

Player Name \_\_\_\_\_

Elysian		1	Wizard		Total XP <span style="float: right;">0</span>	
Character Name		Level	Class		Paragon Path	Epic Destiny
Halfing		Small	Male		Good	
Race	Size	Age	Gender	Height	Weight	Alignment
						Deity
				Adventuring Company		RPGA Number

### ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
12	<b>STR</b> Strength	1	1
13	<b>CON</b> Constitution	1	1
16	<b>DEX</b> Dexterity	3	3
16	<b>INT</b> Intelligence	3	3
11	<b>WIS</b> Wisdom	0	0
12	<b>CHA</b> Charisma	1	1

### MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	<b>Speed (Squares)</b>	6		

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
3	<b>Initiative</b>	3	

### DEFENSES

SCORE	DEFENSE	10 + ARMOR/ 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
13	<b>AC</b>	10	3					

 CONDITIONAL BONUSES  
 +2 AC against opportunity attacks

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

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
13	<b>REF</b>	10	3					

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
13	<b>WILL</b>	10	1	2				

CONDITIONAL BONUSES

### HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
		SURGE VALUE    SURGES/DAY
23	11	5      7
	1/2 HP	1/4 HP

CURRENT HIT POINTS	CURRENT SURGE USES

### SECOND WIND 1/ENCOUNTER

TEMPORARY HIT POINTS	USED
	<input type="checkbox"/>

### DEATH SAVING THROW FAILURES

SAVING THROW MODS +5 Racial bonus against fear

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
10	<b>Passive Insight</b>	10	+
10	<b>Passive Perception</b>	10	+

SPECIAL SENSES

### SKILLS

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

### RACE FEATURES

**Bold** - +5 to saving throws against fear.

**Second Chance** - Use second chance as an encounter power.

**Nimble Reaction** - +2 AC against opportunity attacks.

### CLASS / PATH / DESTINY FEATURES

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

**Wand of Accuracy** - Encounter, free; with wand, add Dex mod to one attack roll.

**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.

### ACTION POINTS

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

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

### CHARACTER BACKGROUND

### PERSONALITY TRAITS

### MANNERISMS AND APPEARANCE

### LANGUAGES KNOWN

Common, Elven

### FEATS

**Ritual Caster** - Master and perform rituals

**Lost in the Crowd** - +2 to AC when adjacent to at least two larger enemies

### OTHER EQUIPMENT

Spellbook

Adventurer's Kit

Cloth Armor (Basic Clothing) (E)

Wand Implement (E)

### COINS AND OTHER WEALTH

Money on hand: 100 gp

Stored money: 0 gp

Encumbrance: 43 / 120

CHARACTER NAME  
**Elysian**

PLAYER NAME

RACE Halfling CLASS Wizard LEVEL 1

SCORE	ABILITY	MOD
<b>HP</b> 23	<b>STR</b> +1	<b>AC</b> 13
<b>Spd</b> 6	<b>CON</b> +1	<b>Fort</b> 11
<b>Init</b> +3	<b>DEX</b> +3	<b>Ref</b> 13
	<b>INT</b> +3	<b>Will</b> 13
	<b>WIS</b> +0	
	<b>CHA</b> +1	

**10** Passive Insight **10** Passive Perception



Second Wind

KEYWORDS

Standard    Personal

**ACTION**    **RANGE**

**AT-WILL**  **ENCOUNTER**  **DAILY**

Effect: You spend a healing surge and regain 5 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK PH

**PLAY DATA** **DUNGEONS & DRAGONS**

**ENCOUNTER SPECIAL** **DUNGEONS & DRAGONS**

**UTILITY POWER** **DUNGEONS & DRAGONS**

**Ghost Sound**

KEYWORDS Arcane, Illusion USED

Standard    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

**Light**

KEYWORDS Arcane USED

Minor    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

**Mage Hand**

KEYWORDS Arcane, Conjunction USED

Minor    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** **DUNGEONS & DRAGONS**

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**Prestidigitation**

KEYWORDS Arcane USED

Standard    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

**Magic Missile**

KEYWORDS Arcane, Force, Implement USED

Standard    Ranged 20

**ACTION**    **RANGE**

3 vs Reflex One creature

**ATTACK** **DEFENSE** **TARGET**

**Attack:** Intelligence vs. Reflex  
**Hit:** 2d4 + Intelligence modifier (+3) force damage.  
Increase damage to 4d4 + Intelligence modifier (+3) 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.

Wand Implement: +3 attack, 2d4+3 damage

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK PH

**Scorching Burst**

KEYWORDS Arcane, Fire, Implement USED

Standard    Area burst 1 within 10 squares

**ACTION**    **RANGE**

3 vs Reflex Each creature in burst

**ATTACK** **DEFENSE** **TARGET**

**Attack:** Intelligence vs. Reflex  
**Hit:** 1d6 + Intelligence modifier (+3) fire damage.  
Increase damage to 2d6 + Intelligence modifier (+3) at 21st level.

Wand Implement: +3 attack, 1d6+3 damage

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK PH

**AT-WILL POWER** **DUNGEONS & DRAGONS**

**AT-WILL POWER** **DUNGEONS & DRAGONS**

**AT-WILL POWER** **DUNGEONS & DRAGONS**

### Second Chance

KEYWORDS		USED	
Imm Interr	↓ ↻	Personal	
<b>ACTION</b>	↶ ↷	<b>RANGE</b>	
vs			
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	
<p><b>Effect:</b> When an attack hits you, force an enemy to roll the attack again. The enemy uses the second roll, even if it's lower.</p>			
ADDITIONAL EFFECTS			
CLASS	Racial Power	LEVEL *	BOOK <i>PH</i>

**ENCOUNTER POWER** DUNGEONS & DRAGONS®

### Wand of Accuracy

KEYWORDS		USED	
Free	↓ ↻		
<b>ACTION</b>	↶ ↷	<b>RANGE</b>	
vs			
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	
<p><b>Effect:</b> you gain a bonus to a single attack roll equal to your Dexterity modifier (+3).  <b>Requirement:</b> You must wield your wand.</p>			
ADDITIONAL EFFECTS			
CLASS		LEVEL *	BOOK <i>PH</i>

**ENCOUNTER POWER** DUNGEONS & DRAGONS®

### Burning Hands

KEYWORDS		USED	
Standard	↓ ↻	Close blast 5	
<b>ACTION</b>	5 ↶ ↷	<b>RANGE</b>	
3	vs	Reflex	Each creature in blast
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	
<p><b>Attack:</b> Intelligence vs. Reflex  <b>Hit:</b> 2d6 + Intelligence modifier (+3) fire damage.</p> <p>Wand Implement: +3 attack, 2d6+3 damage</p>			
ADDITIONAL EFFECTS			
CLASS	Wizard	LEVEL 1	BOOK <i>PH</i>

**ENCOUNTER POWER** DUNGEONS & DRAGONS®

### Flaming Sphere

KEYWORDS		USED	
Arcane, Conjunction, Fire, Implement			
Standard	↓ 10 ↻	Ranged 10	
<b>ACTION</b>	↶ ↷	<b>RANGE</b>	
3	vs	Reflex	See below
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	
<p><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 (+3) 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 (+3) 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.</p> <p>Wand Implement: +3 attack, 2d6+3 damage</p>			
ADDITIONAL EFFECTS			
CLASS	Wizard	LEVEL 1	BOOK <i>PH</i>

**DAILY POWER** DUNGEONS & DRAGONS®

### Sleep

KEYWORDS		USED	
Arcane, Implement, Sleep			
Standard	↓ 20 ↻	Area burst 2 within 20 squares	
<b>ACTION</b>	↶ ↷ 2	<b>RANGE</b>	
3	vs	Will	Each creature in burst
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	
<p><b>Attack:</b> Intelligence vs. Will  <b>Hit:</b> The target is slowed (save ends). If the target fails its first saving throw against this power, the target becomes unconscious (save ends).  <b>Miss:</b> The target is slowed (save ends).</p> <p>Wand Implement: +3 attack</p>			
ADDITIONAL EFFECTS			
CLASS	Wizard	LEVEL 1	BOOK <i>PH</i>

**DAILY POWER** DUNGEONS & DRAGONS®

### Spellbook

AC BONUS		CHECK		SPEED		QUANTITY	
						1	
PROPERTIES							
Wizards keep the daily spells, the utility spells, and the rituals they've learned in a spellbook.							
NOTES							
ITEM SLOT	WEIGHT 3	PRICE 50	BOOK <i>PH</i>				

**ITEM** DUNGEONS & DRAGONS®

### Adventurer's Kit

AC BONUS		CHECK		SPEED		QUANTITY	
						1	
PROPERTIES							
This kit includes: a backpack, a bedroll, flint and steel, a belt pouch, two sunrods, ten days' worth of trail rations, 50 feet of hempen rope, and a waterskin.							
NOTES							
ITEM SLOT	WEIGHT 33	PRICE 15	BOOK <i>PH</i>				

**ITEM** DUNGEONS & DRAGONS®

### Cloth Armor (Basic Clothing)

AC BONUS		CHECK		SPEED		QUANTITY	
						1	
PROPERTIES							
NOTES							
ITEM SLOT	Body	WEIGHT 4	PRICE 1	BOOK <i>PH</i>			

**ITEM** DUNGEONS & DRAGONS®

### Wand Implement

AC BONUS		CHECK		SPEED		QUANTITY	
						1	
PROPERTIES							
Using an ordinary implement confers no benefit, but you can purchase an enchanted implement to gain an enhancement bonus to attack rolls and damage rolls with your arcane powers.							
NOTES							
ITEM SLOT	Off-hand	WEIGHT 1	PRICE 7	BOOK <i>PH</i>			

**ITEM** DUNGEONS & DRAGONS®