



Player Name Midgardsormr

Pier Glasser

1

Wizard

Character Name

Level

Class

Human

Medium

26

Male

5'6"

185 lb

Good

Race

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company

RPGA Number

Epic Destiny

Total XP

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
2	Initiative	2	

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
16	AC	10	5					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
10	STR Strength	0	0
10	CON Constitution	0	0
14	DEX Dexterity	2	2
20	INT Intelligence	5	5
8	WIS Wisdom	-1	-1
11	CHA Charisma	0	0

FORT

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

CONDITIONAL BONUSES

REF

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	REF	10	5				1	

CONDITIONAL BONUSES

WILL

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

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
14	Passive Insight	10 +	4
11	Passive Perception	10 +	1

SPECIAL SENSES

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
20	10 1/2 HP	5 1/4 HP

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

Action Points

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.

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Dagger

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 3	0	0		3			

ABILITY: Ranged Basic Attack - Dagger

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 5	0	2		3			

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Dagger

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4	0				

ABILITY: Ranged Basic Attack - Dagger

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+2	2				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
3	AC	Dagger (Melee)	1d4
5	AC	Dagger (Range)	1d4+2
2	AC	Implement, Staff (Melee)	1d8
5	Ref	Magic Missile (Implement, Staff)	2d4+5

SKILLS

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

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

FEATS

Jack of All Trades - +2 to untrained skill checks

Ritual Caster - Master and perform rituals

Expanded Spellbook - Whenever you gain new daily attack powers, add one additional daily power to your spellbook.



Pier Glasser

PLAYER NAME

Midgardsormr

RACE Human CLASS Wizard LEVEL 1

HP	10	STR	AC
20	10	CON	16
Spd	14	DEX	Fort
6	20	INT	11
Init	8	WIS	Ref
+2	11	CHA	16
			Will
			13

14	Passive Insight	11	Passive Perception
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## PLAY DATA

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## ENCOUNTER SPECIAL

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## ENCOUNTER ACTION

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## Thunderwave

KEYWORDS Arcane, Implement, Thunder USED

Standard	3	Close blast 3
ACTION		RANGE
5	vs	Fort
ATTACK	DEFENSE	TARGET

Attack: Intelligence vs. Fortitude

Hit: 1d6 + Intelligence modifier (+5) thunder damage, and you push the target a number of squares equal to your Wisdom modifier (-1). Increase damage to 2d6 + Intelligence modifier (+5) at 21st level.

Implement, Staff: +5 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

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## 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

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## 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

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## 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 prestidigitation effects active at one time.

ADDITIONAL EFFECTS

CLASS Wizard

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## AT-WILL POWER

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## Second Wind

KEYWORDS USED

Standard		Personal
ACTION		RANGE
vs		Self
ATTACK	DEFENSE	TARGET

Effect: You spend a healing surge and regain 5 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK PH

## 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

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## Magic Missile

KEYWORDS Arcane, Force, Implement USED

Standard	20	Ranged 20
ACTION		RANGE
5	vs	Reflex
ATTACK	DEFENSE	TARGET

Attack: Intelligence vs. Reflex

Hit: 2d4 + Intelligence modifier (+5) force damage. Increase damage to 4d4 + Intelligence modifier (+5) 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.

Implement, Staff: +5 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

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Scorching Burst

KEYWORDS

Arcane, Fire, Implement

USED

Standard

10

Area burst 1 within 10 squares

ACTION

1

RANGE

5

vs

Reflex

Each creature in burst

ATTACK

DEFENSE

TARGET

Attack: Intelligence vs. Reflex  
Hit: 1d6 + Intelligence modifier (+5) fire damage.  
Increase damage to 2d6 + Intelligence modifier (+5) at 21st level.

Implement, Staff: +5 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

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AT-WILL POWER

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Staff of Defense

KEYWORDS

Implement

USED

Imm Intell

20

Area burst 2 within 20 squares

ACTION

2

RANGE

5

vs

Will

Each creature in burst

ATTACK

DEFENSE

TARGET

Effect: you gain a bonus to defense against one attack equal to your Constitution modifier (+0). 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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ENCOUNTER POWER

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Ray of Enfeeblement

KEYWORDS

Arcane, Implement, Necrotic

USED

Standard

10

Ranged 10

ACTION

RANGE

5

vs

Fort

One creature

ATTACK

DEFENSE

TARGET

Attack: Intelligence vs. Fortitude  
Hit: 1d10 + Intelligence modifier (+5) necrotic damage, and the target is weakened until the end of your next turn.

Implement, Staff: +5 attack, 1d10+5 damage

ADDITIONAL EFFECTS

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

CLASS

Wizard

LEVEL

1

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ENCOUNTER POWER

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Acid Arrow

KEYWORDS

Acid, Arcane, Implement

USED

Standard

20

Ranged 20

ACTION

RANGE

5

vs

Reflex

One creature

ATTACK

DEFENSE

TARGET

Attack: Intelligence vs. Reflex  
Hit: 2d8 + Intelligence modifier (+5) acid damage, and ongoing 5 acid damage (save ends). Make a secondary attack.  
Secondary Target: Each creature adjacent to the primary target  
Secondary Attack: Intelligence vs. Reflex  
Hit: 1d8 + Intelligence modifier (+5) acid damage, and ongoing 5 acid damage (save ends).  
Miss: Half damage, and ongoing 2 acid damage to primary target (save ends), and no secondary attack.

Implement, Staff: +5 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

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Sleep

SPELLBOOK

KEYWORDS

Arcane, Implement, Sleep

USED

Standard

20

Area burst 2 within 20 squares

ACTION

2

RANGE

5

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).

Implement, Staff: +5 attack, 0 damage

ADDITIONAL EFFECTS

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

CLASS

Wizard

LEVEL

1

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