONS®

Fey Step

KEYWORDS

Teleportation

USED

Move Action

10

Personal

ACTION

RANGE

6

vs

Reflex

One or two creatures

ATTACK

DEFENSE

TARGET

Effect: Teleport up to 5 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS

Racial Power

LEVEL

*

BOOK

PH

ENCOUNTER POWER

DUNGEONS & DRAGONS

Eyebite

KEYWORDS

Arcane, Charm, Implement, Psychic

USED

Standard

10

Ranged 10

ACTION

RANGE

4

vs

Will

One creature

ATTACK

DEFENSE

TARGET

Attack: Charisma vs. Will
Hit: 1d6 + Charisma modifier psychic damage, and you are invisible to the target until the start of your next turn.
Increase damage to 2d6 + Charisma modifier at 21st level.

Your stats using Wand of Witchfire +1:
+4 attack bonus, 1d6+3 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS

Warlock

LEVEL

1

BOOK

PH

ENCOUNTER POWER

DUNGEONS & DRAGONS

Force Orb

KEYWORDS

Arcane, Force, Implement

USED

Standard

20

Ranged 20

ACTION

RANGE

6

vs

Reflex

ATTACK

DEFENSE

TARGET

Primary Target: One creature or object
Attack: Intelligence vs. Reflex
Hit: 2d8 + Intelligence modifier force damage.
Make a secondary attack.
Secondary Target: Each enemy adjacent to the primary target
Secondary Attack: Intelligence vs. Reflex
Hit: 2d8 + Intelligence modifier force damage.
Make a secondary attack.

Your stats using Wand of Witchfire +1:

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS

Wizard

LEVEL

1

BOOK

PH

ENCOUNTER POWER

DUNGEONS & DRAGONS

Icy Rays

KEYWORDS

Arcane, Cold, Implement

USED

Standard

10

Ranged 10

ACTION

RANGE

6

vs

Reflex

One or two creatures

ATTACK

DEFENSE

TARGET

Attack: Intelligence vs. Reflex, one attack per target
Hit: 1d10 + Intelligence modifier cold damage, and the target is immobilized until the end of your next turn.

Your stats using Wand of Witchfire +1:
+6 attack bonus, 1d10+5 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS

Wizard

LEVEL

3

BOOK

PH

ENCOUNTER POWER

DUNGEONS & DRAGONS

Acid Arrow

KEYWORDS

Acid, Arcane, Implement

USED

Standard

20

Ranged 20

ACTION

RANGE

6

vs

Reflex

ATTACK

DEFENSE

TARGET

Primary Target: One creature
Attack: Intelligence vs. Reflex
Hit: 2d8 + Intelligence modifier 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: 2d8 + Intelligence modifier acid damage, and ongoing 5 acid damage (save ends). Make a secondary attack.
Miss: Half damage, and ongoing 2 acid damage to primary target (save ends), and no secondary attack.

Your stats using Wand of Witchfire +1:
+6 attack bonus, 2d8+5 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

RANGE

6

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).

Your stats using Wand of Witchfire +1:
+6 attack bonus

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS

Wizard

LEVEL

1

BOOK

PH

DAILY POWER

DUNGEONS & DRAGONS

Expeditious Retreat

KEYWORDS

Arcane

USED

Move Action

10

Personal

ACTION

RANGE

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

Effect: Shift up to twice your speed.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS

Wizard

LEVEL

2

BOOK

PH

UTILITY POWER

DUNGEONS & DRAGONS

Feather Fall

SPELLBOOK

KEYWORDS

Arcane

USED

Free Action

10

Ranged 10

ACTION

RANGE

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

Trigger: You or one creature in range falls
Effect: You or the creature takes no damage from the fall, regardless of its distance, and does not fall prone at the end of the fall.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS

Wizard

LEVEL

2

BOOK

PH

UTILITY POWER

DUNGEONS & DRAGONS

Wand of Witchfire + 1

BONUS

+1 Attack rolls and damage

+1d6 damage

ENCOREMENT

CRITICAL

PROPERTIES

KEYWORDS

USED

ACTION

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

POWER
Item Slot: One-hand
Power (Daily • Arcane, Fire, Implement): Standard Action. As the warlock's witchfire power.
Witchfire/Warlock Attack 1.
From the mystic energies of the Feywild you summon a brilliant white flame and set it in your enemy's mind and body. Rivulets of argent fire stream up into the air from his eyes, his mouth, and his hands; agony disrupts his very thoughts. .
Encounter • Arcane, Fire, Implement.
Standard Action Ranged 10.
Target: One creature
Attack: Charisma vs. Reflex
Hit: 2d6 + Charisma modifier fire damage, and the target takes a –2 penalty to attack rolls until the end of your next turn.
Fey Pact: The penalty to attack rolls is equal to 2 + your Intelligence modifier.
Granted Powers: ID_FMP_POWER_1459

ITEM SLOT/TYPE

One-hand

LEVEL

3

PRICE

680

BOOK

PH

MAGIC ITEM

DUNGEONS & DRAGONS

Robe of Contingency Cloth armor

		+1 AC			
BONUS		ENHANCEMENT		CRITICAL	
PROPERTIES					
		KEYWORDS			USED
ACTION					
<input type="checkbox"/> AT-WILL		<input type="checkbox"/> ENCOUNTER		<input checked="" type="checkbox"/> DAILY	
POWER					
Power (Daily • Teleportation): Immediate Reaction. Use this power while you are bloodied and when an attack damages you. Teleport 6 squares, and you can spend a healing surge.					
ITEM SLOT/TYPE		LEVEL	PRICE	BOOK	
Body		4	840	AV	