

Player Name

 Inara Dimiele 1 Wizard

 Character Name Level Class Paragon Path Epic Destiny Total XP 0

 Human Medium Female 5'6" 135 Paragon Path Epic Destiny Total XP 0
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
0			

CONDITIONAL MODIFIERS

DEFENSES

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

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

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
17	Passive Insight	10	+

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
12	Passive Perception	10	+

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY:	ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
Melee Basic Attack - Dagger	+ 3	0	0		3			
Ranged Basic Attack - Dagger	+ 3	0	0		3			

DAMAGE WORKSPACE

ABILITY:	DAMAGE	ABIL	FEAT	ENH	MISC	MISC
Melee Basic Attack - Dagger	1d4	0				
Ranged Basic Attack - Dagger	1d4	0				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
		Magic Missile (Tome Implem)	
		Magic Missile (Orb of Mental)	
		Dagger (Melee)	
3	vs AC	Dagger (Range)	1d4

FEATS

Arcane Familiar - You gain a familiar
Ritual Caster - Master and perform rituals
Implement Expertise (Orb) - +1 to attack rolls with orbs
Skill Focus (Arcana) - +3 to Arcana checks

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
30	15	7

HEALING SURGES	HEALING SURGES
7	6

CURRENT HIT POINTS	CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

TEMPORARY HIT POINTS	USED

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

SKILLS

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

ACTION POINTS

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.
Human Defense Bonuses - +1 to Fortitude, Reflex, and Will.
Human Power Selection - Choose an option for your human character.
Bonus At-Will Power - Know one extra 1st-level attack power from your class.

CLASS / PATH / DESTINY FEATURES

Arcane Implement Mastery - Choose Orb of Imposition, Staff of Defense, or Wand of Accuracy.
Tome of Readiness - Encounter, free; with tome, store known power for use at a later time.
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, Draconic

FAMILIAR

Category: Cat

Cats are willful, independent familiars, and their willingness to act alone makes them excellent spies.

Senses: Low-light vision

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.

CHARACTER NAME
Inara Dimiele

PLAYER NAME

RACE Human CLASS Wizard LEVEL 1

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

AC	15
Fort	11
Ref	16
Will	15

17 Passive Insight 12 Passive Perception

Skills

2	Acrobatics	DEX
13	Arcana	INT (Trained)
0	Athletics	STR
-1	Bluff	CHA
-1	Diplomacy	CHA
2	Dungeoneering	WIS
0	Endurance	CON
2	Heal	WIS
10	History	INT (Trained)
7	Insight	WIS (Trained)
-1	Intimidate	CHA
7	Nature	WIS (Trained)
2	Perception	WIS
10	Religion	INT (Trained)
0	Stealth	DEX
-1	Streetwise	CHA
0	Thievery	DEX

ADDITIONAL EFFECTS

Action Point

ADDITIONAL EFFECTS



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.

PLAY DATA DUNGEONS & DRAGONS

Second Wind

KEYWORDS Standard Personal ACTION RANGE

AT-WILL ENCOUNTER DAILY

Effect: You spend a healing surge and regain 7 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK PH

PLAY DATA DUNGEONS & DRAGONS

Melee Basic Attack

KEYWORDS Weapon ACTION RANGE

3 vs AC One creature

ATTACK	DEFENSE	TARGET
Strength	AC	One creature

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

Dagger: +3 attack, 1d4 damage

ADDITIONAL EFFECTS

CLASS LEVEL * BOOK PH

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Ranged Basic Attack

KEYWORDS Weapon ACTION RANGE

3 vs AC One creature

ATTACK	DEFENSE	TARGET
Dexterity	AC	One creature

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

Dagger: +3 attack, 1d4 damage

ADDITIONAL EFFECTS

CLASS LEVEL * BOOK PH

UTILITY POWER DUNGEONS & DRAGONS

Magic Missile

KEYWORDS Arcane, Evocation, Force, Implement ACTION RANGE

20 Ranged 20

3 vs AC One creature

ATTACK	DEFENSE	TARGET
Intelligence	AC	One creature

Effect: 2 + Intelligence modifier (+5) force damage.
Level 11: 3 + Intelligence modifier (+5) force damage.
Level 21: 5 + Intelligence 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

CLASS Wizard LEVEL 1 BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

Thunderwave

KEYWORDS Arcane, Implement, Thunder ACTION RANGE

3 Close blast 3

5 vs Fort Each creature in blast

ATTACK	DEFENSE	TARGET
Intelligence	Fortitude	Each creature in blast

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 (+2). Increase damage to 2d6 + Intelligence modifier (+5) at 21st level.

Tome Implement: +5 attack, 1d6+5 damage
Orb of Mental Dominion +2: +8 attack, 1d6+7 damage

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

Winged Horde

KEYWORDS Arcane, Implement, Psychic ACTION RANGE

1 Area burst 1 within 10

5 vs Will Each enemy in burst

ATTACK	DEFENSE	TARGET
Intelligence	Will	Each enemy in burst

Attack: Intelligence vs. Will
Hit: 1d6 psychic damage, and the target cannot take opportunity actions until the end of your next turn.
Level 21: 2d6 psychic damage.

Tome Implement: +5 attack, 1d6+0 damage
Orb of Mental Dominion +2: +8 attack, 1d6+2 damage

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK Dragon 381

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

Charm of Misplaced Wrath

KEYWORDS Arcane, Charm, Enchantment, Implement USED

Standard	10	Ranged 10
ACTION		RANGE
5	vs Will	One enemy
ATTACK	DEFENSE	TARGET

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.

Tome Implement: +5 attack
 Orb of Mental Dominion +2: +8 attack

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK *Dragon 381*

Burning Hands

KEYWORDS Arcane, Evocation, Fire, Implement USED

Standard	5	Close blast 5
ACTION		RANGE
5	vs Reflex	Each creature in the blast
ATTACK	DEFENSE	TARGET

Attack: Intelligence vs. Reflex
Hit: 2d6 + Intelligence modifier (+5) fire damage.
Miss: Half damage.

Tome Implement: +5 attack, 2d6+5 damage
 Orb of Mental Dominion +2: +8 attack, 2d6+7 damage

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK *PH*

Flaming Sphere

KEYWORDS Arcane, Conjunction, Fire, Implement USED

Standard	10	Ranged 10
ACTION		RANGE
5	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 (+5) fire damage. As a move action, you can move the sphere 6 squares.
Attack: Intelligence vs. Reflex
Hit: 2d6 + Intelligence 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.

Tome Implement: +5 attack, 2d6+5 damage
 Orb of Mental Dominion +2: +8 attack, 2d6+7 damage

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK *PH*

ENCOUNTER POWER

ENCOUNTER POWER

DAILY POWER

Sleep

SPELLBOOK

KEYWORDS Arcane, Charm, Enchantment, Implement USED

Standard	20	Area burst 2 within 20 squares
ACTION	2	RANGE
5	vs Will	Each creature in the burst
ATTACK	DEFENSE	TARGET

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).

Tome Implement: +5 attack
 Orb of Mental Dominion +2: +8 attack

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK *PH*

Ghost Sound

KEYWORDS Arcane, Illusion USED

Standard	10	Ranged 10
ACTION		RANGE
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: One object or unoccupied square
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 BOOK *PH*

Light

KEYWORDS Arcane USED

Minor	5	Ranged 5
ACTION		RANGE
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: One object or unoccupied square
Effect: The target sheds bright light until the end of the encounter or until you use this power again. The light fills the target's space and all squares within 4 squares of it. Putting out the light is a free action.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL BOOK *PH*

DAILY POWER

UTILITY POWER

UTILITY POWER

Mage Hand

KEYWORDS Arcane, Conjunction USED

Minor	5	Ranged 5
ACTION		RANGE
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

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

CLASS Wizard LEVEL BOOK *PH*

Prestidigitation

KEYWORDS Arcane USED

Standard	2	Ranged 2
ACTION		RANGE
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: Use this cantrip to accomplish one of the effects given below:
 * Change the color of items in 1 cubic foot.
 * Create a harmless sensory effect, such as a shower of sparks, a puff of wind, faint music, or a strong odor.
 * Clean or soil items in 1 cubic foot.
 * 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.
Special: You can have as many as three prestidigitation effects active at one time. 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.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL BOOK *PH*

Orb of Mental Dominion +2

DAMAGE	PROFICIENT	GROUP	RANGE
+2 attack rolls and damage rolls		6	
ENHANCEMENT	LEVEL	CRITICAL	

PROPERTIES

<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
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POWER

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.

ITEM SLOT	Off-hand	WEIGHT	0	PRICE	1800	BOOK	AV
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MAGIC WEAPON

UTILITY POWER

UTILITY POWER

MAGIC WEAPON