

Sadie 1 Wizard 0
Character Name Level Class Paragon Path Epic Destiny Total XP
Human Medium 18 Female 5'10" 200 lbs Good Odin
Race Size Age Gender Height Weight Alignment Deity
Adventuring Company RPGA Number

| INITIATIVE | | | |
|------------|------------|---------|------|
| SCORE | DEX | 1/2 LVL | MISC |
| -1 | Initiative | -1 | |

CONDITIONAL MODIFIERS

| DEFENSES | | | | | | | | |
|----------|---------|--------------|-------------|-------|------|-----|------|------|
| SCORE | DEFENSE | 10 + 1/2 LVL | ARMOR/ ABIL | CLASS | FEAT | ENH | MISC | MISC |
| 15 | AC | 10 | 5 | | | | | |

CONDITIONAL BONUSES

| MOVEMENT | | | | |
|----------|-----------------|-------|------|------|
| SCORE | BASE | ARMOR | ITEM | MISC |
| 6 | Speed (Squares) | 6 | | |

SPECIAL MOVEMENT

| ABILITY SCORES | | |
|----------------|---------------------|---------------|
| SCORE | ABILITY | MOD + 1/2 LVL |
| 10 | STR Strength | 0 |
| 10 | CON Constitution | 0 |
| 8 | DEX Dexterity | -1 |
| 20 | INT Intelligence | 5 |
| 11 | WIS Wisdom | 0 |
| 14 | CHA Charisma | 2 |

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

| DEFENSES | | | | | | | | |
|----------|---------|--------------|------|-------|------|-----|------|------|
| SCORE | DEFENSE | 10 + 1/2 LVL | ABIL | CLASS | FEAT | ENH | MISC | MISC |
| 15 | WILL | 10 | 2 | 2 | | | 1 | |

CONDITIONAL BONUSES

| SENSES | | | |
|--------|--------------------|------|-------------|
| SCORE | PASSIVE SENSE | BASE | SKILL BONUS |
| 10 | Passive Insight | 10 | + |
| 10 | Passive Perception | 10 | + |

SPECIAL SENSES

| ATTACK WORKSPACE | | | | | | | | |
|--|---------|------|-------|------|------|-----|------|------|
| ABILITY: Melee Basic Attack - Quarterstaff | | | | | | | | |
| ATT BONUS | 1/2 LVL | ABIL | CLASS | PROF | FEAT | ENH | MISC | MISC |
| + 2 | 0 | 0 | | 2 | | | | |
| ABILITY: Magic Missile - Quarterstaff | | | | | | | | |
| ATT BONUS | 1/2 LVL | ABIL | CLASS | PROF | FEAT | ENH | MISC | MISC |
| + 5 | 0 | 5 | | | | | | |

| HIT POINTS | | | |
|------------|---------|-------------|------------|
| MAX HP | BLOODED | SURGE VALUE | SURGES/DAY |
| 20 | 10 | 5 | 6 |

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

| 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. |
| Orb of Deception - Encounter, free; with orb, spread a wider net of deception over foes. |
| 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. |

| DAMAGE WORKSPACE | | | | | |
|--|------|------|-----|------|------|
| ABILITY: Melee Basic Attack - Quarterstaff | | | | | |
| DAMAGE | ABIL | FEAT | ENH | MISC | MISC |
| 1d8 | 0 | | | | |
| ABILITY: Magic Missile - Quarterstaff | | | | | |
| DAMAGE | ABIL | FEAT | ENH | MISC | MISC |
| 2d4+5 | 5 | | | | |

| BASIC ATTACKS | | | |
|---------------|---------|------------------------------|--------|
| ATTACK | DEFENSE | WEAPON OR POWER | DAMAGE |
| 2 | vs AC | Quarterstaff (Melee) | 1d8 |
| 5 | vs Ref | Magic Missile (Quarterstaff) | 2d4+5 |
| 0 | vs AC | Unarmed (Melee) | 1d4 |
| -1 | vs AC | Unarmed (Range) | 1d4-1 |

| 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 |
| 0 | Athletics | STR | 0 | 0 | |
| 2 | Bluff | CHA | 2 | 0 | n/a |
| 7 | Diplomacy | CHA | 2 | 5 | n/a |
| 5 | Dungeoneering | WIS | 0 | 5 | n/a |
| 0 | Endurance | CON | 0 | 0 | |
| 0 | Heal | WIS | 0 | 0 | n/a |
| 15 | History | INT | 5 | 5 | n/a 5 |
| 0 | Insight | WIS | 0 | 0 | n/a |
| 2 | Intimidate | CHA | 2 | 0 | n/a |
| 0 | Nature | WIS | 0 | 0 | n/a |
| 0 | Perception | WIS | 0 | 0 | n/a |
| 10 | Religion | INT | 5 | 5 | n/a |
| -1 | Stealth | DEX | -1 | 0 | |
| 2 | Streetwise | CHA | 2 | 0 | n/a |
| -1 | Thievery | DEX | -1 | 0 | |

| LANGUAGES KNOWN |
|-----------------|
| Common, Elven |

| FEATS |
|--|
| Phantom Echoes - Gain combat advantage against target hit by illusion power |
| Ritual Caster - Master and perform rituals |
| Skill Focus (History) - +3 to History checks |

| | | |
|--------------------------------|---------------------|----------------|
| CHARACTER NAME Sadie | | |
| PLAYER NAME | | |
| RACE Human | CLASS Wizard | LEVEL 1 |

| | | |
|---------------------------|------------------------------|-------------------|
| HP 20 | STR 10 | AC 15 |
| Spd 6 | CON 10 | Fort 11 |
| Init -1 | DEX 8 | Ref 16 |
| | INT 20 | Will 15 |
| | WIS 11 | |
| | CHA 14 | |
| 10 Passive Insight | 10 Passive Perception | |

PLAY DATA **DUNGEONS & DRAGONS**

| | | |
|---|----------------|---------------|
| Illusory Ambush | | |
| KEYWORDS Arcane, Illusion, Implement, Psychic | | USED |
| Standard | 10 | Ranged 10 |
| ACTION | | RANGE |
| 5 vs Will | | One creature |
| ATTACK | DEFENSE | TARGET |
| Attack: Intelligence vs. Will Hit: 1d6 + Intelligence modifier (+5) psychic damage, and the target takes a -2 penalty to attack rolls until the end of your next turn. Increase damage to 2d6 + Intelligence modifier (+5) at 21st level. Quarterstaff: +5 attack, 1d6+5 damage | | |
| ADDITIONAL EFFECTS | | |
| CLASS Wizard | LEVEL 1 | BOOK AP |

AT-WILL POWER **DUNGEONS & DRAGONS**

| | | |
|---|----------------|---------------|
| 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 **DUNGEONS & DRAGONS**



ENCOUNTER SPECIAL **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 | | |
| 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. • □ 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 & DRAGONS**

| | | |
|---|----------------|---------------|
| 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 |

ENCOUNTER ACTION **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 | | |
| 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 (+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. Quarterstaff: +5 attack, 2d4+5 damage | | |
| ADDITIONAL EFFECTS | | |
| CLASS Wizard | LEVEL 1 | BOOK PH |

AT-WILL POWER **DUNGEONS & DRAGONS**

Ray of Frost

KEYWORDS

Arcane, Cold, Implement

USED

Standard

↓

10

↗

Ranged 10

ACTION

↶

✱

RANGE

5

vs

Fort

One creature

ATTACK

DEFENSE

TARGET

Attack: Intelligence vs. Fortitude
Hit: 1d6 + Intelligence modifier (+5) cold damage, and the target is slowed until the end of your next turn.
Increase damage to 2d6 + Intelligence modifier (+5) at 21st level.

Quarterstaff: +5 attack, 1d6+5 damage

ADDITIONAL EFFECTS

CLASS

Wizard

LEVEL

1

BOOK

PH

AT-WILL POWER

Orb of Deception

KEYWORDS

USED

Free

↓

10

↗

ACTION

↶

✱

RANGE

vs

ATTACK

DEFENSE

TARGET

Trigger: When you miss an enemy with a wizard illusion power
Effect: Choose another enemy within 3 squares of the missed target. The chosen enemy cannot also be a target of the original attack. Repeat the attack against this new target, with a bonus to the attack roll equal to your Charisma modifier (+2).
Requirement: You must wield an orb to benefit from this feature.

ADDITIONAL EFFECTS

CLASS

LEVEL

*

BOOK

AP

ENCOUNTER POWER

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.

Quarterstaff: +5 attack, 1d10+5 damage

ADDITIONAL EFFECTS

CLASS

Wizard

LEVEL

1

BOOK

PH

ENCOUNTER POWER

Phantom Chasm

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 (+5) 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.

Quarterstaff: +5 attack, 2d6+5 damage

ADDITIONAL EFFECTS

CLASS

Wizard

LEVEL

1

BOOK

AP

DAILY POWER

Summon Fire Warrior

SPELLBOOK

KEYWORDS

Arcane, Fire, Implement, Summoning

USED

Minor

↓

10

↗

Ranged 10

ACTION

↶

✱

RANGE

vs

ATTACK

DEFENSE

TARGET

Effect: You summon a Medium fire warrior in an unoccupied square within range. The fire warrior has a speed of fly 6 (hover). It has a +2 bonus to AC and a +2 bonus to Fortitude. You can give the fire warrior the following special commands.
Standard Action: Melee 1; targets one creature; Intelligence vs. Reflex; 1d8 + Intelligence modifier (+5) fire damage.
Opportunity Attack: Melee 1; targets one creature; Intelligence vs. Reflex; 1d8 + Intelligence modifier (+5) fire damage.

ADDITIONAL EFFECTS

CLASS

Wizard

LEVEL

1

BOOK

AP

DAILY POWER