

Player Name

Sindabar 1 Mage
 Character Name Level Class
 Human Medium Male
 Race Size Age Gender

Paragon Path Epic Destiny Total XP 0

Height Weight Alignment Deity

Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
0			

INITIATIVE

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
16	AC	10	4		2			

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
9	STR Strength	-1	-1
16	CON Constitution	3	3
10	DEX Dexterity	0	0
18	INT Intelligence	4	4
13	WIS Wisdom	1	1
10	CHA Charisma	0	0

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
14	FORT	10	3				1	

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
16	Passive Insight	10	+ 6

CONDITIONAL BONUSES

SPECIAL MOVEMENT

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

11	Passive Perception	10	+ 1
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CONDITIONAL BONUSES

SPECIAL SENSES

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

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Staff Implement

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

ABILITY: Melee Basic Attack - Unarmed

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

CONDITIONAL BONUSES

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
		SURGE VALUE SURGES/DAY
26	13	6 9

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: Melee Basic Attack - Staff Implement

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

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4-1	-1				

RACE 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.

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
		Magic Missile (Staff Impleme	
-1	AC	Unarmed (Melee)	1d4-1
0	AC	Unarmed (Range)	1d4

CLASS / PATH / DESTINY FEATURES

Necromancy Apprentice - Hit at least one target with an arcane necromancy attack power: gain 2 temporary hit points**Mage's Spellbook** - Gain mage's spellbook**Mage Cantrips** - Choose three cantrips**Magic Missile** - Gain the magic missile power

FEATS

Staff Expertise - While using a staff as a weapon or implement: +1/2/3 to attack rolls, ranged attacks don't provoke opportunity attacks, +1 reach**Unarmored Agility** - +2 AC while wearing cloth armor or no armor

SKILLS

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

LANGUAGES KNOWN

Common, Primordial

POWER INDEX

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

AT-WILL POWERS

Bull Rush Attack
Grab Attack
Opportunity Attack
Beguiling Strands
Freezing Burst
Phantasmal Assault
Mage's Spellbook
Disrupt Undead
Magic Missile

ENCOUNTER POWERS

Second Wind <input type="checkbox"/>
Chill Strike <input type="checkbox"/>
Darkening Flame <input type="checkbox"/>
Spook <input type="checkbox"/>
<input type="checkbox"/>

DAILY POWERS

Spirit Rend <input type="checkbox"/>
Summon Dretch <input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>

UTILITY POWERS

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

OTHER EQUIPMENT

Adventurer's Kit
Spellbook
Staff Implement (E)
Cloth Armor (Basic Clothing) (E)
Journeybreads (10)

COINS AND OTHER WEALTH

Money on hand: 30 gp
Stored money: 0 gp
Encumbrance: 45 / 90

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 <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"/>
<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"/>

Daily Item Powers Per Day

Heroic (1-10) <input type="checkbox"/>	Milestone <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"/>
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"/>

RITUALS / ALCHEMY

CHARACTER PORTRAIT**PERSONALITY TRAITS**

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

Phantasmal Assault

KEYWORDS Arcane, Illusion, Implement, Psychic USED

Standard	10	Ranged 10
ACTION	RANGE	
5 vs Will		One creature
ATTACK	DEFENSE	TARGET

Attack: Intelligence vs. Will
Hit: 1d8 + Intelligence modifier (+4) psychic damage, and the target grants combat advantage and can't make opportunity attacks until the end of your next turn.
 Level 21: 2d8 + Intelligence modifier (+4) psychic damage.
 Staff Implement: +5 attack, 1d8+4 damage

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK PEHOTFL

AT-WILL POWER **DUNGEONS & DRAGONS**

Magie's Spellbook

KEYWORDS Arcane, Necromancy, Shadow USED

Standard	10	Ranged 10
ACTION	RANGE	
5 vs Will		One creature
ATTACK	DEFENSE	TARGET

Level : Encounter : Daily : Utility

1	1	1	0
2	1	1	1
3-4	2	1	1
5	2	2	1
6	2	2	2
7-8	3	2	2
9	3	3	2
10-15	3	3	3
16-21	3	3	4
22-30	3	3	5

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK PEHOTFL

AT-WILL POWER **DUNGEONS & DRAGONS**

Disrupt Undead

KEYWORDS Arcane, Necromancy, Shadow USED

Minor	5	Ranged 5
ACTION	RANGE	
vs		One undead creature
ATTACK	DEFENSE	TARGET

Effect: The target's necrotic resistance, if any, is reduced by 5 until the end of your turn.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL BOOK PEHOS

AT-WILL POWER **DUNGEONS & DRAGONS**

Magic Missile

KEYWORDS Arcane, Evocation, Force, Implement USED

Standard	20	Ranged 20
ACTION	RANGE	
vs		One creature
ATTACK	DEFENSE	TARGET

Effect: 2 + Intelligence modifier (+4) force damage.
 Level 11: 3 + Intelligence modifier (+4) force damage.
 Level 21: 5 + Intelligence 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

CLASS Wizard LEVEL 1 BOOK PH

AT-WILL POWER **DUNGEONS & DRAGONS**

Chill Strike

KEYWORDS Arcane, Cold, Implement USED

Standard	10	Ranged 10
ACTION	RANGE	
5 vs Fort		One creature
ATTACK	DEFENSE	TARGET

Attack: Intelligence vs. Fortitude
Hit: 2d8 + Intelligence modifier (+4) cold damage, and the target is dazed until the end of your next turn.
 Staff Implement: +5 attack, 2d8+4 damage

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK PH

ENCOUNTER POWER **DUNGEONS & DRAGONS**

Darkening Flame

KEYWORDS Arcane, Fire, Implement, Necromancy, Necrotic, Shadow USED

Standard	10	Ranged 10
ACTION	RANGE	
5 vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Attack: Intelligence vs. Reflex
Hit: 2d8 + Intelligence modifier (+4) necrotic damage.
Effect: Each creature adjacent to the target takes fire damage equal to your Intelligence modifier (+4).
 Staff Implement: +5 attack, 2d8+4 damage

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK PEHOS

ENCOUNTER POWER **DUNGEONS & DRAGONS**

Spook

KEYWORDS Arcane, Nethermancy, Shadow USED

Free	Personal	
ACTION	RANGE	
vs		
ATTACK	DEFENSE	TARGET

Trigger: You would make an Intimidate check.
Effect: You instead make an Arcana check and use that result to determine the outcome of the Intimidate check.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL BOOK PEHOS

ENCOUNTER POWER **DUNGEONS & DRAGONS**

Spirit Rend

KEYWORDS Arcane, Implement, Necromancy, Necrotic, Shadow USED

Standard	10	Area burst 1 within 10 squares
ACTION	RANGE	
5 vs Will		Each enemy in the burst
ATTACK	DEFENSE	TARGET

Attack: Intelligence vs. Will
Hit: 3d6 + Intelligence modifier (+4) necrotic damage, and the target is immobilized (save ends). If the target is undead, it takes no damage and is not immobilized. Instead, the target must take a free action to move as far as its speed allows to a square farther away from you, and it is dazed (save ends).
Miss: Half damage.
 Staff Implement: +5 attack, 3d6+4 damage

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK PEHOS

DAILY POWER **DUNGEONS & DRAGONS**

Summon Dretch

KEYWORDS Arcane, Implement, Summoning USED

Minor	10	Ranged 10
ACTION	RANGE	
vs		
ATTACK	DEFENSE	TARGET

Effect: You summon a Small dretch in an unoccupied space within range. The dretch has speed 5. If the dretch is reduced to 0 hit points, creatures adjacent to it take 5 poison damage. You can give the dretch the following special command.
Standard action: Melee 1; targets one or two creatures; Intelligence vs. Reflex; 2d6 + Intelligence modifier (+4) damage.
Intrinsic Nature: If you haven't given the dretch any commands by the end of your turn, it attacks or charges the nearest creature and makes its listed attack (above) in place of a melee basic attack. If it cannot attack or charge, it moves 5 squares toward the nearest creature. In addition, you take 1d6 damage each time you take a standard or move action before the end of your next turn.
Symbiosis: While the summoned dretch is present, each creature you hit with a basic or at-will attack takes 5 damage if it makes an attack before the end of its next turn, after it makes the attack.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK Dragon 385

DAILY POWER **DUNGEONS & DRAGONS**

Suggestion		
KEYWORDS	Arcane	USED
Free	 	Personal
ACTION	 	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
<p>Trigger: You make a Diplomacy check.</p> <p>Effect: You make an Arcana check instead, using that result to determine the outcome of the Diplomacy check.</p>		
ADDITIONAL EFFECTS		
CLASS	Wizard	BOOK PEHOTFL
UTILITY POWER 		