

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

Neil Burton

3

Level

Kireth Majere

Unaligned male Half-Elf Arcanist

22

5'11"

160 lb.

Medium

Age

Height

Weight

Size

Deity

2250

Total XP

3750

Defenses

16 AC

13 FORT

16 REF

14 WILL

Conditional Bonuses

Hit Points

Max HP
(Bloodied 15) **31**

Temp HP

Current Hit Points

Healing Surges

Surge Value

Surges/Day

7

7

Current Conditions:

Combat Statistics and Senses

Initiative

7

Conditional Modifiers:

Speed

6

Special Movement:

Passive Insight

18

Passive Perception

11

Special Senses: Low-light

Action Points

Action Points

Milestones

0
1
2

Action Points

1
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

Staff of Light +1

4

Strength vs. AC

1d8+1

Damage

Ranged

Dagger

6

Dexterity vs. AC

1d4+2

Damage

Languages

Common, Elven, Dwarven



Abilities

		Check
STR	Strength	10
CON	Constitution	13
DEX	Dexterity	14
INT	Intelligence	18
WIS	Wisdom	10
CHA	Charisma	10

Skills

Acrobatics	Dexterity	3
Arcana	Intelligence	✓ 10
Athletics	Strength	1
Bluff	Charisma	1
Diplomacy	Charisma	✓ 10
Dungeoneering	Wisdom	1
Endurance	Constitution	2
Heal	Wisdom	1
History	Intelligence	✓ 10
Insight	Wisdom	✓ 8
Intimidate	Charisma	1
Nature	Wisdom	1
Perception	Wisdom	1
Religion	Intelligence	5
Stealth	Dexterity	3
Streetwise	Charisma	1
Thievery	Dexterity	3

Neil Burton

Player Name

Kireth Majere

Character 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

Feet

Other Equipment

Spellbook
Dagger
Adventurer's Kit
Torch (2)

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

Kireth Majere

Level 3 Half-Elf Arcanist

HP

31

Spd

6

Init

+7

SCORE

ABILITY

MOD

10

STR

0

13

CON

1

14

DEX

2

18

INT

4

10

WIS

0

10

CHA

0

AC

16

Fort

13

Ref

16

Will

14

18

Passive Insight

11

Passive Perception

Player Name: Neil Burton

Skills		
Acrobatics	Dexterity	3
Arcana	Intelligence	• 10
Athletics	Strength	1
Bluff	Charisma	1
Diplomacy	Charisma	• 10
Dungeoneering	Wisdom	1
Endurance	Constitution	2
Heal	Wisdom	1
History	Intelligence	• 10
Insight	Wisdom	• 8
Intimidate	Charisma	1
Nature	Wisdom	1
Perception	Wisdom	1
Religion	Intelligence	5
Stealth	Dexterity	3
Streetwise	Charisma	1
Thievery	Dexterity	3

• 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: +4 vs. AC, 1d8+1 damage

Dagger: +4 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: +6 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: +6 vs. Will, 1d8+5 damage

Book of Undeniable Fire +1: +6 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: +6 vs. Reflex, 2d8+5 damage

Book of Undeniable Fire +1: +6 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

Shadow Claws

Encounter ♦ Standard Action

Staff of Light +1: +2 vs. Fortitude, 1d10+1 damage

Book of Undeniable Fire +1: +2 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

Shock Sphere Encounter ♦ Standard Action Staff of Light +1: +6 vs. Reflex, 2d6+5 damage Book of Undeniable Fire +1: +6 vs. Reflex, 2d6+5 damage Area burst 2 within 10 squares Target: Each creature in the burst <i>You hurl a crackling orb of lightning that explodes at a point you designate, engulfing all nearby creatures in its electric embrace.</i> 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: +6 vs. Reflex, 2d6+5 damage Book of Undeniable Fire +1: +6 vs. Reflex, 2d6+5 damage Ranged 10 Target: One creature adjacent to the flaming sphere <i>You conjure a rolling ball of fire and control where it goes.</i> 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: +6 vs. Reflex, 3d8+5 damage Book of Undeniable Fire +1: +6 vs. Reflex, 3d8+5 damage Area burst 1 within 10 squares Target: Each enemy in the burst <i>You weave a fiery pillar that spins like a top. With each revolution, it douses your enemies with searing heat.</i> 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 <i>You begin to fling force bolts with a flick of your wrist.</i> 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: +6 vs. Reflex, 4d6+5 damage Book of Undeniable Fire +1: +6 vs. Reflex, 4d6+5 damage Area burst 3 within 20 squares Target: Each creature in the burst <i>A globe of orange flame coalesces in your hand. You hurl it at your enemies, and it explodes on impact.</i> 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 <i>With a wink, you create an illusory sound that emanates from a distant location.</i> 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 <i>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.</i> 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 <i>You gesture toward an object nearby, and a spectral floating hand lifts the object into the air and moves it where you wish.</i> 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 <i>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.</i> 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 <i>This form of mastery is useful for all wizards, particularly if you dabble in both control and damage-dealing spells.</i> Keyword: Implement Effect: you gain a bonus to defense against one attack equal to your Con modifier (+1). 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 PowerUsed ☐	Guardian Blades Daily ♦ Minor Action Personal <i>Three spectral blades appear around you, floating in a ring that wards away your foes.</i> 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 2Used ☐	Memory to Mist Daily ♦ Minor Action Ranged 2 Target: One creature that is not involved in combat and that is lower level than you <i>Your magic settles into a creature's mind, causing it to forget what it just witnessed.</i> Keyword: Arcane Effect: The creature forgets everything that happened in the past 10 minutes and for the next 1 minute. Additional Effects Wizard Utility 2Used ☐
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.	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.	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.
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).		