

Player Name

Joshua Dar Rhest

3

Wizard

Level Class

Character Name

Human

Medium

Male

Paragon Path

Unaligned

Joun

Epic Destiny

Total XP

2,250

Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
5		1	4

CONDITIONAL MODIFIERS

### ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
12	STR Strength	1	2
16	CON Constitution	3	4
10	DEX Dexterity	0	1
18	INT Intelligence	4	5
12	WIS Wisdom	1	2
8	CHA Charisma	-1	0

### HIT POINTS

MAX HP	BLOODED	HEALING SURGES	SURGE VALUE	SURGES/DAY
34	17	8	9	
	1/2 HP	1/4 HP		
CURRENT HIT POINTS		CURRENT SURGE USES		
SECOND WIND 1/ENCOUNTER				USED <input type="checkbox"/>
TEMPORARY HIT POINTS				
DEATH SAVING THROW FAILURES <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
SAVING THROW MODS				
RESISTANCES				
CURRENT CONDITIONS AND EFFECTS				

### SKILLS

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

Joshua Dar Rhest

### DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
19	AC	11	6			1		1

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	FORT	11	3				1	

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	REF	11	4				1	

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	WILL	11	1	2			1	

CONDITIONAL BONUSES

### ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

### RACE FEATURES

**Bonus Feat** - Choose an extra feat at 1st level.**Bonus Skill** - Trained in one additional class skill.**Bonus At-Will Power** - Know one extra 1st-level attack

power from your class.

**Human Defense Bonuses** - +1 to Fortitude, Reflex, and Will.

### 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, Goblin

### MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
17	Passive Insight	10 +	7

12	Passive Perception	10 +	2
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SPECIAL SENSES

### ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Staff of the War Mage +1

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 5	1	1		2		1	

ABILITY: Magic Missile - Staff of the War Mage +1

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 6	1	4				1	

### DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Staff of the War Mage +1

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+2	1		1		

ABILITY: Magic Missile - Staff of the War Mage +1

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
2d4+5	4		1		

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
5	vs AC	Staff of the War Mage +1 (Me)	1d8+2
6	vs Ref	Magic Missile (Staff of the Wa)	2d4+5
5	vs AC	Dagger (Melee)	1d4+1
4	vs AC	Dagger (Range)	1d4

### FEATS

**Armor Proficiency (Leather)** - Training with leather armor**Ritual Caster** - Master and perform rituals**Improved Initiative** - +4 to initiative checks**Action Surge** - +3 to attacks when you spend an action point



Joshua Dar Rhest

PLAYER NAME

RACE Human CLASS LEVEL 3

HP  
34Spd  
6Init  
+5

12 STR

16 CON

10 DEX

18 INT

12 WIS

8 CHA

AC  
19Fort  
15Ref  
16Will  
1517 Passive  
Insight12 Passive  
Perception

## PLAY DATA

DUNGEONS &amp; DRAGONS

## Magic Missile

KEYWORDS Arcane, Force, Implement USED

Standard	1 20	Ranged 20
<b>ACTION</b>		<b>RANGE</b>
6	vs Reflex	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

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.

Staff of the War Mage +1: +6 attack, 2d4+5 damage

ADDITIONAL EFFECTS  
+3 to attack rolls if this attack was gained by spending an action

CLASS Wizard LEVEL 1 BOOK PH

## AT-WILL POWER

DUNGEONS &amp; DRAGONS

## Mage Hand

KEYWORDS Arcane, Conjunction USED

Minor	1 5	Ranged 5
<b>ACTION</b>		<b>RANGE</b>
	vs	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

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 &amp; DRAGONS

## Ghost Sound

KEYWORDS Arcane, Illusion USED

Standard	1 10	Ranged 10
<b>ACTION</b>		<b>RANGE</b>
	vs	One object or unoccupied square
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

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

## AT-WILL POWER

DUNGEONS &amp; DRAGONS

## Prestidigitation

KEYWORDS Arcane USED

Standard	1 2	Ranged 2
<b>ACTION</b>		<b>RANGE</b>
	vs	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

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 prestidigitation effects active at one time.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK PH

## AT-WILL POWER

DUNGEONS &amp; DRAGONS

## Second Wind

KEYWORDS USED

Standard	1 1	Personal
<b>ACTION</b>		<b>RANGE</b>
	vs	Self
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

Effect: You spend a healing surge and regain 8 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK PH

## ENCOUNTER ACTION

DUNGEONS &amp; DRAGONS

## Light

KEYWORDS Arcane USED

Minor	1 5	Ranged 5
<b>ACTION</b>		<b>RANGE</b>
	vs	One object or unoccupied square
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

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

## AT-WILL POWER

DUNGEONS &amp; DRAGONS

## Scorching Burst

KEYWORDS Arcane, Fire, Implement USED

Standard	1 10	Area burst 1 within 10 squares
<b>ACTION</b>		<b>RANGE</b>
6	vs Reflex	Each creature in burst
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

Attack: Intelligence vs. Reflex

Hit: 1d6 + Intelligence modifier (+4) fire damage.

Increase damage to 2d6 + Intelligence modifier (+4) at 21st level.

Staff of the War Mage +1: +6 attack, 1d6+5 damage

ADDITIONAL EFFECTS

+3 to attack rolls if this attack was gained by spending an action

CLASS Wizard LEVEL 1 BOOK PH

## AT-WILL POWER

DUNGEONS &amp; DRAGONS

Thunderwave

KEYWORDS

Arcane, Implement, Thunder

USED

Standard

Close blast 3

ACTION

3

RANGE

6

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.

Staff of the War Mage +1: +6 attack, 1d6+5 damage

ADDITIONAL EFFECTS

+3 to attack rolls if this attack was gained by spending an action

CLASS

Wizard

LEVEL

1

BOOK

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AT-WILL POWER

DUNGEONS & DRAGONS®

Color Spray

KEYWORDS

Arcane, Implement, Radiant

USED

Standard

Close blast 5

ACTION

5

RANGE

6

vs

Will

Each creature in blast

ATTACK

DEFENSE

TARGET

Attack: Intelligence vs. Will  
Hit: 1d6 + Intelligence modifier (+4) radiant damage, and the target is dazed until the end of your next turn.

Staff of the War Mage +1: +6 attack, 1d6+5 damage

ADDITIONAL EFFECTS

+3 to attack rolls if this attack was gained by spending an action

CLASS

Wizard

LEVEL

3

BOOK

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ENCOUNTER POWER

DUNGEONS & DRAGONS®

Shield

KEYWORDS

Arcane, Force

USED

Personal

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

CLASS

Wizard

LEVEL

2

BOOK

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UTILITY POWER

DUNGEONS & DRAGONS®

Staff of Defense

KEYWORDS

Implement

USED

Imms. Inten.

ACTION

RANGE

vs

ATTACK

DEFENSE

TARGET

Effect: you gain a bonus to defense against one attack equal to your Constitution modifier (+3). You can declare the bonus after the Dungeon Master has already told you the damage total.  
Requirement: You must wield your staff.

ADDITIONAL EFFECTS

CLASS

LEVEL

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BOOK

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ENCOUNTER POWER

DUNGEONS & DRAGONS®

Sleep

KEYWORDS

Arcane, Implement, Sleep

USED

Standard

Area burst 2 within 20 squares

ACTION

2

RANGE

6

vs

Will

Each creature in burst

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).

Staff of the War Mage +1: +6 attack, 0 damage

ADDITIONAL EFFECTS

+3 to attack rolls if this attack was gained by spending an action

CLASS

Wizard

LEVEL

1

BOOK

PH

DAILY POWER

DUNGEONS & DRAGONS®

Expeditious Retreat

KEYWORDS

Arcane

USED

Move

Personal

ACTION

RANGE

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

Effect: Shift up to twice your speed.

ADDITIONAL EFFECTS

CLASS

Wizard

LEVEL

2

BOOK

PH

UTILITY POWER

DUNGEONS & DRAGONS®

Force Orb

KEYWORDS

Arcane, Force, Implement

USED

Standard

20

Ranged 20

ACTION

RANGE

6

vs

Reflex

One creature or object

ATTACK

DEFENSE

TARGET

Attack: Intelligence vs. Reflex  
Hit: 2d8 + Intelligence modifier (+4) force damage. Make a secondary attack.  
Secondary Target: Each enemy adjacent to the primary target  
Secondary Attack: Intelligence vs. Reflex  
Hit: 1d10 + Intelligence modifier (+4) force damage.

Staff of the War Mage +1: +6 attack, 2d8+5 damage

ADDITIONAL EFFECTS

+3 to attack rolls if this attack was gained by spending an action

CLASS

Wizard

LEVEL

1

BOOK

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ENCOUNTER POWER

DUNGEONS & DRAGONS®

Flaming Sphere

KEYWORDS

Arcane, Conjuration, Fire, Implement

USED

Standard

10

Ranged 10

ACTION

RANGE

6

vs

Reflex

One creature adjacent to the flaming

ATTACK

DEFENSE

TARGET

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 (+4) fire damage. As a move action, you can move the sphere 6 squares.squares.  
Attack: Intelligence vs. Reflex  
Hit: 2d6 + Intelligence modifier (+4) fire damage.  
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.

Staff of the War Mage +1: +6 attack, 2d6+5 damage

ADDITIONAL EFFECTS

+3 to attack rolls if this attack was gained by spending an action

CLASS

Wizard

LEVEL

1

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DAILY POWER

DUNGEONS & DRAGONS®

Staff of the War Mage +1

+1 attack rolls and damage

+1d8 damage

BONUS

ENHANCEMENT

CRITICAL

PROPERTIES

KEYWORDS

USED

ACTION

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

POWER

Item Slot: Two-Hands  
Power (Daily): Free Action. Use this power when using a power that has a blast or a burst effect. Increase the size of the blast or the burst by 1.

ITEM SLOT/TYPE

Two-Hands

LEVEL

3

PRICE

680

BOOK

MAGIC ITEM

DUNGEONS & DRAGONS®

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Victorious Leather Armor +1

	+1 AC	
BONUS	ENHANCEMENT	CRITICAL
PROPERTIES		
	KEYWORDS	USED
ACTION		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
POWER		
ITEM SLOT/TYPE	Body	LEVEL 1
PRICE	360	BOOK

MAGIC ITEM

