

Player Name ???

Heir to the Dalcher Throne

1 Wizard

Character Name

Level Class

Paragon Path

Epic Destiny

Total XP 0

Human

Medium

0

???

1.22"

0.14 oz

Unaligned

House of Dalcher

Race

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company

RPGA Number

## INITIATIVE

SCORE	DEX	1/2 LVL	MISC
-4	Initiative	-4	

CONDITIONAL MODIFIERS

## DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
7	AC	10	-3					

CONDITIONAL BONUSES

## MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

## ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
2	STR Strength	-4	-4
2	CON Constitution	-4	-4
3	DEX Dexterity	-4	-4
4	INT Intelligence	-3	-3
2	WIS Wisdom	-4	-4
20	CHA Charisma	5	5

## SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
11	Passive Insight	10	+

6	Passive Perception	10	+
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SPECIAL SENSES

## ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC	MISC
+ -4	0	-4						

ABILITY: Ranged Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC	MISC
+ -4	0	-4						

## HIT POINTS

MAX HP	BLOODIED	HEALING SURGES	SURGE VALUE	SURGES/DAY
12	6	3	3	2

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.**Bonus At-Will Power** - Know one extra 1st-level attack power from your class.**Human Defense Bonuses** - +1 to Fortitude, Reflex, and Will.

## DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4-4	-4				

ABILITY: Ranged Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4-4	-4				

## BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
		Magic Missile (Orb Implemen	
-4	vs AC	Unarmed (Melee)	1d4-4
-4	vs AC	Unarmed (Range)	1d4-4
	vs		

## SKILLS

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

## 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.

## FEATS

**Low Crawl** - You can shift while prone**Ritual Caster** - Master and perform rituals**Radiant Soul** - +2 Diplomacy; augment at-will powers

## LANGUAGES KNOWN

Common, Elven

**POWER INDEX**

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

**AT-WILL POWERS**

Magic Missile	
Ghost Sound	
Light	
Mage Hand	
Prestidigitation	
Nightmare Eruption	
Illusory Ambush	
Grease Attack	

**ENCOUNTER POWERS**

Second Wind	<input type="checkbox"/>
Ray of Enfeeblement	<input type="checkbox"/>
Charm of Misplaced Wrath	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

**DAILY POWERS**

Sleep	<input type="checkbox"/>
Grease	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

**UTILITY POWERS**

	<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"/>

**OTHER EQUIPMENT**

Spellbook
Orb Implement (E)

**COINS AND OTHER WEALTH**

Money on hand: 35 gp
Stored money: 0 gp
Encumbrance: 9 / 20

**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	
WEAPON	
WEAPON	
WEAPON	
WEAPON	
ARMOR	Scintillating Cloth Armor (Basic Clothing) +2 <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"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
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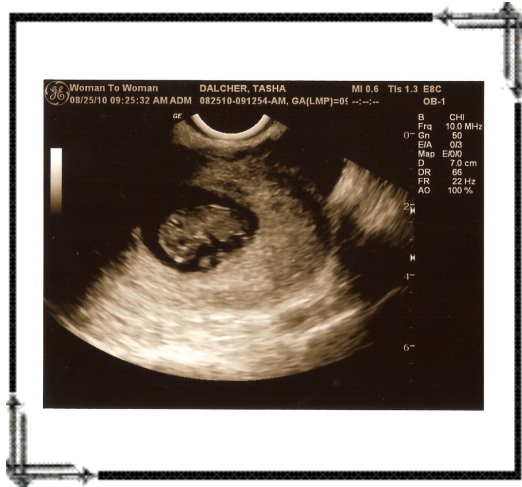
*Daily Item Powers Per Day*

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

**RITUALS / ALCHEMY**

Create Holy Water
Lullaby
Starshine
Chamber of Vulnerability

**CHARACTER PORTRAIT**



**PERSONALITY TRAITS**


**MANNERISMS AND APPEARANCE**


**CHARACTER BACKGROUND**


**COMPANIONS AND ALLIES**


**SESSION AND CAMPAIGN NOTES**


CHARACTER NAME  
**Heir to the Dalcher Throne**

PLAYER NAME  
???

RACE Human CLASS Wizard LEVEL 1

SCORE	ABILITY	MOD
HP	2 STR	-4
12	2 CON	-4
Spd	3 DEX	-4
6	4 INT	-3
Init	2 WIS	-4
-4	20 CHA	+5

AC 7 Fort 7 Ref 8 Will 18

11 Passive Insight 6 Passive Perception


Skills

-4	Acrobatics	DEX
2	Arcana	INT (Trained)
-4	Athletics	STR
5	Bluff	CHA
12	Diplomacy	CHA (Trained)
1	Dungeoneering	WIS (Trained)
-4	Endurance	CON
-4	Heal	WIS
-3	History	INT
1	Insight	WIS (Trained)
5	Intimidate	CHA
-4	Nature	WIS
-4	Perception	WIS
2	Religion	INT (Trained)
-4	Stealth	DEX
5	Streetwise	CHA
-4	Thievery	DEX

ADDITIONAL EFFECTS

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.

PLAY DATA DUNGEONS & DRAGONS

PLAY DATA DUNGEONS & DRAGONS

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Second Wind

KEYWORDS Standard Personal ACTION RANGE

Standard: 10 squares, Personal: 1 square

AT-WILL  ENCOUNTER  DAILY

**Effect:** You spend a healing surge and regain 3 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

Magic Missile

KEYWORDS Arcane, Force, Implement

Standard: 20 squares, Ranged 20

vs One creature

ATTACK DEFENSE TARGET

**Effect:** 2 + Intelligence modifier (-3) force damage.  
Level 11: 3 + Intelligence modifier (-3) force damage.  
Level 21: 5 + Intelligence modifier (-3) 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

Ghost Sound

KEYWORDS Arcane, Illusion

Standard: 10 squares, Ranged 10

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

UTILITY POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

Light

KEYWORDS Arcane

Minor: 5 squares, Ranged 5

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, Conjuration

Minor: 5 squares, Ranged 5

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

Prestidigitation

KEYWORDS Arcane

Standard: 2 squares, Ranged 2

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 prestidigitations active at one time.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

### Nightmare Eruption

KEYWORDS Arcane, Illusion, Implement, Psychic USED

Standard	10	Ranged 10
<b>ACTION</b>	<b>RANGE</b>	
-3 vs Will		One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Attack:** Intelligence vs. Will  
**Hit:** 1d8 + Intelligence modifier (-3) psychic damage, and any enemy adjacent to the target takes psychic damage equal to your Intelligence modifier (-3).  
 Level 21: 2d8 + Intelligence modifier (-3) damage.

Orb Implement: -3 attack, 1d8-3 damage

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK *Dragon 380*

### Illusory Ambush

KEYWORDS Arcane, Illusion, Implement, Psychic USED

Standard	10	Ranged 10
<b>ACTION</b>	<b>RANGE</b>	
-3 vs Will		One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Attack:** Intelligence vs. Will  
**Hit:** 1d6 + Intelligence modifier (-3) 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 (-3) at 21st level.

Orb Implement: -3 attack, 1d6-3 damage

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK *AP*

### Grease Attack

KEYWORDS Arcane, Implement, Zone USED

Free	1	Close burst 1
<b>ACTION</b>	<b>RANGE</b>	
-3 vs Reflex		The triggering creature in burst
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Requirement:** The Grease power must be active to use this power.  
**Trigger:** A creature enters the zone  
**Attack:** Intelligence vs. Reflex  
**Hit:** You knock the target prone.  
**Miss:** You slide the target 2 squares. This movement does not trigger this power's attack.

Orb Implement: -3 attack

ADDITIONAL EFFECTS

CLASS Wizard LEVEL BOOK *AP*

AT-WILL POWER **DUNGEONS & DRAGONS**

AT-WILL POWER **DUNGEONS & DRAGONS**

AT-WILL POWER **DUNGEONS & DRAGONS**

### Ray of Enfeeblement

KEYWORDS Arcane, Implement, Necrotic USED

Standard	10	Ranged 10
<b>ACTION</b>	<b>RANGE</b>	
-3 vs Fort		One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Attack:** Intelligence vs. Fortitude  
**Hit:** 1d10 + Intelligence modifier (-3) necrotic damage, and the target is weakened until the end of your next turn.

Orb Implement: -3 attack, 1d10-3 damage

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK *PH*

### Charm of Misplaced Wrath

KEYWORDS Arcane, Charm, Implement USED

Standard	10	Ranged 10
<b>ACTION</b>	<b>RANGE</b>	
-3 vs Will		One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Attack:** Intelligence vs. Will  
**Hit:** The target is dazed until the end of your next turn. You slide the target 3 squares. The target then attacks a creature of your choice with a basic attack. It gains a bonus to its attack roll and damage roll equal to your implement's enhancement bonus.

Orb Implement: -3 attack

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK *Dragon 381*

### Sleep

KEYWORDS Arcane, Implement, Sleep USED

Standard	20	Area burst 2 within 20 squares
<b>ACTION</b>	<b>RANGE</b>	
-3 vs Will		Each creature in burst
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**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).

Orb Implement: -3 attack

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK *PH*

ENCOUNTER POWER **DUNGEONS & DRAGONS**

ENCOUNTER POWER **DUNGEONS & DRAGONS**

DAILY POWER **DUNGEONS & DRAGONS**

### Grease

SPELLBOOK

KEYWORDS Arcane, Implement, Zone USED

Standard	2	Area burst 2 within 10
<b>ACTION</b>	<b>RANGE</b>	
vs		
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Effect:** The burst creates a zone of slick grease that covers all horizontal surfaces until the end of the encounter. The zone is difficult terrain. You can use the Grease Attack power, using a square within the zone as the origin square.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK *AP*

### Scintillating Cloth Armor (Basic Clothing)

AC BONUS	CHECK	SPEED	QUANTITY
+2 AC		8	Armor
ENHANCEMENT	LEVEL		TYPE

PROPERTIES

AT-WILL  ENCOUNTER  DAILY

POWER

**Power (Daily):** Immediate Interrupt. Use this power when you take force, lightning, psychic, or radiant damage. You gain resist 5 against that damage type until the end of the encounter.

ITEM SLOT Body WEIGHT 4 PRICE 3400 BOOK *PH*

DAILY POWER **DUNGEONS & DRAGONS**

MAGIC ITEM **DUNGEONS & DRAGONS**