

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA

Level

### Rydan

Unaligned male Human Wizard (Arcanist)

21 Age   5'10" Height   165 lb. Weight   Medium Size   Ioun Deity

Total XP 1000

### Defenses

<b>14</b>	<b>13</b>	<b>15</b>	<b>13</b>
AC	FORT	REF	WILL

Conditional Bonuses

### Hit Points

**Max HP**  
(Bloodied 12 ) **24**

Temp HP

Current Hit Points

### Healing Surges

Surge Value    Surges/Day

Current Conditions:

### Combat Statistics and Senses

**Initiative**

Conditional Modifiers:

**Speed**

**Passive Insight**

**Passive Perception**

Special Senses: Normal

### Action Points

Action Points	Milestones	Action Points
<input type="text" value="0"/>	0	1
	1	2
	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**

### Resistances/Vulnerabilities

### Current Conditions and Effects

### Basic Attacks

#### Melee

Dagger

Strength vs. AC

Damage

#### Ranged

Dagger

Dexterity vs. AC

Damage

### Languages

Common, Elven



### Abilities

Ability	Score	Check
STR Strength	<input type="text" value="11"/>	<input type="text" value="0"/>
CON Constitution	<input type="text" value="14"/>	<input type="text" value="2"/>
DEX Dexterity	<input type="text" value="14"/>	<input type="text" value="2"/>
INT Intelligence	<input type="text" value="18"/>	<input type="text" value="4"/>
WIS Wisdom	<input type="text" value="10"/>	<input type="text" value="0"/>
CHA Charisma	<input type="text" value="10"/>	<input type="text" value="0"/>

### Skills

Acrobatics	Dexterity	<input type="text" value="2"/>
Arcana	Intelligence ✓	<input type="text" value="11"/>
Athletics	Strength	<input type="text" value="0"/>
Bluff	Charisma	<input type="text" value="0"/>
Diplomacy	Charisma	<input type="text" value="0"/>
Dungeoneering	Wisdom	<input type="text" value="0"/>
Endurance	Constitution	<input type="text" value="2"/>
Heal	Wisdom	<input type="text" value="0"/>
History	Intelligence ✓	<input type="text" value="9"/>
Insight	Wisdom ✓	<input type="text" value="5"/>
Intimidate	Charisma	<input type="text" value="0"/>
Nature	Wisdom ✓	<input type="text" value="5"/>
Perception	Wisdom	<input type="text" value="0"/>
Religion	Intelligence ✓	<input type="text" value="9"/>
Stealth	Dexterity	<input type="text" value="2"/>
Streetwise	Charisma	<input type="text" value="0"/>
Thievery	Dexterity	<input type="text" value="2"/>

Scotley

Rydan

Player Name

Character Name



### Character Details

#### Background

Early Life - Test Subject

#### Theme

Wizard's Apprentice

#### Mannerisms and Appearance

#### Personality Traits

#### Adventuring Company

#### Companions and Allies

#### Session and Campaign Notes

Other Notes

### Equipment

Head

Neck

Arms

Hands

Rings

Rings

Off Hand

Main Hand

Wand Implement

Waist

Armor

Cloth Armor (Basic Clothing)

Tattoo

Ki Focus

Feet

#### Other Equipment

Spellbook  
Adventurer's Kit  
Dagger (2)  
Quarterstaff

Total Weight (lbs.)

47

Carrying Capacity (lbs.)

Treasure

77 gp  
0 gp banked

Normal

110

Heavy

220

Max

550

Scotley

Player Name

Rydan

Character Name



## Racial Features

### Bonus Feat

Choose an extra feat at 1st level.

### Bonus Skill

Trained in one additional class skill.

### Heroic Effort

Gain the Heroic Effort power

### Human Defense Bonuses

+1 to Fortitude, Reflex, and Will.

### Human Power Selection

Choose an option for your human character.

## Class/Other Features

### Arcane Implement Mastery

Gain a specialization in an arcane implement of your choice

### Arcanist Ritual Casting

Gain Ritual Caster feat

### Arcanist's 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.

### Cantrips

Gain four cantrips

### Wand of Accuracy

Encounter, free; with wand, add Dex mod to one attack roll.

### Wizard's Apprentice Starting Feature

Gain the Color Orb power

## Feats

### Destructive Wizardry

+2 to damage if you hit two or more creatures

### Human Perseverance

+1 to saving throws

### Ritual Caster

Master and perform rituals

# Rydan

Level 1 Human Wizard (Arcanist)

	SCORE	ABILITY	MOD	
<b>HP</b>	<b>11</b>	<b>STR</b>	<b>0</b>	<b>AC</b>
<b>24</b>				<b>14</b>
<b>Spd</b>	<b>14</b>	<b>CON</b>	<b>2</b>	<b>Fort</b>
<b>6</b>				<b>13</b>
<b>Init</b>	<b>18</b>	<b>DEX</b>	<b>2</b>	<b>Ref</b>
<b>+2</b>				<b>15</b>
	<b>10</b>	<b>WIS</b>	<b>0</b>	<b>Will</b>
				<b>13</b>
	<b>10</b>	<b>CHA</b>	<b>0</b>	
	<b>15</b>	Passive Insight		
	<b>10</b>	Passive Perception		

## Skills

Acrobatics	Dexterity	2
Arcana	Intelligence	• 11
Athletics	Strength	0
Bluff	Charisma	0
Diplomacy	Charisma	0
Dungeoneering	Wisdom	0
Endurance	Constitution	2
Heal	Wisdom	0
History	Intelligence	• 9
Insight	Wisdom	• 5
Intimidate	Charisma	0
Nature	Wisdom	• 5
Perception	Wisdom	0
Religion	Intelligence	• 9
Stealth	Dexterity	2
Streetwise	Charisma	0
Thievery	Dexterity	2

• indicates a trained skill.

## Action Point

Base action points: 1



**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

Player Name: Scotley

## Melee Basic Attack

At-Will ♦ Standard Action

**Dagger:** +3 vs. AC, 1d4 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:** +5 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

**Wand Implement:** 6 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 (+4) 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

## Rotting Doom

At-Will ♦ Standard Action

**Wand Implement:** +4 vs. Fortitude, 1d8+4 damage

**Ranged 10**      **Target:** One creature

*You hold up your hand, palm out, and release pale wisps to infect your foes with horrid decay.*

**Keywords:** Arcane, Implement, Necromancy, Necrotic, Shadow

**Attack:** Intelligence vs. Fortitude

**Hit:** 1d8 + Int modifier (+4) necrotic damage. If the target is undead, it also gains vulnerable 5 to all damage until the start of your next turn.

**Effect:** The target cannot regain hit points until the start of your next turn.

Additional Effects

Wizard Attack 1

## Color Orb

Encounter ♦ Standard Action

**Wand Implement:** +4 vs. Will, 1d8+4 damage

**Ranged 5**      **Target:** One creature

*You throw a brightly shining orb of swirling colors at your foe, momentarily dazing it.*

**Keywords:** Arcane, Implement, Radiant

**Attack:** Highest ability modifier vs. Will

**Hit:** 1d8 + highest ability modifier radiant damage, and the target is dazed until the end of your next turn.

Additional Effects

Wizard's Apprentice Attack

Used

## Grasping Shadows

Encounter ♦ Standard Action

**Wand Implement:** +4 vs. Will, 1d8+4 damage

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

*At your command, the shadows reach out, grab hold of your foes, and wreath the area in darkness.*

**Keywords:** Arcane, Illusion, Implement, Psychic

**Attack:** Intelligence vs. Will

**Hit:** 1d8 + Int modifier (+4) psychic damage, and target is slowed until the end of your next turn.

**Effect:** Shadows writhe in the designated area and continue until the end of your next turn. Any creature that enters the area of the grasping shadows takes psychic damage equal to your Int modifier (+4) and is slowed until the end of its next turn. A creature can take this damage only once per turn.

Additional Effects

+2 to damage rolls if you hit two or more creatures - Destructive Wizardry.

Wizard Attack 1

Used

## Sleep

Daily ♦ Standard Action

**Wand Implement:** +4 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

## Summon Fire Warrior

Daily ♦ Minor Action

**Ranged** 10

*A soldier of flame strides through a planar veil. It lifts a shimmering axe above its head as it moves to attack.*

**Keywords:** Arcane, Fire, Implement, Summoning

**Effect:** You summon a Medium fire warrior in an unoccupied square within range. The fire warrior has a speed of fly 6 (hover). It has a +2 bonus to AC and a +2 bonus to Fortitude. You can give the fire warrior the following special commands.

**Standard Action:** Melee 1; targets one creature; Intelligence vs. Reflex; 1d8 + Int modifier (+4) fire damage.

**Opportunity Attack:** Melee 1; targets one creature; Intelligence vs. Reflex; 1d8 + Int modifier (+4) fire damage.

Additional Effects

Wizard Attack 1

Used

## 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, Conjuration

**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

## Heroic Effort

Encounter ♦ No Action

**Personal**

*Your grim focus and unbridled energy means that failure is not an option.*

**Trigger:** You miss with an attack or fail a saving throw.

**Effect:** You gain a +4 racial bonus to the attack roll or the saving throw.

Additional Effects

Human Racial Power

Used

## Suggestion

Encounter ♦ Free Action

**Personal**

*You weave arcane power through your words, infusing each phrase with persuasive magic.*

**Keyword:** Arcane

**Trigger:** You make a Diplomacy check.

**Effect:** You make an Arcana check instead, using that result to determine the outcome of the Diplomacy check.

Additional Effects

Wizard Utility

Used

## Wand of Accuracy

Encounter ♦ Free Action

*This form of mastery is good for war wizards because it helps increase their accuracy with damaging powers.*

**Keyword:** Implement

**Effect:** you gain a bonus to a single attack roll equal to your Dex modifier (+2).

**Requirement:** You must wield your wand.

Additional Effects

Wand of Accuracy Power

Used