

Player Name Zach

Battlemage

2

Wizard

Character Name

Level

Class

Eladrin

Medium

27

Male

Paragon Path

Epic Destiny

1,000

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company or Other Affiliations

INITIATIVE

SCORE

DEX

1/2 LVL

MISC

2

Initiative

1

1

CONDITIONAL MODIFIERS

DEFENSES

SCORE

DEFENSE

10 + 1/2 LVL

ARMOR/ABIL

CLASS

FEAT

ENH

MISC

MISC

19

AC

11

7

CONDITIONAL BONUSES

MOVEMENT

SCORE

BASE

ARMOR

ITEM

MISC

6

Speed (Squares)

6

SPECIAL MOVEMENT

ABILITY SCORES

SCORE

ABILITY

ABIL MOD

MOD + 1/2 LVL

13

STR

Strength

1

2

13

CON

Constitution

1

2

12

DEX

Dexterity

1

2

18

INT

Intelligence

4

5

14

WIS

Wisdom

2

3

10

CHA

Charisma

0

1

DEFENSE

10 + 1/2 LVL

ABIL

CLASS

FEAT

ENH

MISC

MISC

12

FORT

11

1

CONDITIONAL BONUSES

DEFENSE

10 + 1/2 LVL

ABIL

CLASS

FEAT

ENH

MISC

MISC

15

REF

11

4

CONDITIONAL BONUSES

DEFENSE

10 + 1/2 LVL

ABIL

CLASS

FEAT

ENH

MISC

MISC

16

WILL

11

2

2

CONDITIONAL BONUSES

HIT POINTS

MAX HP

27

BLOODED

13

1/2 HP

HEALING SURGES

SURGE VALUE

6

1/4 HP

SURGES/DAY

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

MILESTONES

ACTION POINTS

0

1

2

3

Action Points

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Trance - Meditate 4 hours (like 6 hours of sleep). Remain norm

Eladrin Weapon Proficiency - Proficient with longsword.

Eladrin Education - Training in any one additional skill.

Eladrin Will - +1 to Will defense; +5 to saving throws against c

Fey Step - Use fey step as an encounter power.

Fey Origin - Your origin is fey, not natural.

CLASS / PATH / DESTINY FEATURES

Arcane Implement Mastery - Choose Orb of Imposition, Staff of Defense, or Wand of Accuracy.

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.

LANGUAGES KNOWN

Common, Elven

SENSES

SCORE

PASSIVE SENSE

BASE

SKILL BONUS

18

Passive Insight

10

+

8

18

Passive Perception

10

+

8

SPECIAL SENSES

Low-light Vision

ATTACK WORKSPACE

ABILITY:

Melee Basic Attack - Arcane Implement, Staff

ATT BONUS

1/2 LVL

ABIL

CLASS

PROF

FEAT

ENH

MISC

+

4

1

1

2

ABILITY:

Magic Missile - Arcane Implement, Staff

ATT BONUS

1/2 LVL

ABIL

CLASS

PROF

FEAT

ENH

MISC

+

5

1

4

DAMAGE WORKSPACE

ABILITY:

Melee Basic Attack - Arcane Implement, Staff

DAMAGE

ABIL

FEAT

ENH

MISC

MISC

1d8+1

1

ABILITY:

Magic Missile - Arcane Implement, Staff

DAMAGE

ABIL

FEAT

ENH

MISC

MISC

2d4+4

4

BASIC ATTACKS

ATTACK

DEFENSE

WEAPON OR POWER

DAMAGE

4

vs

AC

Arcane Implement, Sta

1d8+1

5

vs

Ref

Magic Missile (Arcane i

2d4+4

vs

vs

vs

FEATS

Ritual Caster - Master and perform rituals

Armor Proficiency (Leather) - Training with leather armor

Armor Proficiency (Hide) - Training with hide armor

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

Light

Mage Hand

Prestidigitation

Thunderwave

Magic Missile

ENCOUNTER POWERS

Fey Step

Burning Hands

DAILY POWERS

Flaming Sphere

UTILITY POWERS

Shield

OTHER EQUIPMENT

Spellbook

Hide armor (E)

Adventurer's Kit

COINS AND OTHER WEALTH

Money on hand: 100 gp

Stored money: 0 gp

Residium: 0

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 Arcane Implement, Staff (Two-Hands) (E)

WEAPON

WEAPON

WEAPON

ARMOR

ARMS

FEET

HANDS

HEAD

NECK

RING

RING

WAIST

Daily Item Powers Per Day

Heroic (1-10)

Milestone

Paragon (11-20)

Milestone

Epic (21-30)

Milestone

RITUALS

Tenser's Floating Disk

Silence

Make Whole

CHARACTER PORTRAIT

PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

Go Wizard of the Spiral Tower paragon path to use a  
longsword instead of staff for the +1 ac bonus for  
implement; wear a heavy shield in the now-empty hand  
giving even more AC. Shield utility spell can also be used to  
give +4ac and +4 reflex once per encounter for two turns.

CHARACTER NAME

Battlemage

PLAYER NAME

Zach

RACE

Eladrin

CLASS

Wizard

LEVEL

2

HP

27

AC

19

Speed

6

Init

+2

13

STR

13

CON

12

DEX

18

INT

14

WIS

10

CHA

Fort

12

Ref

15

Will

16

18

Passive

Insight

18

Passive

Perception

CLASS

Player Ability

LEVEL

\*

BOOK

PH

PLAY DATA

DUNGEONS & DRAGONS

Ghost Sound

KEYWORDS

Arcane, Illusion

USED

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 FROM RACE, CLASS, FEAT, ETC.

CLASS

Wizard

LEVEL

1

BOOK

PH

AT-WILL POWER

DUNGEONS & DRAGONS

Prestidigitation

KEYWORDS

Arcane

USED

Standard

2

Ranged 2

ACTION

RANGE

vs

ATTACK

DEFENSE

TARGET

Effect: Use this cantrip to accomplish one of the effects given below.  
•Dimove up to 1 pound of material.  
•DCreate 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 FROM RACE, CLASS, FEAT, ETC.

CLASS

Wizard

LEVEL

1

BOOK

PH

AT-WILL POWER

DUNGEONS & DRAGONS

Action Points

1

Action

Points

You start with 1 action point. When you reach a milestone, you gain 1 more.

Once per encounter, you can spend 1 action point. You exchange it for an extra action: standard, move, or minor. It's a free action to spend a point. You can do so only on your turn and never during a surprise round. Some class features and paragon path features give you or an ally a bonus for spending an action point to gain an extra action.

Some feats and paragon path features require that you spend action points to use them. Regardless of how you spend a point, you can spend only 1 between short rests.

After an extended rest, you have 1 action point again, even if you had a different number before the extended rest.

CLASS

Player Ability

LEVEL

\*

BOOK

PH

ENCOUNTER SPECIAL

DUNGEONS & DRAGONS

Light

KEYWORDS

Arcane

USED

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 FROM RACE, CLASS, FEAT, ETC.

CLASS

Wizard

LEVEL

1

BOOK

PH

AT-WILL POWER

DUNGEONS & DRAGONS

Thunderwave

KEYWORDS

Arcane, Implement, Thunder

USED

Standard

3

Close blast 3

ACTION

RANGE

5

vs

Fort

Each creature in blast

ATTACK

DEFENSE

TARGET

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

Your stats using Arcane Implement, Staff:  
+5 attack bonus, 1d6+4 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS

Wizard

LEVEL

1

BOOK

PH

AT-WILL POWER

DUNGEONS & DRAGONS

Second Wind

6

Surge

Value

7

Surges

Per Day

ACTION Standard  
RANGE Personal

Effect: You spend a healing surge and regain 6 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.  
Second wind is a minor action for dwarves.

CLASS

Player Ability

LEVEL

\*

BOOK

PH

ENCOUNTER ACTION

DUNGEONS & DRAGONS

Mage Hand

KEYWORDS

Arcane, Conjunction

USED

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 FROM RACE, CLASS, FEAT, ETC.

CLASS

Wizard

LEVEL

1

BOOK

PH

AT-WILL POWER

DUNGEONS & DRAGONS

Magic Missile

KEYWORDS

Arcane, Force, Implement

USED

Standard

20

Ranged 20

ACTION

RANGE

5

vs

Reflex

One creature

ATTACK

DEFENSE

TARGET

Attack: Intelligence vs. Reflex  
Hit: 2d4 + Intelligence modifier force damage.  
Increase damage to 4d4 + Intelligence modifier 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.

Your stats using Arcane Implement, Staff:  
+5 attack bonus, 2d4+4 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS

Wizard

LEVEL

1

BOOK

PH

AT-WILL POWER

DUNGEONS & DRAGONS

Fey Step

KEYWORDS

Teleportation

USED

Move Action

Personal

ACTION

RANGE

5

vs

Each creature in blast

ATTACK

DEFENSE

TARGET

Effect: Teleport up to 5 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS

Racial Power

LEVEL

\*

BOOK

PH

ENCOUNTER POWER

DUNGEONS & DRAGONS

Burning Hands

KEYWORDS

Arcane, Fire, Implement

USED

Standard

Close blast 5

ACTION

5

RANGE

5

vs

Reflex

Each creature in blast

ATTACK

DEFENSE

TARGET

Attack: Intelligence vs. Reflex  
Hit: 2d6 + Intelligence modifier fire damage.

Your stats using Arcane Implement, Staff:  
+5 attack bonus, 2d6+4 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS

Wizard

LEVEL

1

BOOK

PH

ENCOUNTER POWER

DUNGEONS & DRAGONS

Flaming Sphere

KEYWORDS

Arcane, Conjunction, Fire, Implement

USED

Standard

10

Ranged 10

ACTION

RANGE

5

vs

Reflex

One creature adjacent to the flaming sphere

ATTACK

DEFENSE

TARGET

Attack: Intelligence vs. Reflex  
Hit: 2d6 + Intelligence modifier fire damage.  
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 fire damage. As a move action, you can move the sphere 6 squares.squares.  
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.

Your stats using Arcane Implement, Staff:  
+5 attack bonus, 2d6+4 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS

Wizard

LEVEL

1

BOOK

PH

DAILY POWER

DUNGEONS & DRAGONS

Phantom Chasm

SPELLBOOK

KEYWORDS

Arcane, Illusion, Implement, Psychic

USED

Standard

20

Area burst 1 within 20 squares

ACTION

1

RANGE

5

vs

Will

Each creature in burst

ATTACK

DEFENSE

TARGET

Attack: Intelligence vs. Will  
Hit: 2d6 + Intelligence modifier psychic damage, and the target is prone and immobilized until the end of its next turn.  
Miss: The target is immobilized until the end of your next turn.

Your stats using Arcane Implement, Staff:  
+5 attack bonus, 2d6+4 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS

Wizard

LEVEL

1

BOOK

Dragon 364

DAILY POWER

DUNGEONS & DRAGONS

Shield

KEYWORDS

Arcane, Force

USED

Imm Inter

Personal

ACTION

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

Trigger: You are hit by an attack  
Effect: You gain a +4 power bonus to AC and Reflex defense until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS

Wizard

LEVEL

2

BOOK

PH

UTILITY POWER

DUNGEONS & DRAGONS

Feather Fall

SPELLBOOK

KEYWORDS

Arcane

USED

Free Action

10

Ranged 10

ACTION

RANGE

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

Trigger: You or one creature in range falls  
Effect: You or the creature takes no damage from the fall, regardless of its distance, and does not fall prone at the end of the fall.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS

Wizard

LEVEL

2

BOOK

PH

UTILITY POWER

DUNGEONS & DRAGONS