

Player Name

Essentia Nells - Advisor

5

Wizard

5,500

Character Name

Level

Class

Paragon Path

Epic Destiny

Total XP

Eladrin

Medium

Female

Good

Race

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company

RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
7	1	2	4

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
20	AC	12	7			1		

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
10	STR Strength	0	2
10	CON Constitution	0	2
13	DEX Dexterity	1	3
21	INT Intelligence	5	7
15	WIS Wisdom	2	4
8	CHA Charisma	-1	1

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
13	FORT	12				1		

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
18	REF	12	5			1		

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
18	WILL	12	2	2		1	1	

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
19	Passive Insight	10	9

14	Passive Perception	10	4
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SPECIAL SENSES

Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

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

ABILITY: Ranged Basic Attack - Unarmed

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

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
36	18	9
	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 +5 racial bonus against charm effects

RESISTANCES Resist 5 Necrotic, , Resist 5 Poison,

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

Trance - Meditate aware 4 hours instead of sleep.**Eladrin Weapon Proficiency** - Proficient with longsword.**Eladrin Education** - Training in any one additional skill.**Eladrin Will** - +1 Will; +5 to saving throws against charm.**Fey Step** - Use fey step as an encounter power.**Fey Origin** - Your origin is fey, not natural.

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.

FEATS

Ritual Caster - Master and perform rituals**Improved Initiative** - +4 to initiative checks**Armor Proficiency (Leather)** - Training with leather armor**Combat Reflexes** - +1 to opportunity attacks

SKILLS

BONUS	SKILL NAME	ABIL MOD	TRND (+5)	ARMOR PENALTY	MISC
3	Acrobatics	DEX	3	0	
14	Arcana	INT	7	5	n/a 2
2	Athletics	STR	2	0	
1	Bluff	CHA	1	0	n/a
1	Diplomacy	CHA	1	0	n/a
4	Dungeoneering	WIS	4	0	n/a
2	Endurance	CON	2	0	
4	Heal	WIS	4	0	n/a
14	History	INT	7	5	n/a 2
9	Insight	WIS	4	5	n/a
1	Intimidate	CHA	1	0	n/a
9	Nature	WIS	4	5	n/a
4	Perception	WIS	4	0	n/a
7	Religion	INT	7	0	n/a
3	Stealth	DEX	3	0	

LANGUAGES KNOWN

Essentia Nells - Advisor

PLAYER NAME

RACE Eladrin CLASS Wizard LEVEL 5

HP 36	10 STR	AC 20
Spd 6	10 CON	Fort 13
Init +7	13 DEX	Ref 18
	21 INT	Will 18
	15 WIS	
	8 CHA	

19 Passive Insight	14 Passive Perception
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Second Wind

KEYWORDS	USED	
Standard	Personal	
ACTION	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 ENCOUNTER SPECIAL ENCOUNTER ACTION

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

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

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

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. <ul style="list-style-type: none"> 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 prestidigitatation effects active at one time.		
ADDITIONAL EFFECTS		

AT-WILL POWER

Thunderwave

KEYWORDS	Arcane, Implement, Thunder	USED
Standard	3	Close blast 3
ACTION		RANGE
9	vs	Fort
ATTACK	DEFENSE	TARGET
Attack: Intelligence vs. Fortitude Hit: 1d6 + Intelligence modifier (+5) thunder damage, and you push the target a number of squares equal to your Wisdom modifier (+2). Increase damage to 2d6 + Intelligence modifier (+5) at 21st level. Orb of Mental Dominion +2: +9 attack, 1d6+7 damage		
ADDITIONAL EFFECTS		

AT-WILL POWER

Cloud of Daggers

KEYWORDS	Arcane, Force, Implement	USED
Standard	10	Area 1 square within 10 squares
ACTION		RANGE
9	vs	Reflex
ATTACK	DEFENSE	TARGET
Attack: Intelligence vs. Reflex Hit: 1d6 + Intelligence modifier (+5) force damage. Increase damage to 2d6 + Intelligence modifier (+5) 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. Orb of Mental Dominion +2: +9 attack, 1d6+7 damage		
ADDITIONAL EFFECTS		

Fey Step

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

ENCOUNTER POWER

Orb of Imposition

KEYWORDS Implement		USED
Free		
ACTION		RANGE
	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

Icy Terrain

KEYWORDS Arcane, Cold, Implement		USED
Standard		Area burst 1 within 10 squares
ACTION		RANGE
9	vs Reflex	Each creature in burst
ATTACK	DEFENSE	TARGET
Attack: Intelligence vs. Reflex Hit: 1d6 + Intelligence modifier (+5) 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.		
Orb of Mental Dominion +2: +9 attack, 1d6+7 damage		
ADDITIONAL EFFECTS		
CLASS Wizard	LEVEL 1	BOOK PH

ENCOUNTER POWER

Icy Rays

KEYWORDS Arcane, Cold, Implement		USED
Standard		Ranged 10
ACTION		RANGE
9	vs Reflex	One or two creatures
ATTACK	DEFENSE	TARGET
Attack: Intelligence vs. Reflex, one attack per target Hit: 1d10 + Intelligence modifier (+5) cold damage, and the target is immobilized until the end of your next turn.		
Orb of Mental Dominion +2: +9 attack, 1d10+7 damage		
ADDITIONAL EFFECTS		
CLASS Wizard	LEVEL 3	BOOK PH

ENCOUNTER POWER

Sleep

KEYWORDS Arcane, Implement, Sleep		USED
Standard		Area burst 2 within 20 squares
ACTION		RANGE
9	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).		
Orb of Mental Dominion +2: +9 attack, 0 damage		
ADDITIONAL EFFECTS		
CLASS Wizard	LEVEL 1	BOOK PH

DAILY POWER

Bigby's Icy Grasp

KEYWORDS Arcane, Cold, Conjuration, Implement		USED
Standard		Ranged 20
ACTION		RANGE
9	vs Reflex	One creature adjacent to the hand
ATTACK	DEFENSE	TARGET
Effect: You conjure a 5-foot-tall hand of ice in an unoccupied square within range, and the hand attacks. As a move action, you can move the hand up to 6 squares. Attack: Intelligence vs. Reflex Hit: 2d8 + Intelligence modifier (+5) cold damage, and the hand grabs the target. If the target attempts to escape, the hand uses your Fortitude or Reflex defense. Sustain Minor: A target grabbed by the hand takes 1d8 + Intelligence modifier (+5) cold damage when you sustain this power. As a standard action, you can attack another target with the hand, but it must release a target it has grabbed.		
Orb of Mental Dominion +2: +9 attack, 2d8+7 damage		
ADDITIONAL EFFECTS		
CLASS Wizard	LEVEL 5	BOOK PH

DAILY POWER

Stinking Cloud

KEYWORDS Arcane, Implement, Poison, Zone		USED
Standard		Area burst 2 within 20 squares
ACTION		RANGE
9	vs Fort	Each creature in burst
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.		
Orb of Mental Dominion +2: +9 attack, 1d10+7 damage		
ADDITIONAL EFFECTS		

ENCOUNTER POWER

Acid Arrow

KEYWORDS Acid, Arcane, Implement		USED
Standard		Ranged 20
ACTION		RANGE
9	vs Reflex	One creature
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.		
Orb of Mental Dominion +2: +9 attack, 2d8+7 damage		
ADDITIONAL EFFECTS		

ENCOUNTER POWER

Jump

KEYWORDS Arcane		USED
Move		Ranged 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
Effect: The target makes an Athletics check as a free action to jump with a +10 power bonus. The target can move as many squares as the check allows and is considered to have a running start.		
ADDITIONAL EFFECTS		

ENCOUNTER POWER

Phantasmal Terrain

SPELLBOOK

KEYWORDS Arcane, Illusion, Implement, Zone USED

Standard 10 Area burst 2 within 10 squares

ACTION 2 RANGE

AT-WILL ENCOUNTER DAILY

Effect: Until the end of the encounter, difficult terrain in the designated area costs 2 extra squares of movement instead of the normal 1 extra square for your enemies. Additionally, hazards and traps within the area gain a bonus to attack rolls equal to your Intelligence modifier (+5) against your enemies.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 2 BOOK *Dragon 364*

UTILITY POWER



Deathcut Leather Armor +1

+1 AC
BONUS ENHANCEMENT CRITICAL

PROPERTIES

Resist 5 necrotic. Resist 5 poison.

KEYWORDS USED

ACTION AT-WILL ENCOUNTER DAILY

POWER

Power (Daily • Necrotic): Immediate Reaction. You can use this power when an enemy hits you with a melee attack. Deal 1d10 + Charisma modifier (-1) necrotic damage to that enemy.

ITEM SLOT/TYPE Body LEVEL 5 PRICE 1000 BOOK *PH*

MAGIC ITEM



Collar of Recovery +1

+1 Fortitude, Reflex, and V
BONUS ENHANCEMENT CRITICAL

PROPERTIES

Gain extra hit points equal to this item's enhancement bonus when you spend a healing surge to regain hit points.

KEYWORDS USED

ACTION AT-WILL ENCOUNTER DAILY

POWER

Item Slot: Neck

ITEM SLOT/TYPE Neck LEVEL 4 PRICE 840 BOOK *AV*

MAGIC ITEM



Orb of Mental Dominion +2

+2 attack rolls and damage
BONUS ENHANCEMENT CRITICAL

PROPERTIES

KEYWORDS USED

ACTION AT-WILL ENCOUNTER DAILY

POWER

Item Slot: Off-hand

Power (Daily): Free Action. Use this power when an attack with this orb succeeds against the target's Will defense. When the target makes a saving throw against an effect from that attack, the target must roll twice and take the lower result.

ITEM SLOT/TYPE Off-hand LEVEL 6 PRICE 1800 BOOK *AV*

MAGIC ITEM



Cloak of Distortion +1

+1 Fortitude, Reflex, and V
BONUS ENHANCEMENT CRITICAL

PROPERTIES

A ranged attack against you from more than 5 squares away takes a -5 penalty to the attack roll.

KEYWORDS USED

ACTION AT-WILL ENCOUNTER DAILY

POWER

Item Slot: Neck

ITEM SLOT/TYPE Neck LEVEL 4 PRICE 840 BOOK *AV*

MAGIC ITEM



Catstep Boots (heroic tier)

BONUS ENHANCEMENT CRITICAL

PROPERTIES

When you fall or jump down, you take only half normal falling damage and always land on your feet.

KEYWORDS USED

ACTION AT-WILL ENCOUNTER DAILY

POWER

Item Slot: Feet

Power (Daily): Free Action. Gain a +5 power bonus to your next Acrobatics check or Athletics check.

ITEM SLOT/TYPE Feet LEVEL 3 PRICE 680 BOOK *PH*

MAGIC ITEM



Ironskin Belt (heroic tier)

BONUS ENHANCEMENT CRITICAL

PROPERTIES

KEYWORDS USED

ACTION AT-WILL ENCOUNTER DAILY

POWER

Item Slot: Waist

Power (Daily): Minor Action. Gain resist 5 to all weapon damage until the end of your next turn.