

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

SCORE	PASSIVE SCORE	SKILL BONUS
20	Passive Perception	10 + 10

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
+10	3	5			1	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 Wand
+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

ACTION POINTS

Action Points

MILESTONES

ACTION POINTS

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

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

