

Player Name _____

Joshua Dar Rhest
 Character Name
 Human Race
 Medium Size
 Male Gender

4 Level
 Wizard Class
 Paragon Path
 Unaligned Alignment
 Ioun Deity

3,750 Total XP
 Epic Destiny
 Adventuring Company
 RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
6	Initiative	2	4

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
20	AC	12	6			1		1

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
12	STR Strength	1	3
16	CON Constitution	3	5
10	DEX Dexterity	0	2
19	INT Intelligence	4	6
13	WIS Wisdom	1	3
8	CHA Charisma	-1	1

FORT

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	FORT	12	3				1	

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
18	Passive Insight	10	8
13	Passive Perception	10	3

SPECIAL SENSES

REF

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
17	REF	12	4				1	

CONDITIONAL BONUSES

ATTACK WORKSPACE

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

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

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

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+8	2	4				1	1

WILL

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	WILL	12	1	2			1	

CONDITIONAL BONUSES

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
38	19	9
1/2 HP	1/4 HP	SURGES/DAY
9	9	

CURRENT HIT POINTS

CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS

MILESTONES	ACTION POINTS
0	1
1	2
2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

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		

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.

BASIC ATTACKS

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

SKILLS

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

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.

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

Implement Expertise (staff) - +1 to attack rolls with staves

LANGUAGES KNOWN

Common, Goblin

POWER INDEX

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

AT-WILL POWERS

Magic Missile	<input type="checkbox"/>
Ghost Sound	<input type="checkbox"/>
Light	<input type="checkbox"/>
Mage Hand	<input type="checkbox"/>
Prestidigitation	<input type="checkbox"/>
Scorching Burst	<input type="checkbox"/>
Thunderwave	<input type="checkbox"/>

ENCOUNTER POWERS

Staff of Defense	<input type="checkbox"/>
Force Orb	<input type="checkbox"/>
Color Spray	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

DAILY POWERS

Sleep	<input type="checkbox"/>
Flaming Sphere	<input type="checkbox"/>
	<input type="checkbox"/>

UTILITY POWERS

Shield	<input type="checkbox"/>
Expeditious Retreat	<input type="checkbox"/>
	<input type="checkbox"/>

OTHER EQUIPMENT

Spellbook
Adventurer's Kit
Dagger (3)

COINS AND OTHER WEALTH

Money on hand: 100 gp
Stored money: 0 gp
Encumbrance: 56 / 120

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	Staff of the War Mage +1 (Off-hand) (E)	<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
ARMOR	Victorious Leather Armor +1 (E)	<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"/>

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

Animal Messenger
Comprehend Language
Tenser's Floating Disk

CHARACTER PORTRAIT



PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

Joshua Dar Rhest

PLAYER NAME

RACE Human CLASS Wizard LEVEL 4

HP 38	12 STR	AC 20
Spd 6	16 CON	Fort 16
Init +6	10 DEX	Ref 17
	19 INT	Will 16
	13 WIS	
	8 CHA	

18 Passive Insight	13 Passive Perception
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PLAY DATA



ENCOUNTER SPECIAL



Second Wind

KEYWORDS Arcane, Healing, Used

Standard	10	Personal
ACTION	RANGE	
vs		Self
ATTACK	DEFENSE	TARGET

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

CLASS Wizard LEVEL 4 BOOK PH

ENCOUNTER ACTION



Magic Missile

KEYWORDS Arcane, Force, Implement Used

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

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 Wizard LEVEL 1 BOOK PH

AT-WILL POWER



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

CLASS Wizard LEVEL 1 BOOK PH

AT-WILL POWER



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

CLASS Wizard LEVEL 1 BOOK PH

AT-WILL POWER



Mage Hand

KEYWORDS Arcane, Conjuration 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

CLASS Wizard LEVEL 1 BOOK PH

AT-WILL POWER



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.
 • 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 prestidigitations active at one time.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK PH

AT-WILL POWER



Scorching Burst

KEYWORDS Arcane, Fire, Implement Used

Standard	10	Area burst 1 within 10 squares
ACTION	RANGE	
8 vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

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 Wizard LEVEL 1 BOOK PH

AT-WILL POWER



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 DUNGEONS & DRAGONS

Staff of Defense

KEYWORDS Implement USED

Implement **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 Wizard LEVEL * BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS

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 DUNGEONS & DRAGONS

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 DUNGEONS & DRAGONS

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 DUNGEONS & DRAGONS

Flaming Sphere

SPELLBOOK

KEYWORDS Arcane, Conjuration, Fire, Implement USED

Standard 10 Ranged 10

ACTION **RANGE**

8 vs Reflex One creature adjacent to the flame

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.
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 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 PH

UTILITY POWER DUNGEONS & DRAGONS

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 DUNGEONS & DRAGONS

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 DUNGEONS & DRAGONS

Victorious Leather Armor +1

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