

Player Name **Guy Coté**

Casiss Brightwater		1	Wizard		0	
Character Name	Level	Class	Paragon Path	Epic Destiny	Total XP	
Human	Medium	19	Male	5'7"	165 lb.	Unaligned
Race	Size	Age	Gender	Height	Weight	Alignment
			Deity	Adventuring Company		RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
5	1		4

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
14	AC	10	4					

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
15	STR Strength	2	2
15	CON Constitution	2	2
13	DEX Dexterity	1	1
18	INT Intelligence	4	4
15	WIS Wisdom	2	2
10	CHA Charisma	0	0

FORTITUDE

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

CONDITIONAL BONUSES

REFLEXES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	REF	10	4				1	

CONDITIONAL BONUSES

WILLPOWER

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

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
17	Passive Insight	10	+

PASSIVE PERCEPTION

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
12	Passive Perception	10	+

SPECIAL SENSES

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES	SURGE VALUE	SURGES/DAY
25	12	6		8

1/2 HP 1/4 HP

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

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

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.

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Dagger

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 5	0	2		3			

ABILITY: Magic Missile - Implement, Orb

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

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Dagger

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+2	2				

ABILITY: Magic Missile - Implement, Orb

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
2d4+4	4				

SKILLS

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

CLASS / PATH / DESTINY FEATURES

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

Orb of Imposition - Encounter, free; with orb, penalize foe's saving throws against your spell, or extend duration of your at-will spell one round.

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.

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
5	vs AC	Dagger (Melee)	1d4+2
4	vs AC	Dagger (Range)	1d4+1
4	vs Ref	Magic Missile (Implement, Or	2d4+4
2	vs AC	Unarmed (Melee)	1d4+2

FEATS

Improved Initiative - +4 to initiative checks

Ritual Caster - Master and perform rituals

Human Perseverance - +1 to saving throws

LANGUAGES KNOWN

Common, Chondathan

CHARACTER NAME
Casiss Brightwater

PLAYER NAME
Guy Coté

RACE Human CLASS Wizard LEVEL 1

HP 25	15 STR	AC 14
Spd 6	15 CON	Fort 13
Init +5	13 DEX	Ref 15
	18 INT	Will 15
	15 WIS	
	10 CHA	

17 Passive Insight 12 Passive Perception

PLAY DATA **DUNGEONS & DRAGONS**



ENCOUNTER SPECIAL **DUNGEONS & DRAGONS**

Second Wind

KEYWORDS USED

Standard	↓	↗	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
4	vs	Reflex	One creature
ATTACK	DEFENSE	TARGET	

Attack: Intelligence vs. Reflex
Hit: 2d4 + Intelligence modifier (+4) force damage.
Increase damage to 4d4 + Intelligence modifier (+4) 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, Orb: +4 attack, 2d4+4 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 prestidigitations effects active at one time.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK PH

AT-WILL POWER **DUNGEONS & DRAGONS**

Cloud of Daggers

KEYWORDS Arcane, Force, Implement USED

Standard	↓	10	Area 1 square within 10 squares
ACTION	←	✱	RANGE
4	vs	Reflex	Each creature in square
ATTACK	DEFENSE	TARGET	

Attack: Intelligence vs. Reflex
Hit: 1d6 + Intelligence modifier (+4) force damage. Increase damage to 2d6 + Intelligence modifier (+4) at 21st level.
Effect: The power's area is filled with sharp daggers of force. Any creature that enters the area or starts its turn there takes force damage equal to your Wisdom modifier (+2) (minimum 1). The cloud remains in place until the end of your next turn. You can dispel it earlier as a minor action.

Implement, Orb: +4 attack, 1d6+4 damage

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK PH

AT-WILL POWER **DUNGEONS & DRAGONS**

Thunderwave

KEYWORDS		Arcane, Implement, Thunder		USED
Standard	3	Close blast 3	RANGE	
ACTION				
4	vs	Fort	Each creature in blast	
ATTACK		DEFENSE	TARGET	

Attack: Intelligence vs. Fortitude
Hit: 1d6 + Intelligence modifier (+4) thunder damage, and you push the target a number of squares equal to your Wisdom modifier (+2). Increase damage to 2d6 + Intelligence modifier (+4) at 21st level.

Implement, Orb: +4 attack, 1d6+4 damage

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

Orb of Imposition

KEYWORDS		Implement		USED
Free			RANGE	
ACTION				
	vs			
ATTACK		DEFENSE	TARGET	

Effect: you can use your orb to gain one of the following two effects.
 You can designate one creature you have cast a wizard spell upon that has an effect that lasts until the subject succeeds on a saving throw. That creature takes a penalty to its saving throws against that effect equal to your Wisdom modifier (+2). Alternatively, you can choose to extend the duration of an effect created by a wizard at-will spell (such as cloud of daggers or ray of frost) that would otherwise end at the end of your current turn. The effect instead ends at the end of your next turn.
Requirement: You must wield an orb to use this ability.

ADDITIONAL EFFECTS

CLASS LEVEL * BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS

Icy Terrain

KEYWORDS		Arcane, Cold, Implement		USED
Standard	10	Area burst 1 within 10 squares	RANGE	
ACTION				
4	vs	Reflex	Each creature in burst	
ATTACK		DEFENSE	TARGET	

Attack: Intelligence vs. Reflex
Hit: 1d6 + Intelligence modifier (+4) cold damage, and the target is knocked prone.
Effect: The power's area is difficult terrain until the end of your next turn. You can end this effect as a minor action.

Implement, Orb: +4 attack, 1d6+4 damage

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS

Sleep

KEYWORDS		Arcane, Implement, Sleep		USED
Standard	20	Area burst 2 within 20 squares	RANGE	
ACTION				
4	vs	Will	Each creature in burst	
ATTACK		DEFENSE	TARGET	

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).

Implement, Orb: +4 attack

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK PH

DAILY POWER DUNGEONS & DRAGONS

Freezing Cloud

SPELLBOOK

KEYWORDS		Arcane, Cold, Implement		USED
Standard	10	Area burst 2 within 10 squares	RANGE	
ACTION				
4	vs	Fort	Each creature in burst	
ATTACK		DEFENSE	TARGET	

Attack: Intelligence vs. Fortitude
Hit: 1d8 + Intelligence modifier (+4) 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.

Implement, Orb: +4 attack, 1d8+4 damage

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK PH

DAILY POWER DUNGEONS & DRAGONS