

Player Name/RPGA

1

Level

**Inara Dimiele**

Unaligned female Human Mage

27

5' 6"

135

Medium

Deity

0

Total XP

1000

### Defenses

<b>15</b>	<b>11</b>	<b>16</b>	<b>15</b>
AC	FORT	REF	WILL

Conditional Bonuses

### Hit Points

<b>Max HP</b> (Bloodied 15 )	<b>30</b>	Temp HP
---------------------------------	-----------	---------

Current Hit Points

### Healing Surges

Surge Value	Surges/Day
<b>7</b>	<b>6</b>

Current Conditions:

### Combat Statistics and Senses

<b>Initiative</b>	<b>0</b>
-------------------	----------

Conditional Modifiers:

<b>Speed</b>	<b>6</b>
--------------	----------

Special Movement:

<b>Passive Insight</b>	<b>17</b>
------------------------	-----------

<b>Passive Perception</b>	<b>12</b>
---------------------------	-----------

Special Senses: Normal

### Action Points

Action Points	Milestones	Action Points
<input type="text"/>	0	1
	1	2
	2	3

Effect: Gain a standard action this turn.

Special: You are reset to one action point when you take an extended rest. You gain an action point each milestone.

### Second Wind (one per encounter)

 Used

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

### Death Saving Throw Failures

  

<b>Saving Throw Mods</b>	<b>0</b>
--------------------------	----------

### Resistances/Vulnerabilities

### Current Conditions and Effects

### Basic Attacks

#### Melee

Dagger

<b>3</b>	<b>1d4</b>
Strength vs. AC	Damage

#### Ranged

Dagger

<b>3</b>	<b>1d4</b>
Dexterity vs. AC	Damage

### Languages

Common, Elven



### Abilities

Ability	Score	Check
<b>STR</b> Strength	<b>10</b>	<b>0</b>
<b>CON</b> Constitution	<b>11</b>	<b>0</b>
<b>DEX</b> Dexterity	<b>10</b>	<b>0</b>
<b>INT</b> Intelligence	<b>20</b>	<b>5</b>
<b>WIS</b> Wisdom	<b>14</b>	<b>2</b>
<b>CHA</b> Charisma	<b>8</b>	<b>-1</b>

### Skills

Skill	Ability	Score
Acrobatics	Dexterity	<b>2</b>
Arcana	Intelligence ✓	<b>10</b>
Athletics	Strength	<b>0</b>
Bluff	Charisma	<b>-1</b>
Diplomacy	Charisma	<b>-1</b>
Dungeoneering	Wisdom	<b>2</b>
Endurance	Constitution	<b>0</b>
Heal	Wisdom	<b>2</b>
History	Intelligence ✓	<b>10</b>
Insight	Wisdom ✓	<b>7</b>
Intimidate	Charisma	<b>-1</b>
Nature	Wisdom ✓	<b>7</b>
Perception	Wisdom	<b>2</b>
Religion	Intelligence ✓	<b>10</b>
Stealth	Dexterity	<b>0</b>
Streetwise	Charisma	<b>-1</b>
Thievery	Dexterity	<b>0</b>

# Inara Dimiele

Player Name

Character Name



## Character Details

### Paragon Path

### Epic Destiny

### Mannerisms and Appearance

### Personality Traits

### Adventuring Company

### Companions and Allies

### Session and Campaign Notes

Other Notes

## Equipment

Head

Neck

Arms

Hands

Rings

Rings

Off Hand

Orb of Mental Dominion +2

Main Hand

Dagger

Waist

Armor

Cloth Armor (Basic Clothing)

Feet

Tattoo

Ki Focus

## Other Equipment

1 Adventurer's Kit

Total Weight (lbs.)

39

Carrying Capacity (lbs.)

Treasure

83 Gold

Normal

100

Heavy

200

Max

500

# Inara Dimiele

Player Name

Character Name



## Racial Features

### Bonus Feat

Choose an extra feat at 1st level.

### Bonus Skill

Trained in one additional class skill.

### Human Defense Bonuses

+1 to Fortitude, Reflex, and Will.

### Human Power Selection

Choose an option for your human character.

### Heroic Effort

Gain the Heroic Effort power

## Class/Other Features

### Enchantment Apprentice

+2 to allowed maximum distance of forced movement from arcane enchantment powers' pulls, pushes, or slides

### Mage's Spellbook

Gain mage's spellbook

## Feats

### Implement Expertise (Orb)

+1 to attack rolls with orbs

### Arcane Familiar

You gain a familiar

Cat Familiar

**Speed**6,

**Constant Benefits**

\* You gain a +2 bonus to Acrobatics checks, and you can make an Acrobatics check to reduce the damage you take from falling even if you are not trained in that skill.

**Active Benefits**

Independent Spirit: A cat familiar has no range limit on the distance it can exist away from you.

Silent Predator: A cat familiar gains a +5 bonus to its Stealth checks.

**Inara Dimiele**  
Level 1 Human Mage

HP	SCORE	ABILITY	MOD	AC
30	10	STR	0	15
Spd	11	CON	0	Fort
6	10	DEX	0	11
Init	20	INT	5	Ref
+0	14	WIS	2	16
	8	CHA	-1	Will
				15

17 Passive Insight  
12 Passive Perception

Player Name:

**Skills**

Acrobatics	Dexterity	2
Arcana	Intelligence	• 10
Athletics	Strength	0
Bluff	Charisma	-1
Diplomacy	Charisma	-1
Dungeoneering	Wisdom	2
Endurance	Constitution	0
Heal	Wisdom	2
History	Intelligence	• 10
Insight	Wisdom	• 7
Intimidate	Charisma	-1
Nature	Wisdom	• 7
Perception	Wisdom	2
Religion	Intelligence	• 10
Stealth	Dexterity	0
Streetwise	Charisma	-1
Thievery	Dexterity	0

• indicates a trained skill.

**Action Point**

Base action points: 1



**Effect:** Gain a standard action this turn.  
**Special:** You are reset to one action point when you take an extended rest. You gain an action point each milestone.

Encounter Special

**Melee Basic Attack**  
At-Will ♦ Standard Action

**Dagger:** +3 vs. AC, 1d4 damage  
**Melee weapon**      **Target:** One creature

*You resort to the simple attack you learned when you first picked up a melee weapon.*

**Keyword:** Weapon  
**Attack:** Strength vs. AC  
**Hit:** 1[W] + Str modifier (+0) damage.  
**Level 21:** 2[W] + Str modifier (+0) damage.

Additional Effects

Basic Attack

**Ranged Basic Attack**  
At-Will ♦ Standard Action

**Dagger:** +3 vs. AC, 1d4 damage  
**Ranged weapon**      **Target:** One creature

*You resort to the simple attack you learned when you first picked up a ranged weapon.*

**Keyword:** Weapon  
**Attack:** Dexterity vs. AC  
**Hit:** 1[W] + Dex modifier (+0) damage.  
**Level 21:** 2[W] + Dex modifier (+0) damage.

Additional Effects

Basic Attack

**Beguiling Strands**  
At-Will ♦ Standard Action

**Orb of Mental Dominion +2:** +8 vs. Will, 5 damage  
**Close blast 5**      **Target:** Each enemy in the blast

*A strand of scintillating colors and gleaming lights clouds your enemies' minds and forces them to move away.*

**Keywords:** Arcane, Charm, Enchantment, Implement, Psychic  
**Attack:** Intelligence vs. Will  
**Hit:** Int modifier (+5) psychic damage, and you push the target up to 3 squares.

Additional Effects

Wizard Attack 1

**Magic Missile**  
At-Will ♦ Standard Action

**Orb of Mental Dominion +2:** +1 vs. , 9 damage  
**Ranged 20**      **Target:** One creature

*A glowing blue bolt of magical energy hurtles from your finger and unerringly strikes your target.*

**Keywords:** Arcane, Evocation, Force, Implement  
**Effect:** 2 + Int modifier (+5) force damage.  
**Special:** If the implement used with this power has an enhancement bonus, add that bonus to the damage. In addition, you can use this power as a ranged basic attack.

Additional Effects

Wizard Attack 1

**Phantasmal Assault**  
At-Will ♦ Standard Action

**Orb of Mental Dominion +2:** +8 vs. Will, 1d8+7 damage  
**Ranged 10**      **Target:** One creature

*A fearsome ogre appears, threatening your foe with a massive club. Or perhaps a snarling drake, or maybe a troll.*

**Keywords:** Arcane, Illusion, Implement, Psychic  
**Attack:** Intelligence vs. Will  
**Hit:** 1d8 + Int modifier (+5) psychic damage, and the target grants combat advantage and can't make opportunity attacks until the end of your next turn.

Additional Effects

Wizard Attack 1

**Burning Hands**  
Encounter ♦ Standard Action

**Orb of Mental Dominion +2:** +8 vs. Reflex, 2d6+7 damage  
**Close blast 5**      **Target:** Each creature in the blast

*A fierce blast of flame erupts from your hands and scorches nearby foes.*

**Keywords:** Arcane, Evocation, Fire, Implement  
**Attack:** Intelligence vs. Reflex  
**Hit:** 2d6 + Int modifier (+5) fire damage.  
**Miss:** Half damage.

Additional Effects

Wizard Attack 1

Used

## Charm of Misplaced Wrath

Encounter ♦ Standard Action

**Orb of Mental Dominion +2:** +8 vs Will

**Ranged 10**      **Target:** One enemy

*You bend your foe's mind, filling it with wrath even as you twist its senses.*

**Keywords:** Arcane, Charm, Enchantment, Implement

**Attack:** Intelligence vs. Will

**Hit:** You slide the target up to 3 squares. The target is then dazed until the end of your next turn.

**Effect:** The target makes a basic attack against a creature of your choice as a free action. The basic attack gains a +2 power bonus to the damage roll.

Additional Effects

Wizard Attack 1      Used

## Flaming Sphere

Daily ♦ Standard Action

**Orb of Mental Dominion +2:** +8 vs. Reflex, 2d6+7 damage

**Ranged 10**      **Target:** One creature adjacent to the flaming sphere

*You conjure a rolling ball of fire and control where it goes.*

**Keywords:** Arcane, Conjunction, Fire, Implement

**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 + Int modifier (+5) fire damage. As a move action, you can move the sphere 6 squares.

**Attack:** Intelligence vs. Reflex

**Hit:** 2d6 + Int modifier (+5) 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.

Additional Effects

Wizard Attack 1      Used

## Sleep

Daily ♦ Standard Action

**Orb of Mental Dominion +2:** +8 vs Will

**Area burst 2** within 20 squares      **Target:** Each creature in the burst

*You exert your will against your foes, seeking to overwhelm them with a tide of magical weariness.*

**Keywords:** Arcane, Charm, Enchantment, Implement

**Attack:** Intelligence vs. Will

**Hit:** The target is slowed (save ends).

**First Failed Saving Throw:** The target is unconscious instead of slowed (save ends).

**Miss:** The target is slowed (save ends).

Additional Effects

Wizard Attack 1      Used

## Mage Hand

At-Will ♦ Minor Action

**Ranged 5**

*You gesture toward an object nearby, and a spectral floating hand lifts the object into the air and moves it where you wish.*

**Keywords:** Arcane, Conjunction

**Effect:** You conjure a spectral, floating hand in an unoccupied square within range. The hand lasts until the end of your next turn or until you use this power again. If you are holding an 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. While the hand persists, you can take the following actions.

**Minor Action:** The hand picks up or manipulates an object weighing 20 pounds or less. It can hold only one object at a time.

**Move Action:** The hand moves up to 5 squares in any direction, carrying the object it holds.

**Free Action:** The hand drops the object it is holding.

**Sustain Minor:** The hand persists until the end of your next turn.

Additional Effects

Wizard Utility

## Heroic Effort

Encounter ♦ No Action

**Personal**

*Your grim focus and unbridled energy means that failure is not an option.*

**Trigger:** You miss with an attack or fail a saving throw.

**Effect:** You gain a +4 racial bonus to the attack roll or the saving throw.

Additional Effects

Human Racial Power      Used

## Spook

Encounter ♦ Free Action

**Personal**

*You gather the shadows to yourself, so that when you speak, your words drip with menace.*

**Keywords:** Arcane, Nethermancy, Shadow

**Trigger:** You would make an Intimidate check.

**Effect:** You instead make an Arcana check and use that result to determine the outcome of the Intimidate check.

Additional Effects

Wizard Utility      Used

## Suggestion

Encounter ♦ Free Action

**Personal**

*You weave arcane power through your words, infusing each phrase with persuasive magic.*

**Keyword:** Arcane

**Trigger:** You make a Diplomacy check.

**Effect:** You make an Arcana check instead, using that result to determine the outcome of the Diplomacy check.

Additional Effects

Wizard Utility      Used

## Orb of Mental Dominion +2

Orb ♦ Level 6

**Enhancement:** +2 attack rolls and damage rolls

**Power (Daily):** Free Action. Use this power when an attack with this orb succeeds against the target's Will defense. When the target makes a saving throw against an effect from that attack, the target must roll twice and take the lower result.