

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

6
Level

Aeris
Evil male Human Wizard (Arcanist)

Age Height Weight Size Deity

Medium

7500
Total XP 10000

Defenses

20
AC

14
FORT

19
REF

18
WILL

Conditional Bonuses

Hit Points

Max HP
(Bloodied 20) **40**

Temp HP

Current Hit Points

Healing Surges

Surge Value	Surges/Day	
10	6	

Current Conditions:

Combat Statistics and Senses

Initiative 4

Conditional Modifiers:

Speed 6

Passive Insight 15

Passive Perception 15

Special Senses: Normal

Action Points

Action Points	Milestones	Action Points
	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

Dagger

6	1d4
Strength vs. AC	Damage

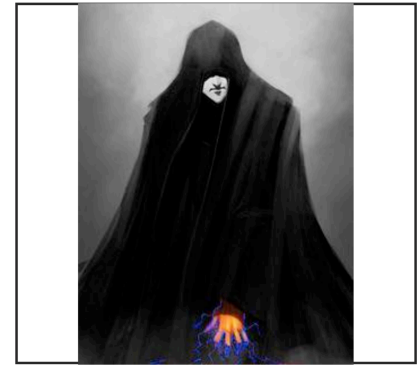
Ranged

Dagger

7	1d4+1
Dexterity vs. AC	Damage

Languages

Common, Primordial



Abilities

				Check
STR Strength	10		3	3
CON Constitution	10		3	3
DEX Dexterity	12		4	4
INT Intelligence	21		8	8
WIS Wisdom	14		5	5
CHA Charisma	8		2	2

Skills

Acrobatics	Dexterity	4
Arcana	Intelligence ✓	13
Athletics	Strength	5
Bluff	Charisma ✓	7
Diplomacy	Charisma	2
Dungeoneering	Wisdom ✓	10
Endurance	Constitution	5
Heal	Wisdom	5
History	Intelligence ✓	13
Insight	Wisdom	5
Intimidate	Charisma	2
Nature	Wisdom	5
Perception	Wisdom	5
Religion	Intelligence ✓	13
Stealth	Dexterity	4
Streetwise	Charisma	2
Thievery	Dexterity	4



Player Name

Aeris
Character Name

Character Details

Background

Early Life - Social Outcast

Theme

Mannerisms and Appearance

Personality Traits

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Arms

Hands

Rings

Rings

Off Hand

Orb Implement

Main Hand

Dagger

Waist

Armor

Cloth Armor (Basic Clothing)

Tattoo

Ki Focus

Other Equipment

Spellbook
Adventurer's Kit

Total Weight (lbs.)

44

Carrying Capacity (lbs.)

Treasure

68 gp
0 gp banked

Normal 100

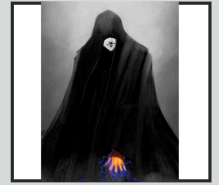
Heavy 200

Max 500

Aeris

Player Name

Character Name



Racial Features

Bonus At-Will Power

Know one extra 1st-level attack power from your class.

Bonus Feat

Choose an extra feat at 1st level.

Bonus Skill

Trained in one additional class skill.

Human Defense Bonuses

+1 to Fortitude, Reflex, and Will.

Human Power Selection

Choose an option for your human character.

Class/Other Features

Arcanist Ritual Casting

Gain Ritual Caster feat

Arcanist's 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.

Cantrips

Gain four cantrips

Necromancy Apprentice

Hit at least one target with an arcane necromancy attack power: gain 2 temporary hit points

Necromancy Expert

Gain a +2 bonus to Athletics checks and Endurance checks

Feats

Implement Expertise (Orb)

+1 to attack rolls with orbs

Ritual Caster

Master and perform rituals

Unarmored Agility

+2 AC while wearing cloth armor or no armor

School of Magic Apprentice

Lose Arcane Implement Mastery and gain the Apprentice Mage benefit associated with a magic school of your choice

School of Magic Expert

You gain the Expert Mage benefit associated with the school you chose for your School of Magic Apprentice feat

Legioncaller of Moil

Use a shadow summoning power: the creature you summon gains a +1 bonus to attack, and a +1 bonus to all defenses

Aeris

Level 6 Human Wizard (Arcanist)

	SCORE	ABILITY	MOD	
HP	10	STR	0	AC
40				20
Spd	10	CON	0	Fort
6				14
Init	12	DEX	1	Ref
+4				19
	21	INT	5	Will
				18
	14	WIS	2	
	8	CHA	-1	

15 Passive Insight

15 Passive Perception

Player Name:

Skills

Acrobatics	Dexterity	4
Arcana	Intelligence	• 13
Athletics	Strength	5
Bluff	Charisma	• 7
Diplomacy	Charisma	2
Dungeoneering	Wisdom	• 10
Endurance	Constitution	5
Heal	Wisdom	5
History	Intelligence	• 13
Insight	Wisdom	5
Intimidate	Charisma	2
Nature	Wisdom	5
Perception	Wisdom	5
Religion	Intelligence	• 13
Stealth	Dexterity	4
Streetwise	Charisma	2
Thievery	Dexterity	4

• 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

Dagger: +6 vs. AC, 1d4 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 (+0) damage.

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

Additional Effects

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Dagger: +7 vs. AC, 1d4+1 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 (+1) damage.

Level 21: 2[W] + Dex modifier (+1) damage.

Additional Effects

Basic Attack

Beguiling Strands

At-Will ♦ Standard Action

Orb Implement: +9 vs. Will, 5 damage

Close blast 5 **Target:** Each enemy in the blast

A strand of scintillating colors and gleaming lights clouds your enemies' minds and forces them to move away.

Keywords: Arcane, Charm, Enchantment, Implement, Psychic

Attack: Intelligence vs. Will

Hit: Int modifier (+5) psychic damage, and you push the target up to 3 squares.

Additional Effects

Wizard Attack 1

Phantasmal Assault

At-Will ♦ Standard Action

Orb Implement: +9 vs. Will, 1d8+5 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

Restless Dead

At-Will ♦ Standard Action

Orb Implement: +9 vs. Reflex, 1d8+5 damage

Ranged 10 **Target:** One nonflying creature

Agitated bones break free from the ground to scabble and claw at your enemy.

Keywords: Arcane, Implement, Necromancy, Shadow, Zone

Attack: Intelligence vs. Reflex

Hit: 1d8 + Int modifier (+5) damage. The squares adjacent to the target become a zone that lasts until the end of your next turn. The ground of the zone is difficult terrain for your enemies.

Additional Effects

Twilight Falls

Encounter ♦ Standard Action

Orb Implement: +9 vs. Will, 1d6+5 damage

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

You weave draining shadow energy into an oppressive gloom that dims your enemies' senses.

Keywords: Arcane, Implement, Nethermancy, Psychic, Shadow, Zone

Attack: Intelligence vs. Will

Hit: 1d6 + Int modifier (+5) psychic damage. If the target is in the origin square, the target is also dazed until the end of your next turn.

Effect: The burst creates a zone that lasts until the end of your next turn. When any enemy in the zone attacks a creature, the creature has partial concealment against that enemy.

Additional Effects

Fire Shroud

Encounter ♦ Standard Action

Orb Implement: +9 vs. Fortitude, 1d8+5 damage

Close burst 3 **Target:** Each enemy in the burst

With a subtle gesture, you wreath nearby enemies in flames.

Keywords: Arcane, Evocation, Fire, Implement

Attack: Intelligence vs. Fortitude

Hit: 1d8 + Int modifier (+5) fire damage, and ongoing 5 fire damage (save ends).

Additional Effects

Wizard Attack 3

Used

Horrid Whispers

Daily ♦ Standard Action

Orb Implement: +9 vs. Will, 1d6+5 damage

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

Your enemies are seemingly beset by dreadful noises. Desperate to find the source, they are oblivious to the true threat posed by you and your allies.

Keywords: Arcane, Illusion, Implement, Psychic

Attack: Intelligence vs. Will

Hit: 1d6 + Int modifier (+5) psychic damage, and the target is slowed and takes a -2 penalty to attack rolls (save ends both).

Aftereffect: You knock the target prone.

Miss: The target is slowed and takes a -2 penalty to attack rolls until the end of your next turn.

Additional Effects

Wizard Attack 1

Used

Spirit Rend

Daily ♦ Standard Action

Orb Implement: +9 vs. Will, 3d6+5 damage

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

You weave a dire spell that tears at your enemies' spirits and holds the undead at bay.

Keywords: Arcane, Implement, Necromancy, Necrotic, Shadow

Attack: Intelligence vs. Will

Hit: 3d6 + Int modifier (+5) necrotic damage, and the target is immobilized (save ends).

If the target is undead, it takes no damage and is not immobilized. Instead, the target must take a free action to move as far as its speed allows to a square farther away from you, and it is dazed (save ends).

Miss: Half damage.

Additional Effects

Wizard Attack 1

Used

Summon Shadow...

Daily ♦ Minor Action

Ranged 5

The shadows swirl and coalesce into a dark creature that awaits your command.

Keywords: Arcane, Shadow, Summoning

Prerequisite: You must have the Expert Mage benefit associated with necromancy or nethermancy.

Effect: You summon a creature associated with your necromancy or nethermancy Expert Mage benefit. The creature appears in an unoccupied space within range, and it is an ally to you and your allies.

The creature lacks actions of its own. Instead, you spend actions to command it mentally, choosing from the actions in the creature's description. You must have line of effect to the creature to command it. When you command the creature, the two of you share knowledge but not senses.

When the creature makes an attack roll or a check, you make the roll using your game statistics, not including any temporary bonuses or penalties.

The creature lasts until it drops to 0 hit points, at which point you lose a healing surge (or hit points equal to your surge value if you have no surges left). Otherwise, it lasts until you use a minor action to dismiss it or until you use this power again.

Additional Effects

Wizard Attack 5

Used

Tasha's Forcible...

Daily ♦ Standard Action

Orb Implement: +9 vs. Will

Ranged 10 **Target:** One enemy

By digging deep into an enemy's mind, you unleash crippling pain that causes it to lash out blindly.

Keywords: Arcane, Charm, Enchantment, Implement

Attack: Intelligence vs. Will

Hit: The target is stunned until the start of your next turn. This effect also ends if the target is attacked.

Aftereffect: The target makes a basic attack against a target of your choice as a free action.

Miss: The target is dazed until the end of your next turn. This effect also ends if the target is attacked.

Additional Effects

Wizard Attack 5

Used

Ghost Sound

At-Will ♦ Standard Action

Ranged 10

Target: One object or unoccupied square

With a wink, you create an illusory sound that emanates from a distant location.

Keywords: Arcane, Illusion

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

Wizard Utility

Light

At-Will ♦ Minor Action

Ranged 5

Target: One object or unoccupied square

With a wave of your hand, you cause a bright light to appear on the tip of your staff, upon some other object, or in a nearby space.

Keyword: Arcane

Effect: The target sheds bright light until the end of the encounter or until you use this power again. The light fills the target's space and all squares within 4 squares of it. Putting out the light is a free action.

Additional Effects

Mage Hand

At-Will ♦ Minor Action

Ranged 5

You gesture toward an object nearby, and a spectral floating hand lifts the object into the air and moves it where you wish.

Keywords: Arcane, Conjuration

Effect: You conjure a spectral, floating hand in an unoccupied square within range. The hand lasts until the end of your next turn or until you use this power again. If you are holding an 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. While the hand persists, you can take the following actions.

Minor Action: The hand picks up or manipulates an object weighing 20 pounds or less. It can hold only one object at a time.

Move Action: The hand moves up to 5 squares in any direction, carrying the object it holds.

Free Action: The hand drops the object it is holding.

Sustain Minor: The hand persists until the end of your next turn.

Additional Effects

Prestidigitation

At-Will ♦ Standard Action

Ranged 2

You perform an amusing magical trick, such as creating a dancing wisp of light, freshening a wilting flower, making a coin invisible, or warming a cold drink.

Keyword: Arcane

Effect: Use this cantrip to accomplish one of the effects given below:

- ♦ Change the color of items in 1 cubic foot.
- ♦ Create a harmless sensory effect, such as a shower of sparks, a puff of wind, faint music, or a strong odor.
 - ♦ Clean or soil items in 1 cubic foot.
- ♦ 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.

Special: You can have as many as three prestidigitation effects active at one time. 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.

Additional Effects

Shield

Encounter ♦ Immediate Interrupt

Personal

You throw up your hand, and a shield of arcane energy springs into existence, protecting you against imminent attacks.

Keyword: Arcane

Trigger: You are hit by an attack.

Effect: You gain a +4 power bonus to AC and Reflex until the end of your next turn.

Additional Effects

Wizard Utility 2

Used

Lifetaker

Daily ♦ Immediate Reaction

Ranged 5

Target: You or one ally

You crook your finger and snatch a soul as it struggles free from its body. It screams as you draw forth its energy.

Keywords: Arcane, Necromancy, Shadow

Trigger: A nonminion living creature dies within 5 squares of you.

Effect: The target gains temporary hit points equal to his or her healing surge value.

Additional Effects

Wizard Utility 2

Used

Dimension Door

Daily ♦ Move Action

Personal

You trace the outline of a doorway in front of you, step through the portal, and reappear somewhere else nearby.

Keywords: Arcane, Teleportation

Effect: You teleport up to 10 squares.

Additional Effects

Wizard Utility 6

Used

Fire Shield

Daily ♦ Minor Action

Personal

You are swathed in rippling flames that turn away both fire and chill but scorch anyone who strikes you.

Keywords: Arcane, Fire

Effect: You gain resist 10 cold and resist 10 fire until the end of the encounter. Whenever a creature makes a melee attack roll against you, it takes 2d6 + your Int modifier (+5) fire damage. No creature can take this damage more than once per turn.

Additional Effects

Wizard Utility 6

Used