DUNGEONS & DRAGONS

Eigel	1	Human	Male	Good	Class: Wizard
Character Name	Level	Race	Gender	Alignment	Paragon:
					Epic Destiny:

Hair	Eyes	Height	Weight	Size: Medium	Diety: Azuth

Abilities

	Score	Mod
STR	9	-1
CON	13	+1
DEX	16	+3
INT	18	+4
WIS	9	-1
CHA	13	+1

AC 14 = 10+ 0 (1/2 lvl) + 4 (Abil) + 0 (Armor) + [ ] (Misc) + [ ] (Misc) + [ ] (Shield)

Fort 12 = 10+ 0 (1/2 lvl) + 1 (Abil) + 0 (Class) + 1 (Misc) + [ ] (Misc) + [ ] (Shield)

Ref 15 = 10+ 0 + 4 + 0 + 1 + [ ] + [ ]

Will 14 = 10+ 0 + 1 + 2 + 1 + [ ] +

Resistances:

Saving Throw Bonuses:

Defense & Healing Notes:

HP 23

Current HP: | **Temp HP:**

Bloodied 11

Healing Surges 7 = 6 (Class) + 1 (Con) + [ ] (Bonus) (Per Day)

Surge Heals 5 = 5 (1/4 hp) + [ ] (Misc) + [ ] (Misc)

Surges Used:

Combat

Initiative 13 = 0 (1/2 lvl) + 3 (Dex) + [ ] (Misc)

Speed 6 = 6 (Base) + [ ] (Misc) - 0 (Armor)

Attack Power	Attack		AC	Damage	Effects & Notes	Freq
* Magic Missile	+4	vs	Ref	2d4+4	Range 20; [Force]	At Will
Ray of Frost	+4	vs	Fort	1d6+4	Range 10; [Cold] - one creature, plus slowed for 1 round	At Will
Scorching Burst	+4	vs	Ref	1d6+4	Range 10; [Fire] - 1 square burst	At Will
Icy Terrain	+4	vs	Ref	1d6+4	Range 10; [Cold] - 1 square burst, knocks prone, diff terrain	Enc.
Flaming Sphere	+4	vs	Ref	2d8+4	Range 10; [Fire]	Daily
		vs				...
		vs				...

Combat Notes:

Action Points: [ ] **Milestones** [ ] [ ] [ ] [ ]

Additional AP Effects:

Weapon / Implement	Range	Attack	Lvl	Abil	Prof	Enh	Feat	Misc	Damage	Abil	enh	feat	Misc	Properties / Notes
Wand of Accuracy	varies	+4	0	4					varies					1 / encounter, +INT to hit
		+2	0		2									
		+2	0		2									

Skills

Passive Perception 11

Passive Insight 14

	Total		1/2 lvl	Abil	Trained	Race	Misc	Armor
Acrobatics (Dex)	+5	=	0	3	[ ]	0	2	0
Arcana (Int)	+9	=	0	4	[✓]	0		
Athletics (Str)	+1	=	0	-1	[ ]	0	2	0
Bluff (Cha)	+3	=	0	1	[ ]	0	2	
Diplomacy (Cha)	+3	=	0	1	[ ]	0	2	
Dungeoneering (Wis)	+1	=	0	-1	[ ]	0	2	
Endurance (Con)	+3	=	0	1	[ ]	0	2	0
Heal (Wis)	+1	=	0	-1	[ ]	0	2	
History (Int)	+9	=	0	4	[✓]	0		
Insight (Wis)	+4	=	0	-1	[✓]	0		
Intimidate (Cha)	+3	=	0	1	[ ]	0	2	
Nature (Wis)	+1	=	0	-1	[ ]	0	2	
Perception (Wi)	+1	=	0	-1	[ ]	0	2	
Religion (Int)	+9	=	0	4	[✓]	0		
Stealth (Dex)	+5	=	0	3	[ ]	0	2	0
Streetwise (Cha)	+3	=	0	1	[ ]	0	2	
Thievery (Dex)	+5	=	0	3	[ ]	0	2	0
Baking	+4	=	0	-1	[✓]			

Feats

Languages: Common,

Feat	Description / Notes	Source
Ritual Caster	Gain access to rituals	DMG 78
Jack of All Trades	+2 to bonus to untrained skill checks	
Photographic Memory	+4 to Intelligence Checks to recall specific info	

Wealth

PP		Astrl Diam	
GP		Residuum	

10 cp = 1 sp   100 gp = 1 pp   10 sp = 1 gp   100 pp = 1 ad

50 coins = 1 lb

Misc Valuables	Value

Abilities

Ability Name	Description / Notes	Source
Rituals (x3)	Comprehend Language, Silence, Secret Page	PHB 296

Equipment

Equipment Worn

Armor	AC	Speed	Check	Weight	Notes

Shield	AC	Speed	Check	Weight	Notes

Slot	Item	Notes
Head		
Neck		
Arms		
Hands		
Ring		
Ring		
Waist		
Feet		

Equipment Carried (items are indented under containers)

Item	Wt	Item	Wt
Backpack	2	Weapons	
Bedroll	5	Wand	0
Flint & Steel	0	Dagger	1
Hemp Rope (50 ft)	10		
Rations (10 days)	10		
Sunrods (2)	2		
Waterskin	4	Satchel	1
		Ritual Book	3
Ritual Components		Spell Book	3
		Clothes	5
		Wealth	1

Normal Load	90	Medium Load	180	Normal Load	450	Total Carried	47

Experience

Current XP	Next Level

Eigel
Character

DUNGEONS & DRAGONS

Freq	Power	Att	vs	Def	Type	Range	Act	Target	Lvl	Keywords	Requirements	Source	Effect
At Will	Tide of Iron	Str	vs	AC	↓		Stnd		1	Weapon	Shield	PHB 77	Basic attack, plus push 1 square
At Will	Thunderwave	Int	vs	Fort	←	Blast 5	Stnd	Area	1	Fire, Implement		PHB 159	1d6+Int, push targets [Wis] squares
Enc.	Icy Terrain	Int	vs	Ref	❄	Burst 1, [10]	Stnd	Area	1	Cold, Implement		PHB 160	d6+Int, knock prone, difficult terrain. Miss = difficult terrain
Daily	Mef's Acid Arrow	Int	vs	Ref	↗	20	Stnd	1+	1	Acid, Implement		PHB 160	2d8+Int dmg + ongoing 5 acid, secondary [burst 1] 1d8+int, ongoing 2 acid. Miss = 1/2 + ongoing 2, no secondary attacks (save ends)
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Eigel

Character

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Freq	Limit	Item	Properties	Action	Power	Slot	Level	Value	Source
At Will	Single	Healing Potion	Uses a Healing Surge	Minor	Heal 10 pts instead of normal amount	None	1	50	PHB 255
Daily	…	Gloves of Piercing		Minor	Until end of encounter, all attacks ignore resistances less than 10	Hands	3	680	PHB 247

Rituals

	Skill	Mod	Reagent	Stock
	Arcana	+9	Alchemical Reagents	30

Ritual	Level	Cost	Description	Category	Casting	Key Skill	Duration	Source
Comprehend Languages	1	10	Understand languages you have seen or heard. DC 35 arcana check lets you communicate in those forms	Explore	10 M	Arcana	24 hrs	PHB 302
Secret Page	1	10	You ward a single page so others do not notice it. Your Arcana check (at +5) versus their passive perception (unless they are actively looking for hidden text)	Warding	10 M	Arcana	Perm	PHB 311
Silence	1	30	Ward a single room (or burst 4 area) against eavesdropping. Outsiders take -10 to perception to hear sounds in the warded area	Warding	10 M	Arcana	24 hrs	PHB 312