

Player Name **Rob**

 Llyr
 Character Name **4** Wizard
 Genasi Medium Male
 Race Size Age Gender

 Paragon Path **Unaligned** Epic Destiny Total XP **3,750**

Height Weight Alignment Deity Adventuring Company RPGA Number

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
10	STR Strength	0	2
10	CON Constitution	0	2
11	DEX Dexterity	0	2
21	INT Intelligence	5	7
15	WIS Wisdom	2	4
10	CHA Charisma	0	2

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
18	AC	12	5			1		

 CONDITIONAL BONUSES
 +2 AC when you are bloodied

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
12	FORT	12						

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
17	REF	12	5					

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	WILL	12	2	2				

CONDITIONAL BONUSES

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
5	vs AC	Dagger (Melee)	1d4
5	vs AC	Dagger (Range)	1d4
2	vs AC	Unarmed (Melee)	1d4
2	vs AC	Unarmed (Range)	1d4

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES	SURGE VALUE	SURGES/DAY
43	21	10	6	6
CURRENT HIT POINTS		CURRENT SURGE USES		
SECOND WIND 1/ENCOUNTER		USED		
TEMPORARY HIT POINTS				
DEATH SAVING THROW FAILURES				
SAVING THROW MODS +2 racial bonus against ongoing damage while manifesting watersoul, +2 item bonus when you are bloodied				
RESISTANCES Resist 5 Cold while manifesting windsoul				
CURRENT CONDITIONS AND EFFECTS				

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
0	0	1
1	1	2
2	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Elemental Origins - You are elemental, not natural.

Elemental Manifestation - Choose earthsoul, firesoul, stormsoul, watersoul, or windsoul.

Watersoul - Breathe underwater; +2 to save against ongoing damage; swiftcurrent power.

Windsoul - Windwalker power; resist 5 cold (10 at 11th level, 15 at 21st)

CLASS / PATH / DESTINY FEATURES

Arcane Implement Mastery - Choose Orb of Imposition, Staff of Defense, or Wand of Accuracy.

Orb of Imposition - Encounter, free; with orb, penalize foe's saving throws against your spell, or extend duration of your at-will spell one round.

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.

CHARACTER PORTRAIT



INITIATIVE

SCORE	DEX	1/2 LVL	MISC
6	Initiative	2	4

CONDITIONAL MODIFIERS

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
19	Passive Insight	10 +	9

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
14	Passive Perception	10 +	4

SPECIAL SENSES

SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
2	Acrobatics	DEX	2	0	
12	Arcana	INT	7	5	n/a
2	Athletics	STR	2	0	
2	Bluff	CHA	2	0	n/a
2	Diplomacy	CHA	2	0	n/a
9	Dungeoneering	WIS	4	5	n/a
4	Endurance	CON	2	0	2
4	Heal	WIS	4	0	n/a
7	History	INT	7	0	n/a
9	Insight	WIS	4	5	n/a
2	Intimidate	CHA	2	0	n/a
11	Nature	WIS	4	5	n/a
4	Perception	WIS	4	0	n/a
7	Religion	INT	7	0	n/a
2	Stealth	DEX	2	0	
2	Streetwise	CHA	2	0	n/a
2	Thievery	DEX	2	0	

POWER INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

AT-WILL POWERS

Ghost Sound	<input type="checkbox"/>
Light	<input type="checkbox"/>
Mage Hand	<input type="checkbox"/>
Prestidigitation	<input type="checkbox"/>
Ray of Frost	<input type="checkbox"/>
Thunderwave	<input type="checkbox"/>

ENCOUNTER POWERS

Swiftcurrent	<input type="checkbox"/>
Orb of Imposition	<input type="checkbox"/>
Icy Terrain	<input type="checkbox"/>
Windwalker	<input type="checkbox"/>
Icy Rays	<input type="checkbox"/>
	<input type="checkbox"/>

DAILY POWERS

Sleep	<input type="checkbox"/>
Flaming Sphere	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

UTILITY POWERS

Jump	<input type="checkbox"/>
Shield	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

OTHER EQUIPMENT

Spellbook
Adventurer's Kit
Riding Horse (Palmino)
Pouch, Belt (Arcane Comp.)
Dagger (E)

MAGIC ITEM INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

MAGIC ITEMS

WEAPON	Magic Orb +2 (Off-hand) (E)	<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
ARMOR	Bloodthread Cloth Armor (Basic Clothing) +1 (E)	<input type="checkbox"/>
ARMS		<input type="checkbox"/>
FEET		<input type="checkbox"/>
HANDS		<input type="checkbox"/>
HEAD		<input type="checkbox"/>
NECK		<input type="checkbox"/>
RING		<input type="checkbox"/>
RING		<input type="checkbox"/>
WAIST		<input type="checkbox"/>
	Potion of Healing (heroic tier) (2)	<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>

Daily Item Powers Per Day

Heroic (1-10)	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>
Paragon (11-20)	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>
Epic (21-30)	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Dagger									
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC		
+ 5	2	0		3					
ABILITY: Ranged Basic Attack - Dagger									
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC		
+ 5	2	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					

LANGUAGES KNOWN

Common, Primordial

CHARACTER BACKGROUND

Background: Born Under a Bad Sign
My mother told me that the caul was just superstition, and the howling wolves were just a coincidence. But I've seen enough to know that something . . . dark . . . is involved. You substitute your highest ability score for Constitution to determine your initial hit points.

FEATS

Ritual Caster - Master and perform rituals

Burning Blizzard - +1 damage with acid or cold power

Extra Manifestation - Select one new elemental manifestation

Improved Initiative - +4 to initiative checks

RITUALS / ALCHEMY

Magic Mouth

Silence

Tenser's Floating Disk

COINS AND OTHER WEALTH

Money on hand: 539 gp; 89 sp; 9 cp
Stored money: 0 gp
Encumbrance: 53 lb. / 100 lb.

CHARACTER NAME

Llyr

PLAYER NAME

Rob

RACE Genasi CLASS Wizard LEVEL 4

HP 43	STR 10	AC 18
Spd 6	CON 10	Fort 12
Init +6	DEX 11	Ref 17
	INT 21	Will 16
	WIS 15	
	CHA 10	
19 Passive Insight	14 Passive Perception	



Second Wind

KEYWORDS USED

Standard	10	Personal
ACTION	RANGE	
vs		Self
ATTACK	DEFENSE	TARGET

Effect: You spend a healing surge and regain 10 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



ENCOUNTER SPECIAL



ENCOUNTER ACTION



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



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



Mage Hand

KEYWORDS Arcane, Conjunction 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



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



Ray of Frost

KEYWORDS Arcane, Cold, Implement USED

Standard	10	Ranged 10
ACTION	RANGE	
9	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.

Magic Orb +2: +9 attack, 1d6+8 damage

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK PH

AT-WILL POWER



Thunderwave

KEYWORDS Arcane, Implement, Thunder USED

Standard	3	Close blast 3
ACTION	RANGE	
9	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.

Magic Orb +2: +9 attack, 1d6+7 damage

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK PH

AT-WILL POWER



Swiftcurrent

KEYWORDS		USED
Move		Personal
ACTION		RANGE
9	vs	Reflex
ATTACK	DEFENSE	TARGET
<p>Effect: You can shift up to your speed over ground or liquid terrain. You take no penalties for squeezing during this movement, can move through enemy spaces, ignore difficult terrain, and take no damage if the surface or substance you move across would ordinarily deal damage to you.</p>		
ADDITIONAL EFFECTS		
CLASS	Racial Power	LEVEL * BOOK <i>FRPG</i>

ENCOUNTER POWER



Orb of Imposition

KEYWORDS		Implement	USED
Free			
ACTION		RANGE	
9	vs	Reflex	
ATTACK	DEFENSE	TARGET	
<p>Effect: you can use your orb to gain one of the following two effects. You can designate one creature you have cast a wizard spell upon that has an effect that lasts until the subject succeeds on a saving throw. That creature takes a penalty to its saving throws against that effect equal to your Wisdom modifier (+2). Alternatively, you can choose to extend the duration of an effect created by a wizard at-will spell (such as cloud of daggers or ray of frost) that would otherwise end at the end of your current turn. The effect instead ends at the end of your next turn. Requirement: You must wield an orb to use this ability.</p>			
ADDITIONAL EFFECTS			
CLASS		LEVEL * BOOK <i>PH</i>	

ENCOUNTER POWER



Icy Terrain

KEYWORDS		Arcane, Cold, Implement	USED
Standard		10	Area burst 1 within 10 squares
ACTION		1	RANGE
9	vs	Reflex	Each creature in burst
ATTACK	DEFENSE	TARGET	
<p>Attack: Intelligence vs. Reflex Hit: 1d6 + Intelligence modifier (+5) cold damage, and the target is knocked prone. Effect: The power's area is difficult terrain until the end of your next turn. You can end this effect as a minor action.</p>			
<p>Magic Orb +2: +9 attack, 1d6+8 damage</p>			
ADDITIONAL EFFECTS			
CLASS	Wizard	LEVEL 1	BOOK <i>PH</i>

ENCOUNTER POWER



Windwalker

KEYWORDS		USED
Move		Personal
ACTION		RANGE
9	vs	Reflex
ATTACK	DEFENSE	TARGET
<p>Effect: Fly 8 squares. If you don't end your move on solid ground, you float to the ground without taking falling damage.</p>		
ADDITIONAL EFFECTS		
CLASS	Racial Power	LEVEL * BOOK <i>FRPG</i>

ENCOUNTER POWER



Icy Rays

KEYWORDS		Arcane, Cold, Implement	USED
Standard		10	Ranged 10
ACTION			RANGE
9	vs	Reflex	One or two creatures
ATTACK	DEFENSE	TARGET	
<p>Attack: Intelligence vs. Reflex, one attack per target Hit: 1d10 + Intelligence modifier (+5) cold damage, and the target is immobilized until the end of your next turn.</p>			
<p>Magic Orb +2: +9 attack, 1d10+8 damage</p>			
ADDITIONAL EFFECTS			
CLASS	Wizard	LEVEL 3	BOOK <i>PH</i>

ENCOUNTER POWER



Flaming Sphere

KEYWORDS		Arcane, Conjunction, Fire, Implement	USED
Standard		10	Ranged 10
ACTION			RANGE
9	vs	Reflex	One creature adjacent to the flaming
ATTACK	DEFENSE	TARGET	
<p>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.</p>			
<p>Magic Orb +2: +9 attack, 2d6+7 damage</p>			
ADDITIONAL EFFECTS			
CLASS	Wizard	LEVEL 1	BOOK <i>PH</i>

DAILY POWER



Sleep

KEYWORDS		Arcane, Implement, Sleep	USED
Standard		20	Area burst 2 within 20 squares
ACTION		2	RANGE
9	vs	Will	Each creature in burst
ATTACK	DEFENSE	TARGET	
<p>Attack: Intelligence vs. Will Hit: The target is slowed (save ends). If the target fails its first saving throw against this power, the target becomes unconscious (save ends). Miss: The target is slowed (save ends).</p>			
<p>Magic Orb +2: +9 attack, 0 damage</p>			
ADDITIONAL EFFECTS			
CLASS	Wizard	LEVEL 1	BOOK <i>PH</i>

DAILY POWER



Shield

KEYWORDS		Arcane, Force	USED
Imm Interr		Personal	
ACTION		RANGE	
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	
<p>Trigger: You are hit by an attack Effect: You gain a +4 power bonus to AC and Reflex defense until the end of your next turn.</p>			
ADDITIONAL EFFECTS			
CLASS	Wizard	LEVEL 2	BOOK <i>PH</i>

UTILITY POWER



Jump

KEYWORDS		Arcane	USED
Move		10	Ranged 10
ACTION			RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	
<p>Effect: The target makes an Athletics check as a free action to jump with a +10 power bonus. The target can move as many squares as the check allows and is considered to have a running start.</p>			
ADDITIONAL EFFECTS			
CLASS	Wizard	LEVEL 2	BOOK <i>PH</i>

UTILITY POWER



Magic Orb +2

	+2 attack rolls and damage	+2d6 damage
BONUS	ENHANCEMENT	CRITICAL
PROPERTIES		
KEYWORDS		
USED		
ACTION		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
POWER		
Item Slot: Off-hand		
ITEM SLOT/TYPE	LEVEL	PRICE
Off-hand	6	1800
BOOK	PH	

MAGIC ITEM



Potion of Healing (heroic tier)

BONUS	ENHANCEMENT	CRITICAL
PROPERTIES		
KEYWORDS		
USED		
ACTION		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
POWER		
Power (Consumable • Healing): Minor Action. Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.		
ITEM SLOT/TYPE	LEVEL	PRICE
	5	50
BOOK	PH	

MAGIC ITEM



Bloodthread Cloth Armor (Basic Clothin

	+1 AC	
BONUS	ENHANCEMENT	CRITICAL
PROPERTIES		
When you are bloodied, you gain a +2 item bonus to AC and saving throws.		
KEYWORDS		
USED		
ACTION		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
POWER		
ITEM SLOT/TYPE	LEVEL	PRICE
Body	5	1000
BOOK	PH	

MAGIC ITEM



Melee Basic Attack

KEYWORDS		Weapon	USED
Standard	* ↓ ↘	Melee weapon	
ACTION	RANGE		
5 vs AC	One creature		
ATTACK	DEFENSE	TARGET	
Attack: Strength vs. AC Hit: 1[W] + Strength modifier (+0) damage. Increase damage to 2[W] + Strength modifier (+0) at 21st level. Special: You can use an unarmed attack as a weapon to make a melee basic attack. Dagger: +5 attack, 1d4 damage			
ADDITIONAL EFFECTS			
CLASS	LEVEL *	BOOK	

AT-WILL POWER



Ranged Basic Attack

KEYWORDS		Weapon	USED
Standard	↓ * ↘	Ranged weapon	
ACTION	RANGE		
5 vs AC	One creature		
ATTACK	DEFENSE	TARGET	
Attack: Dexterity vs. AC Hit: 1[W] + Dexterity modifier (+0) damage. Increase damage to 2[W] + Dexterity modifier (+0) at 21st level. Special: Weapons with the heavy thrown property use Strength instead of Dexterity for attack rolls and damage rolls. Warlocks can use eldritch blast as a ranged basic attack, and wizards can use magic missile as a ranged basic attack. Dagger: +5 attack, 1d4 damage			
ADDITIONAL EFFECTS			
CLASS	LEVEL *	BOOK	

AT-WILL POWER

