

Player Name

Starin 1 Wizard 0  
 Character Name Level Class Paragon Path Epic Destiny Total XP  
 Eladrin Medium Male 5'6" 140 Good Yerth  
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
3	3		

CONDITIONAL MODIFIERS

### DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
14	AC	10	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
10	<b>STR</b> Strength	0	0
13	<b>CON</b> Constitution	1	1
16	<b>DEX</b> Dexterity	3	3
18	<b>INT</b> Intelligence	4	4
12	<b>WIS</b> Wisdom	1	1
11	<b>CHA</b> Charisma	0	0

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

CONDITIONAL BONUSES

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
14	REF	10	4				

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
16	Passive Insight	10	+
18	Passive Perception	10	+

SPECIAL SENSES

Low-light Vision

### ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 0	0	0				0	

ABILITY: Ranged Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 3	0	3				0	

### HIT POINTS

MAX HP	BLOODED	HEALING SURGES	SURGE VALUE	SURGES/DAY
23	11	5	5	7

 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

### DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4	0	0			

ABILITY: Ranged Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+3	3	0			

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
0	vs AC	Unarmed (Melee)	1d4
3	vs AC	Unarmed (Range)	1d4+3
	vs		
	vs		

### SKILLS

BONUS	SKILL NAME	DEX	INT	STR	CHA	WIS	CON	TRND (+5)	ARMOR PENALTY	MISC
3	Acrobatics	DEX	3	0	n/a	0				
11	Arcana	INT	4	5	n/a	2				
0	Athletics	STR	0	0	n/a	0				
0	Bluff	CHA	0	0	n/a	0				
5	Diplomacy	CHA	0	5	n/a	0				
1	Dungeoneering	WIS	1	0	n/a	0				
1	Endurance	CON	1	0	n/a	0				
1	Heal	WIS	1	0	n/a	0				
6	History	INT	4	0	n/a	2				
6	Insight	WIS	1	5	n/a	0				
0	Intimidate	CHA	0	0	n/a	0				
6	Nature	WIS	1	5	n/a	0				
8	Perception	WIS	1	5	n/a	2				
4	Religion	INT	4	0	n/a	0				
3	Stealth	DEX	3	0	n/a	0				
0	Streetwise	CHA	0	0	n/a	0				
3	Thievery	DEX	3	0	n/a	0				

### 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

### FEATS

**Ritual Caster** - Master and perform rituals

**Impending Victory** - +1 attack with at-will powers against bloodied creatures



CHARACTER NAME  
**Starin**

PLAYER NAME

RACE Eladrin CLASS Wizard LEVEL 1

SCORE	ABILITY	MOD
<b>HP</b> 23	<b>10 STR</b> +0	<b>AC</b> 14
<b>Spd</b> 6	<b>13 CON</b> +1	<b>Fort</b> 11
<b>Init</b> +3	<b>16 DEX</b> +3	<b>Ref</b> 14
	<b>18 INT</b> +4	<b>Will</b> 14
	<b>12 WIS</b> +1	
	<b>11 CHA</b> +0	

**16** Passive Insight **18** Passive Perception


Skills

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

ADDITIONAL EFFECTS

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.

PLAY DATA **DUNGEONS & DRAGONS**

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ENCOUNTER SPECIAL **DUNGEONS & DRAGONS**

Second Wind

KEYWORDS

Standard **ACTION** **RANGE** Personal

AT-WILL  ENCOUNTER  DAILY

**Effect:** You spend a healing surge and regain 5 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK PH

Ghost Sound

KEYWORDS Arcane, Illusion

Standard **ACTION** **RANGE** Ranged 10

**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

Light

KEYWORDS Arcane

Minor **ACTION** **RANGE** Ranged 5

**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

UTILITY POWER **DUNGEONS & DRAGONS**

AT-WILL POWER **DUNGEONS & DRAGONS**

AT-WILL POWER **DUNGEONS & DRAGONS**

Mage Hand

KEYWORDS Arcane, Conjuration

Minor **ACTION** **RANGE** Ranged 5

**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

CLASS Wizard LEVEL 1 BOOK PH

Prestidigitation

KEYWORDS Arcane

Standard **ACTION** **RANGE** Ranged 2

**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 prestidigitation effects active at one time.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK PH

Phantom Bolt

KEYWORDS Arcane, Illusion, Implement, Psychic

Standard **ACTION** **RANGE** Ranged 10

**ATTACK** **DEFENSE** **TARGET** 4 vs Will One creature

**Attack:** Intelligence vs. Will  
**Hit:** 1d8 + Intelligence modifier (+4) psychic damage, and you slide the target 1 square.  
Level 21: 2d8 + Intelligence modifier (+4) psychic damage.

Accurate wand: +4 attack, 1d8+4 damage

ADDITIONAL EFFECTS  
+1 to attack rolls against bloodied creatures - Impending Victory.

CLASS Wizard LEVEL 1 BOOK AP

AT-WILL POWER **DUNGEONS & DRAGONS**

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AT-WILL POWER **DUNGEONS & DRAGONS**

### Nightmare Eruption

KEYWORDS Arcane, Illusion, Implement, Psychic		USED
Standard	<b>10</b>	Ranged 10
<b>ACTION</b>		<b>RANGE</b>
<b>4</b>	vs <b>Will</b>	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Attack:** Intelligence vs. Will  
**Hit:** 1d8 + Intelligence modifier (+4) psychic damage, and any enemy adjacent to the target takes psychic damage equal to your Intelligence modifier (+4).  
 Level 21: 2d8 + Intelligence modifier (+4) damage.

Accurate wand: +4 attack, 1d8+4 damage

ADDITIONAL EFFECTS  
 +1 to attack rolls against bloodied creatures - Impending Victory.

CLASS Wizard	LEVEL 1	BOOK <i>Dragon 380</i>
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**AT-WILL POWER**

### Fey Step

KEYWORDS Teleportation		USED
Move	<b>10</b>	Personal
<b>ACTION</b>		<b>RANGE</b>
	vs	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

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

ADDITIONAL EFFECTS

CLASS Racial Power	LEVEL *	BOOK <i>PH</i>
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**ENCOUNTER POWER**

### Wand of Accuracy

KEYWORDS Implement		USED
Free	<b>20</b>	Ranged 20
<b>ACTION</b>		<b>RANGE</b>
	vs	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Effect:** you gain a bonus to a single attack roll equal to your Dexterity modifier (+3).  
**Requirement:** You must wield your wand.

ADDITIONAL EFFECTS

CLASS	LEVEL *	BOOK <i>PH</i>
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**ENCOUNTER POWER**

### Empowering Lightning

KEYWORDS Arcane, Implement, Lightning		USED
Standard	<b>20</b>	Ranged 20
<b>ACTION</b>		<b>RANGE</b>
<b>4</b>	vs <b>Reflex</b>	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Attack:** Intelligence vs. Reflex  
**Hit:** 2d8 + Intelligence modifier (+4) lightning damage, and you push the target 1 square.  
**Wand of Accuracy:** The next time you use the Wand of Accuracy class feature before the end of the encounter, you also gain a bonus to that attack's damage roll equal to your Intelligence modifier (+4).

Accurate wand: +4 attack, 2d8+4 damage

ADDITIONAL EFFECTS

CLASS Wizard	LEVEL 1	BOOK <i>AP</i>
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**ENCOUNTER POWER**

### Flaming Sphere

KEYWORDS Arcane, Conjunction, Fire, Implement		USED
Standard	<b>10</b>	Ranged 10
<b>ACTION</b>		<b>RANGE</b>
<b>4</b>	vs <b>Reflex</b>	One creature adjacent to the flame
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Effect:** 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 (+4) fire damage. As a move action, you can move the sphere 6 squares.  
**Attack:** Intelligence vs. Reflex  
**Hit:** 2d6 + Intelligence modifier (+4) fire damage.  
**Sustain Minor:** You can sustain this power until the end of the encounter. As a standard action, you can make another attack with the sphere.

Accurate wand: +4 attack, 2d6+4 damage

ADDITIONAL EFFECTS

CLASS Wizard	LEVEL 1	BOOK <i>PH</i>
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**DAILY POWER**

### Acid Arrow

SPELLBOOK

KEYWORDS Acid, Arcane, Implement		USED
Standard	<b>20</b>	Ranged 20
<b>ACTION</b>		<b>RANGE</b>
<b>4</b>	vs <b>Reflex</b>	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Attack:** Intelligence vs. Reflex  
**Hit:** 2d8 + Intelligence modifier (+4) 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 (+4) 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 wand: +4 attack, 2d8+4 damage

ADDITIONAL EFFECTS

CLASS Wizard	LEVEL 1	BOOK <i>PH</i>
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**DAILY POWER**