

Player Name MC

Aramil

Character Name Eladrin

Race

Medium

Size

88

Age

Male

Gender

5

Level

Wizard

Class

Paragon Path

Unaligned

Alignment

Epic Destiny

Total XP

5,500

Height

Weight

Deity

Adventuring Company

RPGA Number

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
3	1	2	

CONDITIONAL MODIFIERS

### DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
18	AC	12	4			2		

CONDITIONAL BONUSES

### MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

### ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
11	STR Strength	0	2
14	CON Constitution	2	4
12	DEX Dexterity	1	3
19	INT Intelligence	4	6
14	WIS Wisdom	2	4
12	CHA Charisma	1	3

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

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	REF	12	4					

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
21	Passive Insight	10 +	11

21	Passive Perception	10	+	11
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SPECIAL SENSES

Low-light Vision

### ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Longsword

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 5	2	0		3			

### DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Longsword

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8	0				

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
5	vs AC	Longsword	1d8
7	vs Ref	Magic Missile (Orb of Insurm	2d4+5
5	vs AC	Dagger (Melee)	1d4
6	vs AC	Dagger (Range)	1d4+1

### FEATS

**Ritual Caster** - Master and perform rituals**Toughness** - Gain 5 additional hit points per tier**Timely Respite** - Second wind or total defense grants

saving throw

**Arcane Familiar** - You gain a familiar

### ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

### RACE FEATURES

**Trance** - Meditate aware 4 hours instead of sleep.**Eladrin Weapon Proficiency** - Proficient with longsword.**Eladrin Education** - Training in any one additional skill.**Eladrin Will** - +1 Will; +5 to saving throws against charm.**Fey Step** - Use fey step as an encounter power.**Fey Origin** - Your origin is fey, not natural

### 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.

### LANGUAGES KNOWN

Common, Elven, Supernal

### HIT POINTS

MAX HP	BLOODIED	HEALING SURGES	SURGES/DAY
45	22	11	8

1/2 HP

1/4 HP

CURRENT HIT POINTS	CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS +5 Racial bonus against charm effects

RESISTANCES Resist 5 Fire

CURRENT CONDITIONS AND EFFECTS

### SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
3	Acrobatics	DEX	3	0	
17	Arcana	INT	6	5	n/a
2	Athletics	STR	2	0	
3	Bluff	CHA	3	0	n/a
3	Diplomacy	CHA	3	0	n/a
4	Dungeoneering	WIS	4	0	n/a
4	Endurance	CON	4	0	
4	Heal	WIS	4	0	n/a
15	History	INT	6	5	n/a
11	Insight	WIS	4	5	n/a
3	Intimidate	CHA	3	0	n/a
9	Nature	WIS	4	5	n/a
11	Perception	WIS	4	5	n/a
6	Religion	INT	6	0	n/a
3	Stealth	DEX	3	0	
3	Streetwise	CHA	3	0	n/a
3	Thievery	DEX	3	0	



CHARACTER NAME  
Aramil

PLAYER NAME  
MC

RACE  
Eladrin

CLASS  
Wizard

LEVEL  
5

SCORE

ABILITY

MOD

HP

45

STR

11

CON

14

DEX

12

INT

19

WIS

14

CHA

12

AC

18

Fort

14

Ref

16

Will

17

Init

+3

Passive Insight

21

Passive Perception

21

PLAY DATA

DUNGEONS & DRAGONS®

ACTION POINT

ENCOUNTER SPECIAL

DUNGEONS & DRAGONS®

Second Wind

KEYWORDS

USED

Standard

1

2

3

Personal

ACTION

4

5

6

RANGE

AT-WILL

ENCOUNTER

DAILY

Effect: You spend a healing surge and regain 11 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®

Ghost Sound

KEYWORDS  
Arcane, Illusion

USED

Standard

1

2

3

Ranged 10

ACTION

4

5

6

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

DUNGEONS & DRAGONS®

Light

KEYWORDS  
Arcane

USED

Minor

1

2

3

Ranged 5

ACTION

4

5

6

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

DUNGEONS & DRAGONS®

Mage Hand

KEYWORDS  
Arcane, Conjunction

USED

Minor

1

2

3

Ranged 5

ACTION

4

5

6

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

DUNGEONS & DRAGONS®

Prestidigitation

KEYWORDS  
Arcane

USED

Standard

1

2

3

Ranged 2

ACTION

4

5

6

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

DUNGEONS & DRAGONS®

Magic Missile

KEYWORDS  
Arcane, Force, Implement

USED

Standard

1

2

3

Ranged 20

ACTION

4

5

6

RANGE

7

vs

Reflex

One creature

ATTACK

DEFENSE

TARGET

Attack: Intelligence vs. Reflex  
Hit: 2d4 + Intelligence modifier (+4) force damage.  
Increase damage to 4d4 + Intelligence modifier (+4) at 21st level.  
Special: This power counts as a ranged basic attack. When a power allows you to make a ranged basic attack, you can use this power.

Orb of Insurmountable Force +1: +7 attack, 2d4 +5 damage

ADDITIONAL EFFECTS

CLASS

Wizard

LEVEL

1

BOOK

PH

AT-WILL POWER

DUNGEONS & DRAGONS®

Thunderwave

KEYWORDS  
Arcane, Implement, Thunder

USED

Standard

1

2

3

Close blast 3

ACTION

4

5

6

RANGE

7

vs

Fort

Each creature in blast

ATTACK

DEFENSE

TARGET

Attack: Intelligence vs. Fortitude  
Hit: 1d6 + Intelligence modifier (+4) thunder damage, and you push the target a number of squares equal to your Wisdom modifier (+2). Increase damage to 2d6 + Intelligence modifier (+4) at 21st level.

Orb of Insurmountable Force +1: +7 attack, 1d6 +5 damage

ADDITIONAL EFFECTS

CLASS

Wizard

LEVEL

1



BOOK

PH

AT-WILL POWER



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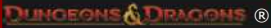
Fey Step

KEYWORDS Teleportation		USED
Move		Personal
ACTION		RANGE
7	vs	Reflex
ATTACK	DEFENSE	TARGET
<b>Effect:</b> Teleport up to 5 squares.		
ADDITIONAL EFFECTS		
CLASS Racial Power	LEVEL *	BOOK PH



ENCOUNTER POWER 

Orb of Imposition

KEYWORDS Implement		USED
Free		
ACTION		RANGE
7	vs	Reflex
ATTACK	DEFENSE	TARGET
<b>Effect:</b> 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. <b>Requirement:</b> You must wield an orb to use this ability.		
ADDITIONAL EFFECTS		
CLASS	LEVEL *	BOOK PH



ENCOUNTER POWER 

Shock Sphere

KEYWORDS Arcane, Implement, Lightning		USED
Standard		Area burst 2 within 10 squares
ACTION		RANGE
7	vs	Reflex
ATTACK	DEFENSE	TARGET
<b>Attack:</b> Intelligence vs. Reflex <b>Hit:</b> 2d6 + Intelligence modifier (+4) lightning damage.		
Orb of Insurmountable Force +1: +7 attack, 2d6 +5 damage		
ADDITIONAL EFFECTS		
CLASS Wizard	LEVEL 3	BOOK PH



ENCOUNTER POWER 

Orbmaster's Incendiary Detonation

KEYWORDS Arcane, Fire, Force, Implement, Zone		USED
Standard		Area burst 1 within 10 squares
ACTION		RANGE
7	vs	Reflex
ATTACK	DEFENSE	TARGET
<b>Attack:</b> Intelligence vs. Reflex <b>Hit:</b> 1d6 + Intelligence modifier (+4) force damage, and you knock the target prone. <b>Effect:</b> The burst creates a zone of licking flames that lasts until the end of your next turn. Each enemy that enters the zone or starts its turn there takes 2 fire damage. <b>Orb of Imposition:</b> You can extend the duration of this effect, even though it is not an at-will power. If you do so, the area expands to burst 3 and doesn't affect you or your allies.		
Orb of Insurmountable Force +1: +7 attack, 1d6+5 damage		
ADDITIONAL EFFECTS		
CLASS Wizard	LEVEL 1	BOOK AP



ENCOUNTER POWER 

Flaming Sphere

KEYWORDS Arcane, Conjuration, Fire, Implement		USED
Standard		Ranged 10
ACTION		RANGE
7	vs	Reflex
ATTACK	DEFENSE	TARGET
<b>Effect:</b> 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 (+4) fire damage. As a move action, you can move the sphere 6 squares. <b>Target:</b> One creature adjacent to the flaming sphere <b>Attack:</b> Intelligence vs. Reflex <b>Hit:</b> 2d6 + Intelligence modifier (+4) fire damage. <b>Sustain Minor:</b> You can sustain this power until the end of the encounter. As a standard action, you can make another attack with the sphere.		
Orb of Insurmountable Force +1: +7 attack, 2d6+5 damage		
ADDITIONAL EFFECTS		
CLASS Wizard	LEVEL 1	BOOK PH



DAILY POWER 

Rolling Thunder

KEYWORDS Arcane, Conjuration, Implement, Thunder		USED
Standard		Ranged 10
ACTION		RANGE
7	vs	Reflex
ATTACK	DEFENSE	TARGET
<b>Attack:</b> Intelligence vs. Reflex <b>Hit:</b> 3d6 + Intelligence modifier (+4) thunder damage, and you slide the primary target 3 squares. <b>Miss:</b> Half damage, and you slide the primary target 1 square. <b>Effect:</b> You conjure a thunderball in 1 square within each primary target's space. Each thunderball lasts until the end of your next turn. Each thunderball can make a secondary attack. <b>Opportunity Action:</b> Melee 1 <b>Trigger:</b> A creature moves out of the thunderball's square. <b>Secondary Target:</b> The triggering creature <b>Secondary Attack:</b> Intelligence vs. Reflex <b>Hit:</b> 5 thunder damage. <b>Sustain Minor:</b> Each thunderball persists.		
Orb of Insurmountable Force +1: +7 attack, 3d6+5 damage		
ADDITIONAL EFFECTS		
CLASS Wizard	LEVEL 1	BOOK AP



DAILY POWER 

Bigby's Icy Grasp

KEYWORDS Arcane, Cold, Conjuration, Implement		USED
Standard		Ranged 20
ACTION		RANGE
7	vs	Reflex
ATTACK	DEFENSE	TARGET
<b>Effect:</b> You conjure a 5-foot-tall hand of ice in an unoccupied square within range, and the hand attacks. As a move action, you can move the hand up to 6 squares. <b>Attack:</b> Intelligence vs. Reflex <b>Hit:</b> 2d8 + Intelligence modifier (+4) cold damage, and the hand grabs the target. If the target attempts to escape, the hand uses your Fortitude or Reflex defense. <b>Sustain Minor:</b> A target grabbed by the hand takes 1d8 + Intelligence modifier (+4) cold damage when you sustain this power. As a standard action, you can attack another target with the hand, but it must release a target it has grabbed.		
Orb of Insurmountable Force +1: +7 attack, 2d8+5 damage		
ADDITIONAL EFFECTS		
CLASS Wizard	LEVEL 5	BOOK PH



DAILY POWER 

Phantasmal Assailant

KEYWORDS Arcane, Illusion, Implement, Psychic		USED
Standard		Ranged 20
ACTION		RANGE
7	vs	Will
ATTACK	DEFENSE	TARGET
<b>Attack:</b> Intelligence vs. Will <b>Hit:</b> 2d10 + Intelligence modifier (+4) psychic damage. <b>Effect:</b> The target takes ongoing 5 psychic damage and grants combat advantage to all your allies (save ends both).		
Orb of Insurmountable Force +1: +7 attack, 2d10 +5 damage		
ADDITIONAL EFFECTS		
CLASS Wizard	LEVEL 5	BOOK AP

DAILY POWER 

Moonstride

KEYWORDS Arcane		USED
Imm React		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
<b>Trigger:</b> An enemy moves adjacent to you <b>Effect:</b> You become insubstantial until the end of your next turn. Then you shift 2 squares to a square farther from the triggering enemy.		
ADDITIONAL EFFECTS		
CLASS Wizard	LEVEL 2	BOOK Dragon 382

UTILITY POWER 

Shield

SPELLBOOK

KEYWORDS

Arcane, Force

USED

Imm Interr

Personal

ACTION

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

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.

ADDITIONAL EFFECTS

CLASS Wizard

LEVEL 2

BOOK PH

UTILITY POWER

DUNGEONS & DRAGONS®

Orb of Insurmountable Force +1

			1
AC BONUS	CHECK	SPEED	QUANTITY
		4	Consumable
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

Magic Missile: +7 attack, 2d4+5 damage

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

POWER

**Power (Encounter):** Free Action. Use this power when you use an arcane attack power with this orb. If the attack is successful, you can push the target a number of squares equal to the enhancement bonus of the orb.

ITEM SLOT Off-hand

WEIGHT 0

PRICE 680

BOOK AV

MAGIC WEAPON

DUNGEONS & DRAGONS®

Nail of Sealing (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		4	Consumable
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

**Power (Consumable):** Standard Action. When you push this nail into a door, chest, or other closeable object, it magically sinks into the material of that object and seals it shut. Treat this as if you had used an Arcane Lock ritual with an Arcana check result of 25.

**Special:** You can use this item in place of the required component cost for an Arcane Lock ritual. In that case, use your own Arcana check instead of that of the nail.

ITEM SLOT

WEIGHT 0

PRICE 40

BOOK AV

MAGIC ITEM

DUNGEONS & DRAGONS®

Boots of Bounding (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		6	Feet Slot Item
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

You gain a +2 item bonus to Athletics checks to jump.

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

POWER

**Power (Encounter):** Move Action. You make an Athletics check to jump as if you had a running start. You add 3 squares to the distance jumped for a long jump, or 2 squares for a high jump.

ITEM SLOT Feet

WEIGHT 0

PRICE 1800

BOOK AV2

MAGIC ITEM

DUNGEONS & DRAGONS®

Power Jewel (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		5	Wondrous Item
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

POWER

**Power (Daily):** Minor Action. This power allows you to regain the use of an encounter power of 1st or 3rd level.

**Special:** You must have reached at least one milestone today to activate this item.

ITEM SLOT

WEIGHT 0

PRICE 1000

BOOK AV

MAGIC ITEM

DUNGEONS & DRAGONS®

Robe of Scintillation Cloth Armor (Basic

	-	-	1
AC BONUS	CHECK	SPEED	QUANTITY
+2 AC		7	Armor
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

☒ AT-WILL

☐ ENCOUNTER

☒ DAILY

POWER

**Power (At-Will • Radiant):** Minor Action. The robe radiates colored lights, illuminating like a torch. You can end the illumination as a free action.

**Power (Daily • Radiant):** Standard Action. The robe shines bright with myriad colors. Make an attack: Close burst 2; Intelligence or Charisma vs. Will (add the robe's enhancement bonus as an enhancement bonus to the attack roll); on a hit, the target is dazed (save ends).

ITEM SLOT Body

WEIGHT 4

PRICE 2600

BOOK PH

MAGIC ITEM

DUNGEONS & DRAGONS®

Diadem of Acuity (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		8	Head Slot Item
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

Gain a +2 item bonus to Insight checks and Perception checks.

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

ITEM SLOT Head

WEIGHT 0

PRICE 3400

BOOK PH

MAGIC ITEM

DUNGEONS & DRAGONS®