

Character Sheet

5,500

Total XP

RPGA Number

CHARACTER NAME
Althaea

PLAYER NAME

RACE
Eladrin

CLASS
Wizard

LEVEL
5

HP
37

Spd
6

Init
+9

10 STR

11 CON

16 DEX

21 INT

12 WIS

8 CHA

AC
20

Fort
13

Ref
18

Will
17

15 Passive Insight

15 Passive Perception



Second Wind

KEYWORDS

USED

Standard

1

2

3

Personal

ACTION

4

5

6

RANGE

vs

Self

ATTACK

DEFENSE

TARGET

Effect: You spend a healing surge and regain 9 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK
PH

PLAY DATA

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

ENCOUNTER SPECIAL

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

ENCOUNTER ACTION

DUNGEONS & DRAGONS

Mage Hand

KEYWORDS
Arcane, Conjuraton

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

Scorching Burst

KEYWORDS
Arcane, Fire, Implement

USED

Standard

1

2

3

Area burst 1 within 10 squares

ACTION

4

5

6

RANGE

9

vs

Reflex

Each creature in burst

ATTACK

DEFENSE

TARGET

Attack: Intelligence vs. Reflex
Hit: 1d6 + Intelligence modifier (+5) fire damage. Increase damage to 2d6 + Intelligence modifier (+5) at 21st level.

Magic Wand +2: +9 attack, 1d6+7 damage
Implement, Wand: +7 attack, 1d6+5 damage

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

9

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.

Magic Wand +2: +9 attack, 2d4+7 damage
Implement, Wand: +7 attack, 2d4+5 damage


ADDITIONAL EFFECTS

CLASS
Wizard

LEVEL
1

BOOK
PH


Fey Step

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

ENCOUNTER POWER




Wand of Accuracy

KEYWORDS Implement		USED
Free		
ACTION	2	RANGE
9	vs	
ATTACK	DEFENSE	TARGET
Effect: you gain a bonus to a single attack roll equal to your Dexterity modifier (+3). Requirement: You must wield your wand.		
ADDITIONAL EFFECTS		
CLASS	LEVEL *	BOOK PH

ENCOUNTER POWER




Burning Hands

KEYWORDS Arcane, Fire, Implement		USED
Standard		Close blast 5
ACTION	5	RANGE
9	vs	Reflex
ATTACK	DEFENSE	TARGET
Attack: Intelligence vs. Reflex Hit: 2d6 + Intelligence modifier (+5) fire damage.		
Magic Wand +2: +9 attack, 2d6+7 damage Implement, Wand: +7 attack, 2d6+5 damage		
ADDITIONAL EFFECTS		
CLASS Wizard	LEVEL 1	BOOK PH

ENCOUNTER POWER




Color Spray

KEYWORDS Arcane, Implement, Radiant		USED
Standard		Close blast 5
ACTION	5	RANGE
9	vs	Will
ATTACK	DEFENSE	TARGET
Attack: Intelligence vs. Will Hit: 1d6 + Intelligence modifier (+5) radiant damage, and the target is dazed until the end of your next turn.		
Magic Wand +2: +9 attack, 1d6+7 damage Implement, Wand: +7 attack, 1d6+5 damage		
ADDITIONAL EFFECTS		
CLASS Wizard	LEVEL 3	BOOK PH

ENCOUNTER POWER




Freezing Cloud

KEYWORDS Arcane, Cold, Implement		USED
Standard		Area burst 2 within 10 squares
ACTION	2	RANGE
9	vs	Fort
ATTACK	DEFENSE	TARGET
Attack: Intelligence vs. Fortitude Hit: 1d8 + Intelligence modifier (+5) cold damage. Miss: Half damage. Effect: The cloud lasts until the end of your next turn. Any creature that enters the cloud or starts its turn there is subject to another attack. You can dismiss the cloud as a minor action.		
Magic Wand +2: +9 attack, 1d8+7 damage Implement, Wand: +7 attack, 1d8+5 damage		
ADDITIONAL EFFECTS		
CLASS Wizard	LEVEL 1	BOOK PH

DAILY POWER




Fireball

KEYWORDS Arcane, Fire, Implement		USED
Standard		Area burst 3 within 20 squares
ACTION	3	RANGE
9	vs	Reflex
ATTACK	DEFENSE	TARGET
Attack: Intelligence vs. Reflex Hit: 3d6 + Intelligence modifier (+5) fire damage. Miss: Half damage.		
Magic Wand +2: +9 attack, 3d6+7 damage Implement, Wand: +7 attack, 3d6+5 damage		
ADDITIONAL EFFECTS		
CLASS Wizard	LEVEL 5	BOOK PH

DAILY POWER




Acid Arrow

SPELLBOOK		
KEYWORDS Acid, Arcane, Implement		USED
Standard		Ranged 20
ACTION	20	RANGE
9	vs	Reflex
ATTACK	DEFENSE	TARGET
Attack: Intelligence vs. Reflex Hit: 2d8 + Intelligence modifier (+5) acid damage, and ongoing 5 acid damage (save ends). Make a secondary attack. Secondary Target: Each creature adjacent to the primary target Secondary Attack: Intelligence vs. Reflex Hit: 1d8 + Intelligence modifier (+5) acid damage, and ongoing 5 acid damage (save ends). Miss: Half damage, and ongoing 2 acid damage to primary target (save ends), and no secondary attack.		
Magic Wand +2: +9 attack, 2d8+7 damage Implement, Wand: +7 attack, 2d8+5 damage		
ADDITIONAL EFFECTS		
CLASS Wizard	LEVEL 1	BOOK PH

DAILY POWER




Stinking Cloud

SPELLBOOK		
KEYWORDS Arcane, Implement, Poison, Zone		USED
Standard		Area burst 2 within 20 squares
ACTION	20	RANGE
9	vs	Fort
ATTACK	DEFENSE	TARGET
Attack: Intelligence vs. Fortitude Hit: 1d10 + Intelligence modifier (+5) poison damage. Effect: The burst creates a zone of poisonous vapor that blocks line of sight until the end of your next turn. Creatures that enter the zone or start their turns there take 1d10 + Intelligence modifier (+5) poison damage. As a move action, you can move the zone up to 6 squares. Sustain Minor: The zone persists.		
Magic Wand +2: +9 attack, 1d10+7 damage Implement, Wand: +7 attack, 1d10+5 damage		
ADDITIONAL EFFECTS		
CLASS Wizard	LEVEL 5	BOOK PH

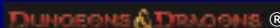
DAILY POWER



Expeditious Retreat

KEYWORDS Arcane		USED
Move		Personal
ACTION	2	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
Effect: Shift up to twice your speed.		
ADDITIONAL EFFECTS		
CLASS Wizard	LEVEL 2	BOOK PH

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 WizardLEVEL 2BOOK PH

UTILITY POWER

Magic Wand +2

			1
AC BONUS	CHECK	SPEED	QUANTITY
+2 attack rolls and damage rolls		6	Wand
ENHANCEMENT	LEVEL	TYPE	
PROPERTIES			
Magic Missile: +9 attack, 2d4+7 damage Magic Missile: +9 attack, 2d4+7 damage			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	
POWER			
Item Slot: Off-hand			
ITEM SLOT Off-hand	WEIGHT 0	PRICE 1800	BOOK

MAGIC ITEM

Bloodcut Leather Armor +1

2	-	-	1
AC BONUS	CHECK	SPEED	QUANTITY
+1 AC		4	Armor
ENHANCEMENT	LEVEL	TYPE	
PROPERTIES			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	
POWER			
Power (Healing Surge): Minor Action. While you are bloodied, use this armor to gain resist 10 to all damage until the end of your next turn.			
ITEM SLOT Body	WEIGHT 15	PRICE 840	BOOK

MAGIC ITEM

Cape of the Mountebank +1

			1
AC BONUS	CHECK	SPEED	QUANTITY
+1 Fortitude, Reflex, and Will		5	Neck Slot Item
ENHANCEMENT	LEVEL	TYPE	
PROPERTIES			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY	
POWER			
Item Slot: Neck Power (Daily • Teleportation): Immediate Reaction. Use this power when you are hit by an attack. Teleport 5 squares and gain combat advantage against the attacker until the end of your next turn.			
ITEM SLOT Neck	WEIGHT 0	PRICE 1000	BOOK

MAGIC ITEM