

Character Sheet

Player Name/RPGA

Neil Burton

Kireth Maiere

Unaligned male Half-Elf Wizard (Arcanist)

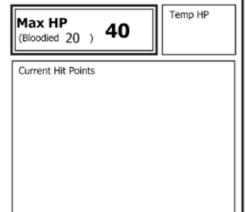
160 lb. 5'11" Medium Age Height Weight Size Deity 5500

Total XP 7500

Defenses



Hit Points



Healing Surges

Surge Value 10

Surges/Day 8

Current Conditions:

Action Points

Action Points	Milestones	Action Points
	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 0

Resistances/Vulnerabilities

Current Conditions and Effects

Basic Attacks

Melee

Staff of Light +1



1d8 + 1Strength vs. AC Damage

Ranged

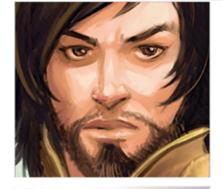
Dagger

Dexterity vs. AC

1d4+2 Damage

Languages

Common, Dwarven, Elven



Abilities

		Check
STR Strength	10	2
CON Constitution	14	4
DEX Dexterity	14	4
INT Intelligence	19	6
ŀ		
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

Combat Statistics and Senses

Initiative 8 Conditional Modifiers:

6 Speed

19 Passive Insight Passive Perception 12

Special Senses: Low-light

Neil	Burt	on

Kireth Majere Character Name

Player Name



Character Details	Equipment
Background	Head
Arcane Mercenary	Neck
Theme	Gloaming Shroud +1
THERE	Arms
Mannerisms and Appearance	Shadowfell Gloves (heroic tier)
Mannerisms and Appearance	Rings
	Tango
	2001
	Off Hand Book of Undeniable Fire +1
Personality Traits	Main Hand Waist
	Staff of Light +1
	Armor
	Cloth Armor (Basic Clothing)
Adventuring Company	Tallac
Blackengorge	Feet
	Ki Focus
	Ki rocus
Companions and Allies	Other Equipment
	Spellbook Dagger
	Adventurer's Kit Torch (2)
Session and Campaign Notes	
Session and Campaign Notes	
Other Notes	
One rotes	<u> </u>
	Total Weight (lbs.) 44 Carrying Capacit
	(lbs.)
	Treasure Normal 100
	52 gp; 8 sp
	Heavy 200
	Max 500

Neil Burton Player Name Kireth Majere

Character Name



Racial Features

Dilettante

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

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.

Class/Other Features

Arcane Implement Mastery

Gain a specialization in an arcane implement of your choice

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.

Staff of Defense

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

Feats

Improved Initiative

+4 to initiative checks

Ritual Caster

Master and perform rituals

Arcane Reserves

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

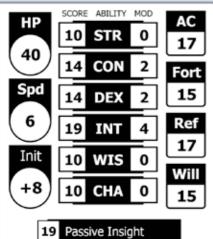
Staff Expertise

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 5 Half-Elf Wizard (Arcanist)



Passive Perception

Player Name: Neil Burton

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

Skills

Acrobatics	Daytarity		4
ACTODATICS	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.

Ranged Basic Attack At-Will . Standard Action

Dagger: +7 vs. AC, 1d4+2 damage Ranged weapon Target: One

You resort to the simple attack you learned when you first picked up a ranged weapon.

creature

Keyword: Weapon Attack: Dexterity vs. AC

Hit: 1[W] + Dex modifier (+2) damage.

Level 21: 2[W] + Dex modifier (+2)

damage.

Additional Effects

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

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

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

Basic Attack

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

Basic Attack 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

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: +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 Dex modifier (+2) or Int modifier (+4).

Additional Effects

Wizard Attack 1

Used | Warlock Attack 1

Used

Wizard Attack 1

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 Target: Each 10 squares 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,

Attack: Intelligence vs. Reflex

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

damage

Miss: Half damage.

Additional Effects

Flaming Sphere

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, Conjuration, Fire, Implement

Effect: You conjure a Medium flaming sphere that occupies quare 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.

Fountain of Flame

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 Target: Each enemy 10 squares 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,

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.

Wizard Attack 3

Used | Wizard Attack 1

Used | 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

Acid Mire

Staff of Light +1: +8 vs. Fortitude, 3d6+5

damage

Book of Undeniable Fire +1: +7 vs. Fortitude,

3d6+5 damage

Area burst 1 within

10 squares creature in the burst

Target: Each

You transform the ground beneath your enemies' feet to hellish slime that eats away at flesh and bone.

Keywords: Acid, Arcane, Implement, Zone Attack: Intelligence vs. Fortitude

Hit: 3d6 + Int modifier (+4) acid damage.

Miss: Half damage

Effect: The burst creates a zone of caustic slime that lasts ntil the end of your next turn. The zone is difficult terrain. Each creature that enters the zone or starts its turn there takes 5 acid damage. Whenever a creature falls prone within the zone, it takes 5 extra acid damage.

Sustain Minor: The zone persists

Additional Effects

Fireball

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 Target: Each 20 squares 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 1

Used | Wizard Attack 5

Used | Wizard Attack 5

Used

Tasha's Forcible..

Staff of Light +1: +8 vs. Will Book of Undeniable Fire +1: +7 vs. Will

Ranged 10 Target: One enemy

By digging deep into an enemy's mind, you unleash crippling pain that causes it to lash out blindly.

Keywords: Arcane, Charm, Enchantment, Implement

Attack: Intelligence vs. Will

Hit: The target is stunned until the start of your next turn. This effect also ends if the target is attacked.

Aftereffect: The target makes a basic attack against a target of your choice as a free action.

Miss: The target is dazed until the end of your next turn. This effect also ends if the target is attacked.

Additional Effects

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

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

Wizard Attack 5

Used | Wizard Utility

Mage Hand

Ranged 5

At-Will . Minor Action

Keywords: Arcane, Conjuration

take the following actions

direction, carrying the object it holds.

You gesture toward an object nearby, and a spectral floating hand lifts the object into the air and moves it where you wish

Effect: You conjure a spectral, floating hand in an unoccupied

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

Minor Action: The hand picks up or manipulates an object

weighing 20 pounds or less. It can hold only one object at a

Sustain Minor: The hand persists until the end of your next

Move Action: The hand moves up to 5 squares in any

Free Action: The hand drops the object it is holding.

your body into your hand. While the hand persists, you can

uare within range. The hand lasts until the end of your next



Prestidigitation At-Will + Standard Action



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

Requirement: You must wield your staff.

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

Keyword: Arcane

Effect: Use this cantrip to accomplish one of the effects given below:

- Change the color of items in 1 cubic foot.
 Creete a harmless sensory effect, such as a shower of spa 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
- * 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

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

Additional Effects

Wizard Utility

Additional Effects

Guardian Blades Daily • Minor Action

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

Target: One

Your magic settles into a creature's mind,

Kevword: Arcane

happened in the past 10 minutes and for the next 1 minute.

Additional Effects

Gloaming Shroud +1

Enhancement: +1 Fortitude, Reflex, and Will

Properties

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

Power (Zone) + Daily (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.

Shadowfell Gloves (heroic...

Power (Necrotic) + Daily (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).

Book of Undeniable Fire +1

Staff of Defense Power

Enhancement: +1 attack rolls and damage

Used

rolls

Critical: +1d8 fire damage per plus

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 (Arcane, Fire, Implement) + Daily (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

Used □

Enhancement: +1 attack rolls and damage rolls

Critical: +1d6 radiant damage per plus

Power (Radiant) + Daily (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.

Wizard Utility

Memory to Mist Daily • Minor Action

Ranged 2

creature that is not involved in combat and that is lower level than you

causing it to forget what it just witnessed.

Effect: The creature forgets everything that

Used | Wizard Utility 2 Wizard Utility 2