

Kireth Majere
Unaligned male Half-Elf Arcanist

22 Age 5'11" Height 160 lb. Weight Medium Size Deity

Total XP: 5500

Defenses

17 AC	15 FORT	17 REF	15 WILL
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Conditional Bonuses

Hit Points

Max HP (Bloodied 18) 36	Temp HP
Current Hit Points	

Healing Surges

Surge Value	Surges/Day	
9	8	

Current Conditions:

Combat Statistics and Senses

Initiative	8
Conditional Modifiers:	
Speed	6
Special Movement:	
Passive Insight	19
Passive Perception	12

Special Senses: Low-light

Action Points

Action Points	Milestones	Action Points
<input type="text" value=""/>	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

Resistances/Vulnerabilities

Current Conditions and Effects

Basic Attacks

Melee

Staff of Light +1

6	1d8+1
Strength vs. AC	Damage

Ranged

Dagger

7	1d4+2
Dexterity vs. AC	Damage

Languages

Common, Elven, Dwarven



Abilities

Ability	Score	Check
STR Strength	10	2
CON Constitution	14	4
DEX Dexterity	14	4
INT Intelligence	19	6
WIS Wisdom	10	2
CHA Charisma	10	2

Skills

Acrobatics	Dexterity	4
Arcana	Intelligence ✓	11
Athletics	Strength	2
Bluff	Charisma	2
Diplomacy	Charisma ✓	11
Dungeoneering	Wisdom	2
Endurance	Constitution	4
Heal	Wisdom	2
History	Intelligence ✓	11
Insight	Wisdom ✓	9
Intimidate	Charisma	2
Nature	Wisdom	2
Perception	Wisdom	2
Religion	Intelligence	6
Stealth	Dexterity	4
Streetwise	Charisma	2
Thievery	Dexterity	4

Neil Burton

Kireth Majere
Character Name



Player Name

Character Details

Background

Arcane Mercenary

Theme

Mannerisms and Appearance

Personality Traits

Adventuring Company

Blackengorge

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Gloaming Shroud +1

Arms

Hands

Shadowfell Gloves (heroic tier)

Rings

Rings

Off Hand

Book of Undeniable Fire +1

Main Hand

Staff of Light +1

Waist

Armor

Cloth Armor (Basic Clothing)

Tattoo

Ki Focus

Other Equipment

Spellbook
Dagger
Adventurer's Kit
Torch (2)
Holy Water (level 11) (3)

Total Weight (lbs.)

44

Carrying Capacity (lbs.)

Treasure

52 Gold, 8 Silver

Normal

100

Heavy

200

Max

500

Neil Burton

Player Name

Kireth Majere

Character Name



Racial Features

Dual Heritage

Count as elf, half-elf, and human for choosing feats.

Group Diplomacy

Allies within 10 get +1 to Diplomacy.

Half-Elf Power Selection

Select an option for your half-elf character.

Dilettante

Choose at-will power from other class; use as encounter power.

Diplomacy Bonus

@

Insight Bonus

@

Class/Other Features

Arcane Implement Mastery

Gain a specialization in an arcane implement of your choice

Staff of Defense

With staff, +1 AC. Plus, add Con mod to defense against one attack, even after you know damage (encounter, immediate interrupt).

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

Arcane Reserves

+2 to damage with at-will powers when encounter powers are expended

Staff Expertise

While using a staff as a weapon or implement: +1/2/3 to attack rolls, ranged attacks don't provoke opportunity attacks, +1 reach

Kireth Majere
Level 4 Half-Elf Arcanist

HP 36	SCORE	ABILITY	MOD	AC 17
Spd 6	10	STR	0	Fort 15
Init +8	14	CON	2	Ref 17
	14	DEX	2	Will 15
	19	INT	4	
	10	WIS	0	
	10	CHA	0	

19 Passive Insight
12 Passive Perception


Player Name: Neil Burton

Skills

Acrobatics	Dexterity	4
Arcana	Intelligence	• 11
Athletics	Strength	2
Bluff	Charisma	2
Diplomacy	Charisma	• 11
Dungeoneering	Wisdom	2
Endurance	Constitution	4
Heal	Wisdom	2
History	Intelligence	• 11
Insight	Wisdom	• 9
Intimidate	Charisma	2
Nature	Wisdom	2
Perception	Wisdom	2
Religion	Intelligence	6
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

Staff of Light +1: +6 vs. AC, 1d8+1 damage
Dagger: +5 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+2 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 (+2) damage.
Level 21: 2[W] + Dex modifier (+2) damage.

Additional Effects

Basic Attack

Magic Missile
At-Will ♦ Standard Action

Staff of Light +1: 7 damage
Book of Undeniable Fire +1: 7 damage

Ranged 20 **Target:** One creature

A glowing blue bolt of magical energy hurtles from your finger and unerringly strikes your target.

Keywords: Arcane, Evocation, Force, Implement
Effect: 2 + Int modifier (+4) force damage.
Special: If the implement used with this power has an enhancement bonus, add that bonus to the damage. In addition, you can use this power as a ranged basic attack.

Additional Effects

Wizard Attack 1

Nightmare Eruption
At-Will ♦ Standard Action

Staff of Light +1: +8 vs. Will, 1d8+5 damage
Book of Undeniable Fire +1: +7 vs. Will, 1d8+5 damage

Ranged 10 **Target:** One creature

You bring forth a nightmare in your foe's mind and project it out for its comrades to see.

Keywords: Arcane, Illusion, Implement, Psychic
Attack: Intelligence vs. Will
Hit: 1d8 + Int modifier (+4) psychic damage, and any enemy adjacent to the target takes psychic damage equal to your Int modifier (+4).

Additional Effects

Wizard Attack 1

Force Orb
Encounter ♦ Standard Action

Staff of Light +1: +8 vs. Reflex, 2d8+5 damage
Book of Undeniable Fire +1: +7 vs. Reflex, 2d8+5 damage

Ranged 20

You hurl an orb of magical force at an enemy. It bursts against the target and throws off razor-sharp shards of force that cut nearby enemies to ribbons.

Keywords: Arcane, Force, Implement
Primary Target: One creature or object
Attack: Intelligence vs. Reflex
Hit: 2d8 + Int modifier (+4) force damage. Make a secondary attack.
Secondary Target: Each enemy adjacent to the primary target
Secondary Attack: Intelligence vs. Reflex
Hit: 1d10 + Int modifier (+4) force damage.

Additional Effects

Wizard Attack 1

Used

Shadow Claws
Encounter ♦ Standard Action

Staff of Light +1: +4 vs. Fortitude, 1d10+1 damage
Book of Undeniable Fire +1: +3 vs. Fortitude, 1d10+1 damage

Ranged 10 **Target:** One creature

A cloud of freezing shadow wraps around your foe, turning into a snarling beast that lashes out when that enemy tries to move.

Keywords: Arcane, Cold, Implement, Shadow
Attack: Charisma vs. Fortitude
Hit: 1d10 + Cha modifier (+0) cold damage.
Effect: If the target moves during its next turn, it takes cold damage equal to 2 + your Dexterity or Int modifier (+4).

Additional Effects

Warlock Attack 1

Used

Shock Sphere

Encounter ♦ Standard Action

Staff of Light +1: +8 vs. Reflex, 2d6+5 damage
Book of Undeniable Fire +1: +7 vs. Reflex, 2d6+5 damage

Area burst 2 within 10 squares **Target:** Each creature in the burst

You hurl a crackling orb of lightning that explodes at a point you designate, engulfing all nearby creatures in its electric embrace.

Keywords: Arcane, Evocation, Implement, Lightning

Attack: Intelligence vs. Reflex

Hit: 2d6 + Int modifier (+4) lightning damage.

Miss: Half damage.

Additional Effects

Wizard Attack 3 Used

Flaming Sphere

Daily ♦ Standard Action

Staff of Light +1: +8 vs. Reflex, 2d6+5 damage
Book of Undeniable Fire +1: +7 vs. Reflex, 2d6+5 damage

Ranged 10 **Target:** One creature adjacent to the flaming sphere

You conjure a rolling ball of fire and control where it goes.

Keywords: Arcane, Conjuraton, Fire, Implement

Effect: You conjure a Medium flaming sphere that occupies a square within range, and the sphere attacks. Any creature that starts its turn adjacent to the sphere takes 1d4 + Int modifier (+4) fire damage. As a move action, you can move the sphere 6 squares.

Attack: Intelligence vs. Reflex

Hit: 2d6 + Int modifier (+4) fire damage.

Sustain Minor: You can sustain this power until the end of the encounter. As a standard action, you can make another attack with the sphere.

Additional Effects

Wizard Attack 1 Used

Fountain of Flame

Daily ♦ Standard Action

Staff of Light +1: +8 vs. Reflex, 3d8+5 damage
Book of Undeniable Fire +1: +7 vs. Reflex, 3d8+5 damage

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

You weave a fiery pillar that spins like a top. With each revolution, it douses your enemies with searing heat.

Keywords: Arcane, Evocation, Fire, Implement, Zone

Attack: Intelligence vs. Reflex

Hit: 3d8 + Int modifier (+4) fire damage.

Miss: Half damage.

Effect: The burst creates a zone that lasts until the end of the encounter. Any enemy that enters the zone or ends its turn there takes 5 fire damage.

Additional Effects

Wizard Attack 1 Used

Wizard's Fury

Daily ♦ Minor Action

You begin to fling force bolts with a flick of your wrist.

Keywords: Arcane, Force, Implement

Prerequisite: You must know the magic missile at-will wizard power.

Effect: Until the end of the encounter, as a minor action once per turn, you can cast magic missile.

Additional Effects

Wizard Attack 1 Used

Fireball

Daily ♦ Standard Action

Staff of Light +1: +8 vs. Reflex, 4d6+5 damage
Book of Undeniable Fire +1: +7 vs. Reflex, 4d6+5 damage

Area burst 3 within 20 squares **Target:** Each creature in the burst

A globe of orange flame coalesces in your hand. You hurl it at your enemies, and it explodes on impact.

Keywords: Arcane, Evocation, Fire, Implement

Attack: Intelligence vs. Reflex

Hit: 4d6 + Int modifier (+4) fire damage.

Miss: Half damage.

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

Wizard Utility

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, Conjuraton

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

Wizard Utility

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

Wizard Utility

Staff of Defense
Encounter ♦ Immediate Interrupt

This form of mastery is useful for all wizards, particularly if you dabble in both control and damage-dealing spells.

Keyword: Implement

Effect: you gain a bonus to defense against one attack equal to your Con modifier (+2). You can declare the bonus after the Dungeon Master has already told you the damage total.

Requirement: You must wield your staff.

Additional Effects

Staff of Defense Power Used

Guardian Blades
Daily ♦ Minor Action

Personal

Three spectral blades appear around you, floating in a ring that wards away your foes.

Keywords: Arcane, Fear

Effect: Until the end of the encounter or until you become unconscious, each enemy adjacent to you that makes an attack roll takes force damage equal to your Int modifier (+4). No enemy can take this damage more than once per turn.

Additional Effects

Wizard Utility 2 Used

Memory to Mist
Daily ♦ Minor Action

Ranged 2 **Target:** One creature that is not involved in combat and that is lower level than you

Your magic settles into a creature's mind, causing it to forget what it just witnessed.

Keyword: Arcane

Effect: The creature forgets everything that happened in the past 10 minutes and for the next 1 minute.

Additional Effects

Wizard Utility 2 Used

Shadowfell Gloves (heroic...)
Hands Slot Item ♦ Level 6

Power (Daily • Necrotic): Minor Action. Change the damage type dealt by the next arcane power you use to necrotic. Add 1d6 to the damage dealt by that power (if any).

Gloaming Shroud +1
Neck Slot Item ♦ Level 3

Enhancement: +1 Fortitude, Reflex, and Will

Property: Gain an item bonus to Stealth checks in dim light or darkness equal to the shroud's enhancement bonus.

Power (Daily • Zone): Minor Action. Create a zone of dim light (close burst 10) that lasts until the end of the encounter. Bright light created or brought into the zone is reduced to dim light while within the zone.

Staff of Light +1
Staff ♦ Level 4

Enhancement: +1 attack rolls and damage rolls

Critical: +1d6 radiant damage

Power (Daily • Radiant): Free Action. Use this power while the wizard's light power is on this staff. Until the light spell ends, undead creatures within the radius of the light at the start of their turn take radiant damage equal to the staff's enhancement bonus.

Book of Undeniable Fire +1
Tome ♦ Level 5

Enhancement: +1 attack rolls and damage rolls

Critical: +1d8 fire damage

Property: When you use a wizard fire power through this tome, the target's resistance to fire (if any) against that attack is reduced by 10.

This tome contains two wizard daily fire powers. Both powers must be of a level equal to or lower than that of the tome. Choose these powers when you acquire the tome; they cannot be changed later. You can add these powers to your spellbook.

Power (Daily • Arcane, Fire, Implement): Free Action. Choose a power contained in this tome and expend an unused wizard daily attack power of an equal or higher level. You gain the use of the chosen power during this encounter. The power is lost if you do not use it before the end of the encounter.

Holy Water (level 11)
Alchemical ♦ Level 11

Power (Consumable • Radiant): Minor Action. Make an attack: Ranged 3/6; +14 vs. Reflex; on a hit, the attack deals 2d10 radiant damage to an undead creature or a demon.