

Player Name

Inara Dimiele 1 Wizard Paragon Path Epic Destiny 0

Character Name Level Class Adventuring Company RPGA Number

Human Medium Female 5'6" 135 Height Weight Alignment Deity

Race Size Age Gender

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
0			

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	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 +	7

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
12	Passive Perception	10 +	2

SPECIAL SENSES

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
+ 3	0	0		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	0				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
	vs	Magic Missile (Tome Implem	
	vs	Magic Missile (Orb of Mental	
	vs	Dagger (Melee)	
3	vs	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 SURGE VALUE	SURGES/DAY
30	15	7	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

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

SKILLS

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

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

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

UTILITY POWER **DUNGEONS & DRAGONS**

Magic Missile

KEYWORDS Arcane, Evocation, Force, Implement USED

Standard ☐ ☐ 20 ☐ Ranged 20

ACTION ☐ ☐ ☐ **RANGE**

3 vs **AC** One creature

ATTACK **DEFENSE** **TARGET**

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**

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
2	Nature	WIS (Trained)
2	Perception	WIS
10	Religion	INT (Trained)
0	Stealth	DEX
-1	Streetwise	CHA
0	Thievery	DEX

ADDITIONAL EFFECTS

PLAY DATA **DUNGEONS & DRAGONS**

Melee Basic Attack

KEYWORDS Weapon USED

Standard ☐ * ☐ ☐ Melee weapon

ACTION ☐ ☐ ☐ **RANGE**

3 vs **AC** One creature

ATTACK **DEFENSE** **TARGET**

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

AT-WILL POWER **DUNGEONS & DRAGONS**

Thunderwave

KEYWORDS Arcane, Implement, Thunder USED

Standard ☐ ☐ ☐ Close blast 3

ACTION ☐ ☐ ☐ **RANGE**

5 vs **Fort** Each creature in blast

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 (+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**

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.

ENCOUNTER SPECIAL **DUNGEONS & DRAGONS**

Ranged Basic Attack

KEYWORDS Weapon USED

Standard ☐ ☐ * ☐ Ranged weapon

ACTION ☐ ☐ ☐ **RANGE**

3 vs **AC** One creature

ATTACK **DEFENSE** **TARGET**

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

AT-WILL POWER **DUNGEONS & DRAGONS**

Winged Horde

KEYWORDS Arcane, Implement, Psychic USED

Standard ☐ ☐ ☐ Area burst 1 within 10

ACTION ☐ ☐ ☐ **RANGE**

5 vs **Will** Each enemy in burst

ATTACK **DEFENSE** **TARGET**

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**

Charm of Misplaced Wrath

KEYWORDS		Arcane, Charm, Enchantment, Implement		USED
Standard	<div><div>↓</div><div>10</div><div>↗</div></div>	Ranged 10		
ACTION	<div><div>↶</div><div>✱</div></div>	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
ENCOUNTER POWER		DUNGEONS & DRAGONS		

Burning Hands

KEYWORDS		Arcane, Evocation, Fire, Implement		USED
Standard	<div><div>↓</div><div></div><div>↗</div></div>	Close blast 5		
ACTION	5	<div><div>↶</div><div>✱</div></div>	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
ENCOUNTER POWER		DUNGEONS & DRAGONS		

Flaming Sphere

KEYWORDS		Arcane, Conjunction, Fire, Implement		USED
Standard	<div><div>↓</div><div>10</div><div>↗</div></div>	Ranged 10		
ACTION	<div><div>↶</div><div>✱</div></div>	RANGE		
5	vs	Reflex	One creature adjacent to the flam	
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
DAILY POWER		DUNGEONS & DRAGONS		

Sleep

SPELLBOOK

KEYWORDS		Arcane, Charm, Enchantment, Implement		USED
Standard	<div><div>↓</div><div>20</div><div>↗</div></div>	Area burst 2 within 20 squares		
ACTION	<div><div>↶</div><div>2</div><div>✱</div></div>	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
DAILY POWER		DUNGEONS & DRAGONS		

Ghost Sound

KEYWORDS		Arcane, Illusion		USED
Standard	<div><div>↓</div><div>10</div><div>↗</div></div>	Ranged 10		
ACTION	<div><div>↶</div><div>✱</div></div>	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
UTILITY POWER		DUNGEONS & DRAGONS		

Light

KEYWORDS		Arcane		USED
Minor	<div><div>↓</div><div>5</div><div>↗</div></div>	Ranged 5		
ACTION	<div><div>↶</div><div>✱</div></div>	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
UTILITY POWER		DUNGEONS & DRAGONS		

Mage Hand

KEYWORDS		Arcane, Conjunction		USED
Minor	<div><div>↓</div><div>5</div><div>↗</div></div>	Ranged 5		
ACTION	<div><div>↶</div><div>✱</div></div>	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
UTILITY POWER		DUNGEONS & DRAGONS		

Prestidigitation

KEYWORDS		Arcane		USED
Standard	<div><div>↓</div><div>2</div><div>↗</div></div>	Ranged 2		
ACTION	<div><div>↶</div><div>✱</div></div>	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
UTILITY POWER		DUNGEONS & DRAGONS		

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	
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
MAGIC WEAPON		DUNGEONS & DRAGONS	