

Player Name

Lysek 1 Wizard 0
 Character Name Level Class Paragon Path Epic Destiny Total XP
 Eladrin Medium 120 Male 5'7" 150lb Good Corellon
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
8	4		4

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
8	STR Strength	-1	-1
12	CON Constitution	1	1
18	DEX Dexterity	4	4
18	INT Intelligence	4	4
12	WIS Wisdom	1	1
10	CHA Charisma	0	0

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ 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	6

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
11	Passive Perception	10	1

SPECIAL SENSES
Low-light Vision

ATTACK WORKSPACE

ABILITY: Magic Missile - Implement, Wand

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 4	0	4					

ABILITY: Melee Basic Attack - Longsword

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

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
22	11	5
	1/2 HP	1/4 HP

CURRENT HIT POINTS	CURRENT SURGE USES

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

DAMAGE WORKSPACE

ABILITY: Magic Missile - Implement, Wand

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
2d4+4	4				

ABILITY: Melee Basic Attack - Longsword

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8-1	-1				

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
- Arcana Bonus**
- History Bonus**

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
4	vs Ref	Magic Missile (Implement, W	2d4+4
2	vs AC	Longsword	1d8-1
-1	vs AC	Unarmed (Melee)	1d4-1
4	vs AC	Unarmed (Range)	1d4+4

SKILLS

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

FEATS

- Ritual Caster** - Master and perform rituals
- Improved Initiative** - +4 to initiative checks

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-WILL POWERS

Ghost Sound	<input type="checkbox"/>
Light	<input type="checkbox"/>
Mage Hand	<input type="checkbox"/>
Prestidigitation	<input type="checkbox"/>
Thunderwave	<input type="checkbox"/>
Magic Missile	<input type="checkbox"/>

ENCOUNTER POWERS

Fey Step	<input type="checkbox"/>
Wand of Accuracy	<input type="checkbox"/>
Icy Terrain	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

DAILY POWERS

Sleep	<input type="checkbox"/>
Horrid Whispers	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

UTILITY POWERS

	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

OTHER EQUIPMENT

Spellbook
Longsword (E)
Adventurer's Kit
Camouflaged Clothing
Thieves' Tools
Cloth Armor (Basic Clothing) (E)
Crowbar

COINS AND OTHER WEALTH

Money on hand: 10 gp
Stored money: 0 gp
Encumbrance: 54 / 80

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	Implement, Wand (Off-hand) (E)	<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		<input type="checkbox"/>
NECK		<input type="checkbox"/>
RING		<input type="checkbox"/>
RING		<input type="checkbox"/>
WAIST		<input type="checkbox"/>
		<input type="checkbox"/>
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		<input type="checkbox"/>
		<input type="checkbox"/>
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		<input type="checkbox"/>

Daily Item Powers Per Day

Heroic (1-10)	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>		
Paragon (11-20)	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	
Epic (21-30)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>

RITUALS / ALCHEMY

Comprehend Language
Tenser's Floating Disk
Create Campsite

CHARACTER PORTRAIT



PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

Nelanther Isles
The Nelanther Isles spread outward from Amn and fade far out into the Trackless Sea, more than a thousand specks of land making up this archipelago. A noted haven for some of the most bloodthirsty pirates to sail the waters of the Sword Coast and beyond, these islands are no place for the unwary.
You add Acrobatics and Athletics to your class skill list, and you gain a +1 bonus to Acrobatics checks and Athletics checks. Windrise Ports

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

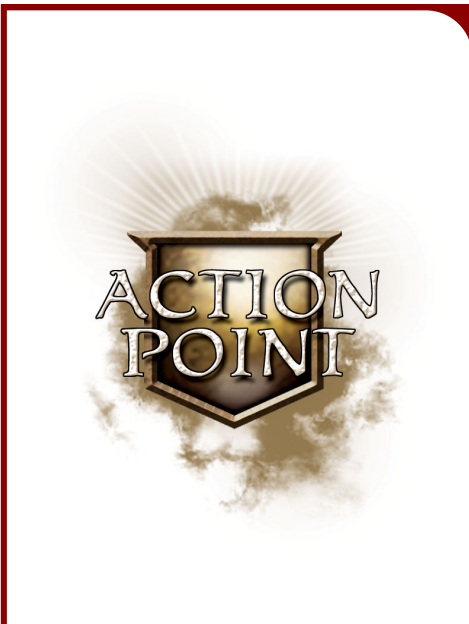
CHARACTER NAME
Lysek

PLAYER NAME

RACE Eladrin CLASS Wizard LEVEL 1

HP 22	8 STR	AC 14
Spd 6	12 CON	Fort 11
Init +8	18 DEX	Ref 14
	18 INT	Will 14
	12 WIS	
	10 CHA	

16 Passive Insight **11** Passive Perception



Second Wind

KEYWORDS

Standard	↓	↗	Personal
ACTION	↶	✱	RANGE
	vs		Self
ATTACK	DEFENSE	TARGET	

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

PLAY DATA **DUNGEONS & DRAGONS**

ENCOUNTER SPECIAL **DUNGEONS & DRAGONS**

ENCOUNTER ACTION **DUNGEONS & DRAGONS**

Ghost Sound

KEYWORDS Arcane, Illusion

Standard	↑	10	↗	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

Light

KEYWORDS Arcane

Minor	↑	5	↗	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

Mage Hand

KEYWORDS Arcane, Conjunction

Minor	↑	5	↗	Ranged 5
ACTION	↶		✱	RANGE
	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

CLASS Wizard LEVEL 1 BOOK PH

AT-WILL POWER **DUNGEONS & DRAGONS**

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Prestidigitation

KEYWORDS Arcane

Standard	↑	2	↗	Ranged 2
ACTION	↶		✱	RANGE
	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 prestidigitations active at one time.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK PH

Thunderwave

KEYWORDS Arcane, Implement, Thunder

Standard	↑		↗	Close blast 3
ACTION	3	↶	✱	RANGE
4	vs	Fort		Each creature in blast
ATTACK	DEFENSE	TARGET		

Attack: Intelligence vs. Fortitude

Hit: 1d6 + Intelligence modifier (+4) thunder damage, and you push the target a number of squares equal to your Wisdom modifier (+1). Increase damage to 2d6 + Intelligence modifier (+4) at 21st level.

Implement, Wand: +4 attack, 1d6+4 damage

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK PH

Magic Missile

KEYWORDS Arcane, Force, Implement

Standard	↑	20	↗	Ranged 20
ACTION	↶		✱	RANGE
4	vs	Reflex		One creature
ATTACK	DEFENSE	TARGET		

Attack: Intelligence vs. Reflex

Hit: 2d4 + Intelligence modifier (+4) force damage.

Increase damage to 4d4 + Intelligence modifier (+4) 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.

Implement, Wand: +4 attack, 2d4+4 damage

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK PH

AT-WILL POWER **DUNGEONS & DRAGONS**

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AT-WILL POWER **DUNGEONS & DRAGONS**

Fey Step

KEYWORDS Teleportation		USED
Move	↓ 10	Personal
ACTION	← 2	RANGE
4	vs	Will
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	↓ 10	
ACTION	← 1	RANGE
4	vs	Will
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®

Icy Terrain

KEYWORDS Arcane, Cold, Implement		USED
Standard	↓ 10	Area burst 1 within 10 squares
ACTION	← 1	RANGE
4	vs	Reflex
ATTACK	DEFENSE	TARGET
Attack: Intelligence vs. Reflex Hit: 1d6 + Intelligence modifier (+4) cold damage, and the target is knocked prone. Effect: The power's area is difficult terrain until the end of your next turn. You can end this effect as a minor action.		
Implement, Wand: +4 attack, 1d6+4 damage		
ADDITIONAL EFFECTS		
CLASS Wizard	LEVEL 1	BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS®

Sleep

KEYWORDS Arcane, Implement, Sleep		USED
Standard	↓ 20	Area burst 2 within 20 squares
ACTION	← 2	RANGE
4	vs	Will
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).		
Implement, Wand: +4 attack		
ADDITIONAL EFFECTS		
CLASS Wizard	LEVEL 1	BOOK PH

DAILY POWER DUNGEONS & DRAGONS®

Horrid Whispers

SPELLBOOK

KEYWORDS Arcane, Illusion, Implement, Psychic		USED
Standard	↓ 10	Area burst 1 within 10 squares
ACTION	← 1	RANGE
4	vs	Will
ATTACK	DEFENSE	TARGET
Attack: Intelligence vs. Will Hit: 1d6 + Intelligence modifier (+4) psychic damage, and the target is slowed and takes a -2 penalty to attack rolls (save ends both). Aftereffect: You knock the target prone. Miss: The target is slowed and takes a -2 penalty to attack rolls until the end of your next turn.		
Implement, Wand: +4 attack, 1d6+4 damage		
ADDITIONAL EFFECTS		
CLASS Wizard	LEVEL 1	BOOK AP

DAILY POWER DUNGEONS & DRAGONS®