

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA

3

Level

### Eboncross

Unaligned female Shade Wizard (Mage)

Age 5'6" Height 100 lbs. Weight Medium Size Deity

0

Total XP 3750

### Defenses

17	12	17	17
AC	FORT	REF	WILL

Conditional Bonuses

### Hit Points

Max HP  
(Bloodied 14 ) 29

Temp HP

Current Hit Points

### Healing Surges

Surge Value

Surges/Day

7

5

Current Conditions:

### Action Points

Action Points	Milestones	Action Points
<input type="text"/>	0	1
	1	2
	2	3

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.

### Second Wind (one per encounter)

☐ Used

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

### Death Saving Throw Failures

☐ ☐ ☐

### Saving Throw Mods

0

### Resistances/Vulnerabilities

### Current Conditions and Effects

### Basic Attacks

#### Melee

Unarmed

0

Strength vs. AC

1d4-1

Damage

#### Ranged

Unarmed

1

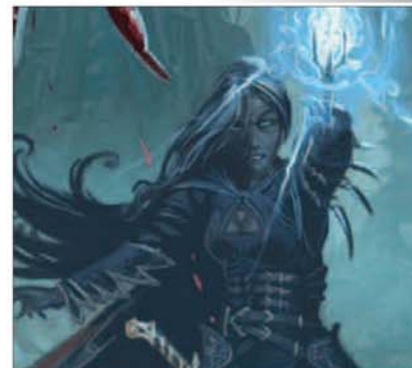
Dexterity vs. AC

1d4

Damage

### Languages

Common, Netherese



### Abilities

		Check
STR	Strength	8 0
CON	Constitution	11 1
DEX	Dexterity	10 1
INT	Intelligence	20 6
WIS	Wisdom	10 1
CHA	Charisma	16 4

### Skills

Acrobatics	Dexterity	1
Arcana	Intelligence	✓ 15
Athletics	Strength	0
Bluff	Charisma	4
Diplomacy	Charisma	✓ 9
Dungeoneering	Wisdom	1
Endurance	Constitution	1
Heal	Wisdom	1
History	Intelligence	✓ 11
Insight	Wisdom	1
Intimidate	Charisma	4
Nature	Wisdom	1
Perception	Wisdom	1
Religion	Intelligence	✓ 11
Stealth	Dexterity	✓ 8
Streetwise	Charisma	4
Thievery	Dexterity	1

### Combat Statistics and Senses

Initiative

1

Conditional Modifiers:

Speed

6

Passive Insight

11

Passive Perception

11

Special Senses: Darkvision



Eboncross

Player Name

Character Name

Character Details

Background

Scion of Shadow

Theme

Scion of Shadow

Mannerisms and Appearance

Personality Traits

Adventuring Company

Companions and Allies

Session and Campaign Notes

From your days in Netheril, you know what the affereffects of torture look like. The kidnapping victims show signs of a true master's interrogation techniques.

Other Notes

Equipment

Head

Reading Spectacles

Neck

Amulet of Protection +1

Arms

Hands

Rings

Rings

Off Hand

Main Hand

Wand of Inevitability +1

Waist

Armor

Shimmering Cloth Armor...

Tattoo

Ki Focus

Feet

Other Equipment

Adventurer's Kit  
Ritual Book  
Spellbook  
Riding Horse  
Vial of Darkness  
Potion of Clarity (level 5)

Total Weight (lbs.)

43

Carrying Capacity (lbs.)

Treasure

30 gp  
0 gp banked

Normal

80

Heavy

160

Max

400

# Eboncross

Player Name

Character Name



## Racial Features

### Fragile Mortality

You have one fewer healing surge than normal.

### Master of Shadows

When your class grants you a utility power after 1st level, you can instead take a shade utility power of the same level or lower

### One with Shadow

Gain the One With Shadow utility power

### Practiced Sneak

You have training in Stealth.

### Shadow Origin

Your origin is shadow creature.

## Class/Other Features

### Illusion Apprentice

Target hit w/ arcane illusion power takes a -2 penalty to next attack roll it makes vs. you before your next turn's end

### Mage's Spellbook

Gain mage's spellbook

### Scion of Shadow Starting Feature

Gain the eyes of night power

## Feats

### Wand Expertise

When using a wand implement: +1/2/3 (by tier) to attacks, ignore partial cover and superior cover

### Ritual Caster

Master and perform rituals



## Eboncross

Level 3 Shade Wizard (Mage)

	SCORE	ABILITY	MOD	
<b>HP</b>	<b>8</b>	<b>STR</b>	<b>-1</b>	<b>AC</b>
<b>29</b>				<b>17</b>
	<b>11</b>	<b>CON</b>	<b>0</b>	<b>Fort</b>
<b>Spd</b>	<b>10</b>	<b>DEX</b>	<b>0</b>	<b>12</b>
<b>6</b>				<b>Ref</b>
	<b>20</b>	<b>INT</b>	<b>5</b>	<b>17</b>
<b>Init</b>	<b>10</b>	<b>WIS</b>	<b>0</b>	<b>Will</b>
<b>+1</b>	<b>16</b>	<b>CHA</b>	<b>3</b>	<b>17</b>

**11** Passive Insight

**11** Passive Perception

## Skills

Acrobatics	Dexterity	1
Arcana	Intelligence	• 15
Athletics	Strength	0
Bluff	Charisma	4
Diplomacy	Charisma	• 9
Dungeoneering	Wisdom	1
Endurance	Constitution	1
Heal	Wisdom	1
History	Intelligence	• 11
Insight	Wisdom	1
Intimidate	Charisma	4
Nature	Wisdom	1
Perception	Wisdom	1
Religion	Intelligence	• 11
Stealth	Dexterity	• 8
Streetwise	Charisma	4
Thievery	Dexterity	1

• indicates a trained skill.

## Action Point

Base action points: 1



**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.

Encounter Special

## Melee Basic Attack

At-Will ♦ Standard Action

**Unarmed:** +0 vs. AC, 1d4-1 damage

**Melee weapon**      **Target:** One creature

*You resort to the simple attack you learned when you first picked up a melee weapon.*

**Keyword:** Weapon

**Attack:** Strength vs. AC

**Hit:** 1[W] + Str modifier (-1) damage.

**Level 21:** 2[W] + Str modifier (-1) damage.

Additional Effects

Basic Attack

## Ranged Basic Attack

At-Will ♦ Standard Action

**Unarmed:** +1 vs. AC, 1d4 damage

**Ranged weapon**      **Target:** One creature

*You resort to the simple attack you learned when you first picked up a ranged weapon.*

**Keyword:** Weapon

**Attack:** Dexterity vs. AC

**Hit:** 1[W] + Dex modifier (+0) damage.

**Level 21:** 2[W] + Dex modifier (+0) damage.

Additional Effects

Basic Attack

## Magic Missile

At-Will ♦ Standard Action

**Wand of Inevitability +1:** 8 damage

**Ranged 20**      **Target:** One creature

*A glowing blue bolt of magical energy hurtles from your finger and unerringly strikes your target.*

**Keywords:** Arcane, Evocation, Force, Implement

**Effect:** 2 + Int modifier (+5) 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

Wizard Attack 1

## Phantasmal Assault

At-Will ♦ Standard Action

**Wand of Inevitability +1:** +8 vs. Will, 1d8+6 damage

**Ranged 10**      **Target:** One creature

*A fearsome ogre appears, threatening your foe with a massive club. Or perhaps a snarling drake, or maybe a troll.*

**Keywords:** Arcane, Illusion, Implement, Psychic

**Attack:** Intelligence vs. Will

**Hit:** 1d8 + Int modifier (+5) psychic damage, and the target grants combat advantage and can't make opportunity attacks until the end of your next turn.

Additional Effects

Wizard Attack 1

## Stone Blood

At-Will ♦ Standard Action

**Wand of Inevitability +1:** +8 vs. Fortitude, 1d6+6 damage

**Area** burst 1 within 10 squares      **Target:** Each creature in the burst

*Your enemy's blood hardens, slowing its movement and causing excruciating pain.*

**Keywords:** Arcane, Implement, Transmutation

**Attack:** Intelligence vs. Fortitude

**Hit:** 1d6 + Int modifier (+5) damage, and the target is slowed until the end of your next turn.

Additional Effects

Wizard Attack 1

## Charm of Misplaced Wrath

Encounter ♦ Standard Action

**Wand of Inevitability +1:** +8 vs. Will

**Ranged 10**      **Target:** One enemy

*You bend your foe's mind, filling it with wrath even as you twist its senses.*

**Keywords:** Arcane, Charm, Enchantment, Implement

**Attack:** Intelligence vs. Will

**Hit:** You slide the target up to 3 squares. The target is then dazed until the end of your next turn.

**Effect:** The target makes a basic attack against a creature of your choice as a free action. The basic attack gains a +2 power bonus to the damage roll.

Additional Effects

Wizard Attack 1

Used ☐

## Illusory Obstacles

Encounter ♦ Standard Action

**Wand of Inevitability +1:** +8 vs. Will

**Area** burst 1 within 10 squares **Target:** Each enemy in the burst

*The image of treacherous terrain appears in the minds of your enemies, which become disoriented.*

**Keywords:** Arcane, Illusion, Implement

**Attack:** Intelligence vs. Will

**Hit:** The target is dazed and unable to charge until the end of your next turn.

**Miss:** The target is unable to charge until the end of your next turn.

Additional Effects

Wizard Attack 1

Used ☐

## Grim Shadow

Encounter ♦ Standard Action

**Wand of Inevitability +1:** +8 vs. Will, 2d8+6 damage

**Close** blast 3 **Target:** Each creature in the blast

*Reaching into the Shadowfell, you cast a tangible, looming shadow that strikes fear into the living.*

**Keywords:** Arcane, Fear, Implement, Necrotic, Nethermancy

**Attack:** Intelligence vs. Will

**Hit:** 2d8 + Int modifier (+5) necrotic damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

**Effect:** Each target takes a -2 penalty to Will until the end of your next turn.

Additional Effects

Wizard Attack 3

Used ☐

## Maze of Mirrors

Encounter ♦ Standard Action

**Wand of Inevitability +1:** +8 vs. Will

**Area** burst 1 within 10 squares **Target:** Each creature in the burst

*You envelop your enemies in an illusory labyrinth of mirrors, which conceals the world around them.*

**Keywords:** Arcane, Illusion, Implement

**Attack:** Intelligence vs. Will

**Hit:** The target is immobilized and takes a -4 penalty to attack rolls until the end of your next turn.

**Miss:** The target is slowed until the end of your next turn.

Additional Effects

Wizard Attack 3

Used ☐

## Phantom Chasm

Daily ♦ Standard Action

**Wand of Inevitability +1:** +8 vs. Will, 2d6+6 damage

**Area** burst 1 within 10 squares **Target:** Each enemy in the burst

*Your enemies shriek in terror as, at least in their mind's eye, a bottomless pit opens beneath their feet.*

**Keywords:** Arcane, Illusion, Implement, Psychic, Zone

**Attack:** Intelligence vs. Will

**Hit:** 2d6 + Int modifier (+5) psychic damage, and the target falls prone. The target is immobilized until the end of its next turn.

**Miss:** Half damage, and the target falls prone.

**Effect:** The burst creates a zone that lasts until the end of the encounter. Any enemy that enters the zone falls prone.

Additional Effects

Wizard Attack 1

Used ☐

## Sleep

Daily ♦ Standard Action

**Wand of Inevitability +1:** +8 vs. Will

**Area** burst 2 within 20 squares **Target:** Each creature in the burst

*You exert your will against your foes, seeking to overwhelm them with a tide of magical weariness.*

**Keywords:** Arcane, Charm, Enchantment, Implement

**Attack:** Intelligence vs. Will

**Hit:** The target is slowed (save ends).

**First Failed Saving Throw:** The target is unconscious instead of slowed (save ends).

**Miss:** The target is slowed (save ends).

Additional Effects

Wizard Attack 1

Used ☐

## One with Shadow

At-Will ♦ Standard Action

### Personal

*You fade into the darkness, becoming a part of the shadow that swirls around you.*

**Keyword:** Shadow

**Effect:** Until the end of your next turn, you can make Stealth checks to become hidden when you have any cover or concealment. In addition, you can use cover from your allies to become hidden or to remain hidden.

Additional Effects

Shade Utility

## Spook

Encounter ♦ Free Action

### Personal

*You gather the shadows to yourself, so that when you speak, your words drip with menace.*

**Keywords:** Arcane, Nethermancy, Shadow

**Trigger:** You would make an Intimidate check.

**Effect:** You instead make an Arcana check and use that result to determine the outcome of the Intimidate check.

Additional Effects

Wizard Utility

Used ☐

## Water Stride

Encounter ♦ Minor Action

### Personal

*You speed across a liquid surface as if it were solid ground.*

**Keyword:** Arcane

**Effect:** Until the end of your next turn, you can treat liquid surfaces as if they were solid ground but difficult terrain.

Additional Effects

Wizard Utility

Used ☐

## Whispering Wind

Encounter ♦ Standard Action

### Personal

*You speak a message to the wind and let it carry your words to an audience you choose.*

**Keyword:** Arcane

**Effect:** You cause a breeze to carry a message of up to 25 words or a sound up to 6 seconds long to a place you choose. The destination must be within a number of miles equal to your Int modifier (+5) and must be familiar to you, and it must be a location that the wind can reach. Once you complete the message or the sound, the wind travels at speed 5 (or 1 mile per hour) until it reaches the destination, where it conveys the message or the sound regardless of whether anyone hears it.

**Special:** You can have one whispering wind active at a time.

Additional Effects

Wizard Utility

Used ☐



### Fleeting Shade

Encounter ♦ Minor Action

#### Personal

*You cloak yourself with strands of shadow that allow you to fight unseen.*

**Keyword:** Shadow

**Effect:** You become invisible until the end of your turn. In addition, you gain a +5 power bonus to Stealth checks until the end of your next turn.

Additional Effects

Shade Utility 2

Used ☐

### Flitting Shadow

Encounter ♦ No Action

#### Personal

*You step back into the real world—but only partially.*

**Keyword:** Shadow

**Trigger:** You reappear after using any teleportation power.

**Effect:** Until the end of your next turn or until you attack, you become insubstantial and phasing, and you gain vulnerable 5 radiant. In addition, you can make Stealth checks to become hidden if you have any cover or concealment, and you can use cover granted by your allies both to become hidden and to remain hidden.

**Prerequisite:** Scion of Shadow

Additional Effects

Scion of Shadow Utility 2

Used ☐

### Eyes of Night

Daily ♦ Minor Action

#### Personal

*A moment's concentration lets all your senses touch the darkness.*

**Keyword:** Shadow

**Effect:** You gain blindsight 10 until the end of your next turn.

Additional Effects

Scion of Shadow Utility

Used ☐

### Vial of Darkness

Consumable ♦ Level 5

**Utility Power (Zone) ♦ Consumable**  
(Minor Action)

**Effect:** Breaking the vial creates a zone in a close burst 1. The zone is totally obscured, and it lasts until the end of your next turn.

### Shimmering Cloth Armor...

Armor ♦ Level 4

**Armor Bonus:** 0

**Enhancement:** +1 AC

#### Properties

You do not provoke opportunity attacks when you make ranged or area attacks.

### Wand of Inevitability +1

Wand ♦ Level 3

**Enhancement:** +1 attack rolls and damage rolls

**Critical:** +1d6 damage per plus

#### Properties

If you miss every target of an at-will attack power using this wand, you gain a +2 item bonus to the attack rolls of that power the next time you use it before the end of your next turn.

### Amulet of Protection +1

Neck Slot Item ♦ Level 1

**Enhancement:** +1 Fortitude, Reflex, and Will

### Reading Spectacles

Head Slot Item ♦ Level 2

#### Properties

You can read any language (the spectacles do not grant the ability to speak or write a language).

### Potion of Clarity (level 5)

Consumable ♦ Level 5

**Utility Power ♦ Consumable** (Minor Action)

**Effect:** You drink the potion. Once before the end of the encounter, when you make an attack roll for an encounter or a daily attack power and dislike the result, you can reroll the attack roll, but you must use the second result. The power's level must be equal to or lower than the potion's level.