

Player Name

Stell

6

Wizard

7500

Character Name

Level

Class

Paragon Path

Epic Destiny

Total XP

Human

M

32

M

6'2"

180

Good

Deity

Adventuring Company or Other Affiliations

Race Size Age Gender Height Weight Alignment

INITIATIVE

SCORE	DEX	1/2 LEVEL	MISC
5	2	3	

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
18	AC	13	5					

CONDITIONAL REMARKS

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
8	STR	-1	+2
10	CON	+0	+3
14	DEX	+2	+5
20	INT	+5	+8
14	WIS	+2	+5
10	CHA	+0	+3

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

CONDITIONAL REMARKS

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
19	REF	13	5				1	

CONDITIONAL REMARKS

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

CONDITIONAL REMARKS

SENSES

SCORE	PASSIVE SCORE	SKILL BONUS
20	Passive Insight	10 + 10

20	Passive Perception	10 + 10
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SPECIAL SENSES

Normal

ATTACK WORKSPACE

ABILITY: Spell Attack with Master's Wand of Scorching Burst

ATTACK BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+9	3	5				1	

ABILITY: Melee Attack with Dagger

ATTACK BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+5	3	-1		3			

DAMAGE WORKSPACE

ABILITY: Spell Attack with Master's Wand of Scorching Burst

DAMAGE	ABIL	CLASS	FEAT	ENH	ITEM	MISC
+7	5			1	1	

ABILITY: Melee Attack with Dagger

DAMAGE	ABIL	CLASS	FEAT	ENH	ITEM	MISC
1d4-1	-1					

STANDARD ATTACKS

ATTACK	DEFENSE	DAMAGE
	vs	
	vs	
	vs	
	vs	

FEATS

Ritual Caster
Master and perform rituals
Implement Expertise Staff
+1 to attack
Arcane Familiar
You gain a familiar
Destructive Wizardry
+2 dmg with hitting 2+ targets
Enlarge Spell
Increase burst/blast with -2 dmg/die
Dual Implement Spellcaster
Add off-hand implements to damage

HIT POINTS

MAX HP

40

HEALING SURGES

BLOODED

20

SURGE VALUE

12

SURGES DAY

6

CURRENT HIT POINTS

CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODIFIERS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LEVEL	TRND (+5)	ARMOR PENALTY	MISC
5	Acrobatics	DEX	5		+0
13	Arcana	INT	8	X	n/a
2	Athletics	STR	2		+0
3	Bluff	CHA	3		n/a
3	Diplomacy	CHA	3	-	n/a
5	Dungeoneering	WIS	5	-	n/a
5	Endurance	CON	3		+0 +2
5	Heal	WIS	5		n/a
13	History	INT	8	X	n/a
10	Insight	WIS	5	X	n/a
3	Intimidate	CHA	3		n/a
10	Nature	WIS	5	X	n/a
10	Perception	WIS	5	X	n/a
8	Religion	INT	8	-	n/a
5	Stealth	DEX	5		+0
3	Streetwise	CHA	3		n/a
5	Thievery	DEX	5		+0

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	1 2	1 2 3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

ABILITY SCORE MODS

Bonus At-Will Power

Bonus Feat

Bonus Class Skill

Human Defense: +1 Fort, +1 Ref and +1 Will

CLASS / PATH / DESTINY FEATURES

Arcane Implement Mastery: Wand of Accuracy

+2 to single attack roll

Cantrips: Ghost Sound, Light, Mage Hand, Prestidigitation

Ritual Casting

Spellbook: Gain extra spells

Wand of Accuracy

Familiar:

Toad

LANGUAGES KNOWN

Common

Goblin

