

CHARACTER NAME
Joshua Dar Rhest
PLAYER NAME

RACE HumanCLASS WizardLEVEL 4

HP38

STR12

AC20

Spd6

CON16

Fort16

Init+6

DEX10

Ref17

WIS13

CHA8

Will16

18Passive Insight

13Passive Perception

PLAY DATA

DUNGEONS & DRAGONS®

Magic Missile

KEYWORDS Arcane, Force, ImplementUSED

Standard20Ranged 20

ACTIONRANGE

8vsReflexOne creature

ATTACKDEFENSETARGET

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: +8 attack, 2d4+5 damage

ADDITIONAL EFFECTS
+3 to attack rolls if this attack was gained by spending an action point - Action Surge.

CLASS WizardLEVEL 1BOOK PH

AT-WILL POWER

DUNGEONS & DRAGONS®

Mage Hand

KEYWORDS Arcane, ConjunctionUSED

Minor5Ranged 5

ACTIONRANGE

vs

ATTACKDEFENSETARGET

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 WizardLEVEL 1BOOK PH

AT-WILL POWER

DUNGEONS & DRAGONS®

ACTION POINT

ENCOUNTER SPECIAL

DUNGEONS & DRAGONS®

Ghost Sound

KEYWORDS Arcane, IllusionUSED

Standard10Ranged 10

ACTIONRANGE

vsOne object or unoccupied square

ATTACKDEFENSETARGET

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 WizardLEVEL 1BOOK PH

AT-WILL POWER

DUNGEONS & DRAGONS®

Prestidigitation

KEYWORDS ArcaneUSED

Standard2Ranged 2

ACTIONRANGE

vs

ATTACKDEFENSETARGET

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 WizardLEVEL 1BOOK PH

AT-WILL POWER

DUNGEONS & DRAGONS®

Second Wind

KEYWORDSUSED

StandardPersonal

ACTIONRANGE

vsSelf

ATTACKDEFENSETARGET

Effect: You spend a healing surge and regain 9 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASSLEVELBOOK PH

ENCOUNTER ACTION

DUNGEONS & DRAGONS®

Light

KEYWORDS ArcaneUSED

Minor5Ranged 5

ACTIONRANGE

vsOne object or unoccupied square

ATTACKDEFENSETARGET

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 WizardLEVEL 1BOOK PH

AT-WILL POWER

DUNGEONS & DRAGONS®

Scorching Burst

KEYWORDS Arcane, Fire, ImplementUSED

Standard101Area burst 1 within 10 squares

ACTIONRANGE

8vsReflexEach creature in burst

ATTACKDEFENSETARGET

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: +8 attack, 1d6+5 damage

ADDITIONAL EFFECTS
+3 to attack rolls if this attack was gained by spending an action point - Action Surge.

CLASS WizardLEVEL 1BOOK PH

AT-WILL POWER

DUNGEONS & DRAGONS®

Thunderwave

KEYWORDS

Arcane, Implement, Thunder

USED

Standard

Close blast 3

ACTION

3

RANGE

8

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: +8 attack, 1d6+5 damage

ADDITIONAL EFFECTS

+3 to attack rolls if this attack was gained by spending an action point - Action Surge.

CLASS

Wizard

LEVEL

1

BOOK

PH

AT-WILL POWER

Staff of Defense

KEYWORDS

Implement

USED

Immun. Orders

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

PH

ENCOUNTER POWER

Force Orb

KEYWORDS

Arcane, Force, Implement

USED

Standard

20

Ranged 20

ACTION

RANGE

8

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: +8 attack, 2d8+5 damage

ADDITIONAL EFFECTS

+3 to attack rolls if this attack was gained by spending an action point - Action Surge.

CLASS

Wizard

LEVEL

1

BOOK

PH

ENCOUNTER POWER

Color Spray

KEYWORDS

Arcane, Implement, Radiant

USED

Standard

Close blast 5

ACTION

5

RANGE

8

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: +8 attack, 1d6+5 damage

ADDITIONAL EFFECTS

+3 to attack rolls if this attack was gained by spending an action point - Action Surge.

CLASS

Wizard

LEVEL

3

BOOK

PH

ENCOUNTER POWER

Sleep

KEYWORDS

Arcane, Implement, Sleep

USED

Standard

20

Area burst 2 within 20 squares

ACTION

2

RANGE

8

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: +8 attack

ADDITIONAL EFFECTS

+3 to attack rolls if this attack was gained by spending an action point - Action Surge.

CLASS

Wizard

LEVEL

1

BOOK

PH

DAILY POWER

Flaming Sphere

SPELLBOOK

KEYWORDS

Arcane, Conjuration, Fire, Implement

USED

Standard

10

Ranged 10

ACTION

RANGE

8

vs

Reflex

One creature adjacent to the flami

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: +8 attack, 2d6+5 damage

ADDITIONAL EFFECTS

+3 to attack rolls if this attack was gained by spending an action point - Action Surge.

CLASS

Wizard

LEVEL

1

BOOK

PH

DAILY POWER

Shield

KEYWORDS

Arcane, Force

USED

Immun. Orders

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

PH

UTILITY POWER

Expeditious Retreat

SPELLBOOK

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

Staff of the War Mage +1

DAMAGE	PROFICIENT	GROUP	RANGE
+1 attack rolls and damage rolls	3		+1d8 damage
ENHANCEMENT	LEVEL		CRITICAL

PROPERTIES

Melee Basic Attack: +6 attack, 1d8+2 damage
Magic Missile: +8 attack, 2d4+5 damage

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

POWER

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

Off-hand

WEIGHT

0

PRICE

680

BOOK

PH

MAGIC WEAPON

Victorious Leather Armor +1

2	-	-	1
AC BONUS	CHECK	SPEED	QUANTITY
+1 AC		1	Armor
ENHANCEMENT	LEVEL	TYPE	
PROPERTIES			
<div></div>			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	
POWER			
<div></div>			
ITEM SLOT	Body	WEIGHT	15
PRICE	360	BOOK	PH
MAGIC ITEM		DUNGEONS & DRAGONS®	