

Player Name _____

Character Name **1 Wizard** Level **1** Class **Wizard** Paragon Path _____ Epic Destiny _____ Total XP **0**

Race **Human** Size **Medium** Age _____ Gender _____ Height _____ Weight _____ Alignment _____ Deity _____

Adventuring Company _____ RPGA Number _____

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
8	STR Strength	-1	-1
14	CON Constitution	2	2
10	DEX Dexterity	0	0
20	INT Intelligence	5	5
11	WIS Wisdom	0	0
10	CHA Charisma	0	0

FORT

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

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
10	Passive Insight	10	+ 0
10	Passive Perception	10	+ 0

SPECIAL SENSES

REF

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

CONDITIONAL BONUSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

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

ABILITY: Ranged Basic Attack - Unarmed

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

WILL

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

CONDITIONAL BONUSES

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES	
1/2 HP	1/4 HP	SURGE VALUE	SURGES/DAY
24	12	6	8

CURRENT HIT POINTS _____ CURRENT SURGE USES _____

SECOND WIND 1/ENCOUNTER _____ USED _____

TEMPORARY HIT POINTS _____

DEATH SAVING THROW FAILURES _____

SAVING THROW MODS +1 to all saving throws, +1 bonus to end effects that daze, stun, immobilize, or restrain you

RESISTANCES _____

CURRENT CONDITIONS AND EFFECTS _____

ACTION POINTS

ACTION POINTS	MILESTONES
1	0
2	1
3	2

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4-1	-1				

ABILITY: Ranged Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4	0				

RACE FEATURES

Bonus Feat - Choose an extra feat at 1st level.

Bonus Skill - Trained in one additional class skill.

Bonus At-Will Power - Know one extra 1st-level attack power from your class.

Human Defense Bonuses - +1 to Fortitude, Reflex, and Will.

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
-1	AC	Unarmed (Melee)	1d4-1
0	AC	Unarmed (Range)	1d4

SKILLS

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

CLASS / PATH / DESTINY FEATURES

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

Tome of Binding - Encounter, free; with tome, creatures summoned gain a bonus to damage rolls.

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.

FEATS

Human Perseverance - +1 to saving throws

Ritual Caster - Master and perform rituals

Reaper's Touch - You gain a benefit with some attack powers.

LANGUAGES KNOWN

Common, Draconic

CHARACTER NAME

PLAYER NAME

RACE Human CLASS Wizard LEVEL 1

HP	8 STR	AC
24	14 CON	15
Spd	10 DEX	Fort
6	20 INT	13
Init	11 WIS	Ref
+0	10 CHA	16
		Will
		13

10 Passive Insight 10 Passive Perception

PLAY DATA

DUNGEONS & DRAGONS

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Second Wind

KEYWORDS USED

Standard	1	Personal
ACTION		RANGE
	vs	Self
ATTACK	DEFENSE	TARGET

Effect: You spend a healing surge and regain 6 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK PH

ENCOUNTER ACTION DUNGEONS & DRAGONS

Magic Missile

KEYWORDS Arcane, Force, Implement USED

Standard	20	Ranged 20
ACTION		RANGE
5	vs Reflex	One creature
ATTACK	DEFENSE	TARGET

Attack: Intelligence vs. Reflex
Hit: 2d4 + Intelligence modifier (+5) force damage.
 Increase damage to 4d4 + Intelligence modifier (+5) 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.

Implement, Tome: +5 attack, 2d4+5 damage

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK PH

AT-WILL POWER

DUNGEONS & DRAGONS

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

DUNGEONS & DRAGONS

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

DUNGEONS & DRAGONS

Mage Hand

KEYWORDS Arcane, Conjuration 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

DUNGEONS & DRAGONS

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

DUNGEONS & DRAGONS

Illusory Ambush

KEYWORDS Arcane, Illusion, Implement, Psychic USED

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

Attack: Intelligence vs. Will
Hit: 1d6 + Intelligence modifier (+5) psychic damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.
 Increase damage to 2d6 + Intelligence modifier (+5) at 21st level.

Implement, Tome: +5 attack, 1d6+5 damage

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK AP

AT-WILL POWER

DUNGEONS & DRAGONS

Storm Pillar

KEYWORDS		Arcane, Conjuraton, Implement, Lightning		USED
Standard	10	Ranged 10		
ACTION		RANGE		
vs				
ATTACK	DEFENSE	TARGET		
<p>Effect: You conjure a pillar of crackling energy in an unoccupied square within range. The pillar occupies 1 square and lasts until the end of your next turn. Each enemy that moves into a square adjacent to the pillar takes 1d6 + your Intelligence modifier (+5) lightning damage. Level 21: 2d6 + Intelligence modifier (+5) lightning damage.</p> <p>Implement, Tome: +0 attack, 1d6+5 damage</p>				
ADDITIONAL EFFECTS				
CLASS	Wizard	LEVEL	1	BOOK <i>AP</i>

AT-WILL POWER DUNGEONS & DRAGONS®

Force Orb

KEYWORDS		Arcane, Force, Implement		USED
Standard	20	Ranged 20		
ACTION		RANGE		
5	vs	Reflex	One creature or object	
ATTACK	DEFENSE	TARGET		
<p>Attack: Intelligence vs. Reflex Hit: 2d8 + Intelligence modifier (+5) force damage. Make a secondary attack. Secondary Target: Each enemy adjacent to the primary target Secondary Attack: Intelligence vs. Reflex Hit: 1d10 + Intelligence modifier (+5) force damage.</p> <p>Implement, Tome: +5 attack, 2d8+5 damage</p>				
ADDITIONAL EFFECTS				
CLASS	Wizard	LEVEL	1	BOOK <i>PH</i>

ENCOUNTER POWER DUNGEONS & DRAGONS®

Summon Fire Warrior

KEYWORDS		Arcane, Fire, Implement, Summoning		USED
Minor	10	Ranged 10		
ACTION		RANGE		
vs				
ATTACK	DEFENSE	TARGET		
<p>Effect: You summon a Medium fire warrior in an unoccupied square within range. The fire warrior has a speed of fly 6 (hover). It has a +2 bonus to AC and a +2 bonus to Fortitude. You can give the fire warrior the following special commands. Standard Action: Melee 1; targets one creature; Intelligence vs. Reflex; 1d8 + Intelligence modifier (+5) fire damage. Opportunity Attack: Melee 1; targets one creature; Intelligence vs. Reflex; 1d8 + Intelligence modifier (+5) fire damage.</p>				
ADDITIONAL EFFECTS				
CLASS	Wizard	LEVEL	1	BOOK <i>AP</i>

DAILY POWER DUNGEONS & DRAGONS®

Wizard's Fury

SPELLBOOK

KEYWORDS		Arcane, Force, Implement		USED
Minor				
ACTION		RANGE		
vs				
ATTACK	DEFENSE	TARGET		
<p>Prerequisite: You must know the magic missile at-will wizard power. Effect: Until the end of the encounter, as a minor action once per turn, you can cast magic missile.</p>				
ADDITIONAL EFFECTS				
CLASS	Wizard	LEVEL	1	BOOK <i>Dragon 374</i>

DAILY POWER DUNGEONS & DRAGONS®