

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

2

Level

Pier Glasser

Good male Human Arcanist

26

5' 7"

185 lb

Medium

Age

Height

Weight

Size

Deity

1000

Total XP

2250

Defenses

17
AC

13
FORT

18
REF

15
WILL

Conditional Bonuses

Hit Points

Max HP

(Bloodied 12)

24

Temp HP

Current Hit Points

Healing Surges

Surge Value

Surges/Day

6

6

Current Conditions:

Combat Statistics and Senses

Initiative

7

Conditional Modifiers:

Speed

6

Special Movement:

Passive Insight

15

Passive Perception

12

Special Senses: Normal

Action Points

Action Points

Milestones

Action Points

0
1
2

0

1

2

1

2

3

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.

Second Wind (one per encounter)

☐ Used

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

Death Saving Throw Failures

☐ ☐ ☐

Saving Throw Mods

0

Resistances/Vulnerabilities

Resist 2 Poison

Current Conditions and Effects

Basic Attacks

Melee

Dagger

4

Strength vs. AC

1d4

Damage

Ranged

Dagger

6

Dexterity vs. AC

1d4+2

Damage

Languages

Common, Goblin



Abilities

STR

Strength

10

Check

1

CON

Constitution

10

1

DEX

Dexterity

14

3

INT

Intelligence

20

6

WIS

Wisdom

8

0

CHA

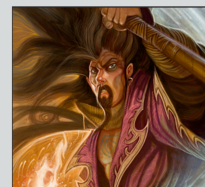
Charisma

11

1

Skills

Acrobatics	Dexterity	5
Arcana	Intelligence ✓	11
Athletics	Strength	3
Bluff	Charisma	3
Diplomacy	Charisma ✓	6
Dungeoneering	Wisdom	2
Endurance	Constitution	3
Heal	Wisdom	2
History	Intelligence ✓	11
Insight	Wisdom ✓	5
Intimidate	Charisma	3
Nature	Wisdom ✓	5
Perception	Wisdom	2
Religion	Intelligence	8
Stealth	Dexterity	5
Streetwise	Charisma	3
Thievery	Dexterity	5



Pier Glasser
Character Name

Player Name

Character Details

Background

Theme

Mannerisms and Appearance

Personality Traits

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Amulet of Health +1

Arms

Hands

Rings

Rings

Off Hand

Staff Implement

Main Hand

Dagger

Waist

Armor

Tattoo

Ki Focus

Feet

Other Equipment

Spellbook
Dagger (3)
Backpack (empty)
Bedroll
Belt Pouch (empty)
Trail Rations (10)
Silk Rope (50 ft.)
Waterskin

Total Weight (lbs.)

36

Carrying Capacity
(lbs.)

Treasure

20 Gold, 9 Silver

Normal

100

Heavy

200

Max

500

Pier Glasser

Player Name

Character Name



Racial Features

Bonus Feat

Choose an extra feat at 1st level.

Bonus Skill

Trained in one additional class skill.

Human Defense Bonuses

+1 to Fortitude, Reflex, and Will.

Human Power Selection

Choose an option for your human character.

Bonus At-Will Power

Know one extra 1st-level attack power from your class.

Class/Other Features

Arcane Implement Mastery

Gain a specialization in an arcane implement of your choice

Staff of Defense

With staff, +1 AC. Plus, add Con mod to defense against one attack, even after you know damage (encounter, immediate interrupt).

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

Jack of All Trades

+2 to untrained skill checks

Ritual Caster

Master and perform rituals

Action Surge

+3 to attacks when you spend an action point

Improved Initiative

+4 to initiative checks

Pier Glasser

Level 2 Human Arcanist

HP	SCORE	ABILITY	MOD	AC
24	10	STR	0	17
	10	CON	0	
Spd	14	DEX	2	Fort
6	20	INT	5	13
	8	WIS	-1	
Init	11	CHA	0	Ref
+7				18
				Will
				15

15 Passive Insight

12 Passive Perception

Player Name:

Skills

Acrobatics	Dexterity	5
Arcana	Intelligence	• 11
Athletics	Strength	3
Bluff	Charisma	3
Diplomacy	Charisma	• 6
Dungeoneering	Wisdom	2
Endurance	Constitution	3
Heal	Wisdom	2
History	Intelligence	• 11
Insight	Wisdom	• 5
Intimidate	Charisma	3
Nature	Wisdom	• 5
Perception	Wisdom	2
Religion	Intelligence	8
Stealth	Dexterity	5
Streetwise	Charisma	3
Thievery	Dexterity	5

• indicates a trained skill.

Action Point

Base action points: 1

Action Surge: You gain a +3 bonus to attack rolls you make during any action you gain by spending an action point.



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

Melee Basic Attack

At-Will ♦ Standard Action

Dagger: +4 vs. AC, 1d4 damage

Staff Implement: +3 vs. AC, 1d8 damage

Melee weapon **Target:** One creature

You resort to the simple attack you learned when you first picked up a melee weapon.

Keyword: Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+0) damage.

Level 21: 2[W] + Str modifier (+0) damage.

Additional Effects

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Dagger: +6 vs. AC, 1d4+2 damage

Ranged weapon **Target:** One creature

You resort to the simple attack you learned when you first picked up a ranged weapon.

Keyword: Weapon

Attack: Dexterity vs. AC

Hit: 1[W] + Dex modifier (+2) damage.

Level 21: 2[W] + Dex modifier (+2) damage.

Additional Effects

Basic Attack

Magic Missile

At-Will ♦ Standard Action

Staff Implement: 7 damage

Ranged 20 **Target:** One creature

A glowing blue bolt of magical energy hurtles from your finger and unerringly strikes your target.

Keywords: Arcane, Evocation, Force, Implement

Effect: 2 + Int 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

Wizard Attack 1

Scorching Burst

At-Will ♦ Standard Action

Staff Implement: +6 vs. Reflex, 1d6+5 damage

Area burst 1 within 10 squares **Target:** Each creature in the burst

A vertical column of golden flames burns all within.

Keywords: Arcane, Fire, Implement

Attack: Intelligence vs. Reflex

Hit: 1d6 + Int modifier (+5) fire damage.

Additional Effects

Thunderwave

At-Will ♦ Standard Action

Staff Implement: +6 vs. Fortitude, 1d6+5 damage

Close blast 3 **Target:** Each creature in the blast

You create a whip-crack of sonic power that lashes up from the ground.

Keywords: Arcane, Implement, Thunder

Attack: Intelligence vs. Fortitude

Hit: 1d6 + Int modifier (+5) thunder damage, and you push the target a number of squares equal to your Wis modifier (-1).

Additional Effects

Ray of Enfeeblement

Encounter ♦ Standard Action

Staff Implement: +6 vs. Fortitude, 1d10+5 damage

Ranged 10 **Target:** One creature

You point three fingers at your foe, curling them like talons. Weird green mist streams from your enemy's flesh, carrying away its strength.

Keywords: Arcane, Implement, Necrotic

Attack: Intelligence vs. Fortitude

Hit: 1d10 + Int modifier (+5) necrotic damage, and the target is weakened until the end of your next turn.

Additional Effects

Acid Arrow

Daily ♦ Standard Action

Staff Implement: +6 vs. Reflex, 2d8+5 damage

Ranged 20

A shimmering arrow of green, glowing liquid streaks to your target and bursts in a spray of sizzling acid.

Keywords: Acid, Arcane, Implement

Primary Target: One creature

Attack: Intelligence vs. Reflex

Hit: 2d8 + Int 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 + Int 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.

Additional Effects

Wizard Attack 1 ☐ Used

Sleep

Daily ♦ Standard Action

Staff Implement: +6 vs. Will

Area burst 2 within 20 squares **Target:** Each creature in the burst

You exert your will against your foes, seeking to overwhelm them with a tide of magical weariness.

Keywords: Arcane, Charm, Enchantment, Implement

Attack: Intelligence vs. Will

Hit: The target is slowed (save ends).

First Failed Saving Throw: The target is unconscious instead of slowed (save ends).

Miss: The target is slowed (save ends).

Additional Effects

Wizard Attack 1 ☐ Used

Ghost Sound

At-Will ♦ Standard Action

Ranged 10 **Target:** One object or unoccupied square

With a wink, you create an illusory sound that emanates from a distant location.

Keywords: Arcane, Illusion

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

Wizard Utility

Light

At-Will ♦ Minor Action

Ranged 5 **Target:** One object or unoccupied square

With a wave of your hand, you cause a bright light to appear on the tip of your staff, upon some other object, or in a nearby space.

Keyword: Arcane

Effect: The target sheds bright light until the end of the encounter or until you use this power again. The light fills the target's space and all squares within 4 squares of it. Putting out the light is a free action.

Additional Effects

Wizard Utility

Mage Hand

At-Will ♦ Minor Action

Ranged 5

You gesture toward an object nearby, and a spectral floating hand lifts the object into the air and moves it where you wish.

Keywords: Arcane, Conjunction

Effect: You conjure a spectral, floating hand in an unoccupied square within range. The hand lasts until the end of your next turn or until you use this power again. If you are holding an 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. While the hand persists, you can take the following actions.

Minor Action: The hand picks up or manipulates an object weighing 20 pounds or less. It can hold only one object at a time.

Move Action: The hand moves up to 5 squares in any direction, carrying the object it holds.

Free Action: The hand drops the object it is holding.

Sustain Minor: The hand persists until the end of your next turn.

Additional Effects

Wizard Utility

Prestidigitation

At-Will ♦ Standard Action

Ranged 2

You perform an amusing magical trick, such as creating a dancing wisp of light, freshening a wilting flower, making a coin invisible, or warming a cold drink.

Keyword: Arcane

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

- * Change the color of items in 1 cubic foot.
- * Create a harmless sensory effect, such as a shower of sparks, a puff of wind, faint music, or a strong odor.
- * Clean or soil items in 1 cubic foot.
- * 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.

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

Additional Effects

Wizard Utility

Staff of Defense

Encounter ♦ Immediate Interrupt

This form of mastery is useful for all wizards, particularly if you dabble in both control and damage-dealing spells.

Keyword: Implement

Effect: you gain a bonus to defense against one attack equal to your Con modifier (+0). You can declare the bonus after the Dungeon Master has already told you the damage total.

Requirement: You must wield your staff.

Additional Effects

Shield

Encounter ♦ Immediate Interrupt

Personal

You throw up your hand, and a shield of arcane energy springs into existence, protecting you against imminent attacks.

Keyword: Arcane

Trigger: You are hit by an attack

Effect: You gain a +4 power bonus to AC and Reflex until the end of your next turn.

Additional Effects

Expeditious Retreat

Daily ♦ Move Action

Personal

Your form blurs as you hastily withdraw from the battlefield.

Keyword: Arcane

Effect: You shift up to twice your speed.

Additional Effects

Amulet of Health +1

Neck Slot Item ♦ Level 3

Enhancement: +1 Fortitude, Reflex, and Will

Property: You gain poison resistance equal to twice the amulet's enhancement bonus.