

Player Name

Character Name	7		Cleric	Paragon Path	Epic Destiny		Total XP	10,000
Drow	Medium	93	Female	5'0"	109	Evil	Loth	
Race	Size	Age	Gender	Height	Weight	Alignment	Deity	Adventuring Company
								RPGA Number

INITIATIVE			
SCORE	DEX	1/2 LVL	MISC
5	2	3	
CONDITIONAL MODIFIERS			

DEFENSES							
SCORE	DEFENSE	10 + ARMOR/ 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC
22	AC	13	7			2	
CONDITIONAL BONUSES							

MOVEMENT				
SCORE	BASE	ARMOR	ITEM	MISC
5	Speed (Squares)	6	-1	
SPECIAL MOVEMENT				

ABILITY SCORES			
SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
11	STR Strength	0	3
10	CON Constitution	0	3
14	DEX Dexterity	2	5
14	INT Intelligence	2	5
18	WIS Wisdom	4	7
14	CHA Charisma	2	5

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC
15	FORT	13				2	
CONDITIONAL BONUSES							

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC
17	REF	13	2			2	
CONDITIONAL BONUSES							

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC
21	WILL	13	4	2		2	
CONDITIONAL BONUSES							

SENSES			
SCORE	PASSIVE SENSE	BASE	SKILL BONUS
22	Passive Insight	10	+
17	Passive Perception	10	+
SPECIAL SENSES			

Darkvision

ATTACK WORKSPACE							
ABILITY: Melee Basic Attack - Unarmed							
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 3	3	0					

DAMAGE WORKSPACE					
ABILITY: Melee Basic Attack - Unarmed					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4	0				

HIT POINTS			
MAX HP	BLOODED	HEALING SURGES	SURGES/DAY
52	26	13	7
CURRENT HIT POINTS		CURRENT SURGE USES	
SECOND WIND 1/ENCOUNTER		USED	
TEMPORARY HIT POINTS			
DEATH SAVING THROW FAILURES			
SAVING THROW MODS			
RESISTANCES			
CURRENT CONDITIONS AND EFFECTS			

ACTION POINTS		
1	MILESTONES	ACTION POINTS
1	0	1
	1	2
	2	3
ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS		

RACE FEATURES	
Trance (Drow)	Meditate aware 4 hours instead of sleep.
Lothtouched	Use either cloud of darkness or darkfire once per encounter.
Darkfire Wisdom	Use WIS for Darkfire
Fey Origin	Your origin is fey, not natural

BASIC ATTACKS			
ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
7	vs AC	Hand Crossbow	1d8+2
5	vs AC	Mace	1d8
3	vs AC	Unarmed (Melee)	1d4
5	vs AC	Unarmed (Range)	1d4+2

CLASS / PATH / DESTINY FEATURES				
Channel Divinity	Invoke a channel divinity class feature or other power; encounter.			
Healer's Lore	Add Wis modifier to hp healed on cleric healing powers.			
Healing Word	Use healing word as an encounter (special) power; minor action.			
Ritual Casting	Gain Ritual Caster as a bonus feat.			

FEATS	
Ritual Caster	Master and perform rituals
Shadowslip	Shift 2 after using cloud of darkness
Instinctive Darkness	Use cloud of darkness as an immediate reaction when target of melee or close attack
Clutch of Darkness	Cloud of darkness becomes burst 2, darkfire becomes ranged 15
Ruthless Hunter	Your hand crossbow deals 1d8 damage, gains high crit property

SKILLS					
BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
4	Acrobatics	DEX	5	0	-1
10	Arcana	INT	5	5	n/a
2	Athletics	STR	3	0	-1
5	Bluff	CHA	5	0	n/a
12	Diplomacy	CHA	5	5	n/a
7	Dungeoneering	WIS	7	0	n/a
2	Endurance	CON	3	0	-1
7	Heal	WIS	7	0	n/a
5	History	INT	5	0	n/a
12	Insight	WIS	7	5	n/a
7	Intimidate	CHA	5	0	n/a
7	Nature	WIS	7	0	n/a
7	Perception	WIS	7	0	n/a
10	Religion	INT	5	5	n/a
6	Stealth	DEX	5	0	-1
5	Streetwise	CHA	5	0	n/a
4	Thievery	DEX	5	0	-1

LANGUAGES KNOWN	
Common	Elven

POWER INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

AT-WILL POWERS

Sacred Flame	
Lance of Faith	

ENCOUNTER POWERS

Cloud of Darkness	<input type="checkbox"/>
Darkfire	<input type="checkbox"/>
Divine Fortune	<input type="checkbox"/>
Turn Undead	<input type="checkbox"/>
Healing Word	<input type="checkbox"/> <input type="checkbox"/>
Divine Glow	<input type="checkbox"/>
Command	<input type="checkbox"/>
Strengthen the Faithful	<input type="checkbox"/>

DAILY POWERS

Beacon of Hope	<input type="checkbox"/>
Consecrated Ground	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

UTILITY POWERS

Cure Light Wounds	<input type="checkbox"/>
Cure Serious Wounds	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

OTHER EQUIPMENT

Ritual Book
Adventurer's Kit
Pitons (10)
Crossbow Bolts (60)
Sanctified Incense (Religion) (700)
Mace
Climber's Kit
Hand Crossbow (E)
Scroll of Raise Dead

COINS AND OTHER WEALTH

Money on hand: 0 gp
Stored money:
Encumbrance: 106 / 110

MAGIC ITEM INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

MAGIC ITEMS

WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
ARMOR	Astral Fire Finemail +2 (E)	<input type="checkbox"/>
ARMS		<input type="checkbox"/>
FEET		<input type="checkbox"/>
HANDS		<input type="checkbox"/>
HEAD		<input type="checkbox"/>
NECK	Healer's Brooch +2 (E)	<input type="checkbox"/>
RING		<input type="checkbox"/>
RING		<input type="checkbox"/>
WAIST		<input type="checkbox"/>
	Symbol of Divine Reach +2 (Off-hand) (E)	<input type="checkbox"/>
	Battle Standard of Healing (heroic tier) ()	<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
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		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>

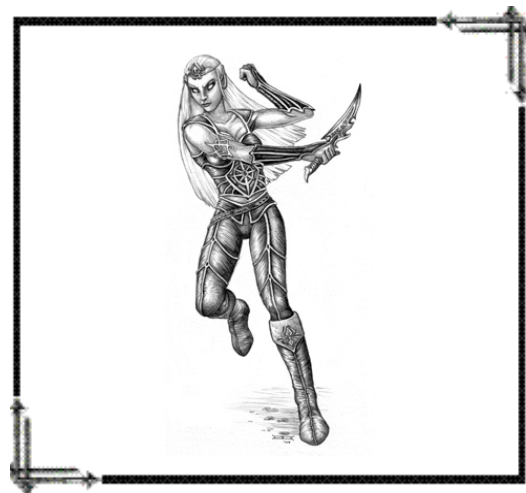
Daily Item Powers Per Day

Heroic (1-10)	<input type="checkbox"/>	Milestone	<input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>
Paragon (11-20)	<input type="checkbox"/> <input type="checkbox"/>	Milestone	<input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>
Epic (21-30)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Milestone	<input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>

RITUALS / ALCHEMY

Gentle Repose
Brew Potion
Speak with Dead
Hand of Fate
Cure Disease
Remove Affliction
Consult Mystic Sages

CHARACTER PORTRAIT



PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND





Society - Noble

You are a member of the aristocracy. Does your family have a noble rank? Are you the heir to a title, and if so, how many people stand between you and that title? Under what circumstances did you become an adventurer?

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES





Sacred Flame

KEYWORDS		Divine, Implement, Radiant		USED
Standard	 5 	Ranged 5		
ACTION	 	RANGE		
9	vs	Reflex	One creature	
ATTACK	DEFENSE	TARGET		
<p>Attack: Wisdom vs. Reflex Hit: 1d6 + Wisdom modifier (+4) radiant damage, and one ally you can see chooses either to gain temporary hit points equal to your Charisma modifier (+2) + one-half your level or to make a saving throw. Increase damage to 2d6 + Wisdom modifier (+4) at 21st level.</p> <p>Symbol of Divine Reach +2: +9 attack, 1d6+6 damage Unarmed: +7 attack, 1d6+4 damage</p>				
ADDITIONAL EFFECTS				
CLASS	Cleric	LEVEL	1	BOOK PH

AT-WILL POWER







Lance of Faith

KEYWORDS		Divine, Implement, Radiant		USED
Standard	 5 	Ranged 5		
ACTION	 	RANGE		
9	vs	Reflex	One creature	
ATTACK	DEFENSE	TARGET		
<p>Attack: Wisdom vs. Reflex Hit: 1d8 + Wisdom modifier (+4) radiant damage, and one ally you can see gains a +2 power bonus to his or her next attack roll against the target. Increase damage to 2d8 + Wisdom modifier (+4) at 21st level.</p> <p>Symbol of Divine Reach +2: +9 attack, 1d8+6 damage Unarmed: +7 attack, 1d8+4 damage</p>				
ADDITIONAL EFFECTS				
CLASS	Cleric	LEVEL	1	BOOK PH

AT-WILL POWER







Cloud of Darkness

KEYWORDS				USED
Minor	 	Close burst 2		
ACTION	 	RANGE		
	vs			
ATTACK	DEFENSE	TARGET		
<p>Effect: The burst creates a cloud of darkness that remains in place until the end of your next turn. The cloud blocks line of sight, squares within it are totally obscured, and creatures entirely within it are blinded until they exit. You are immune to these effects.</p>				
ADDITIONAL EFFECTS				
CLASS	Racial Power	LEVEL	*	BOOK FRPG

ENCOUNTER POWER







Darkfire

KEYWORDS				USED
Minor	 10 	Ranged 10		
ACTION	 	RANGE		
11	vs	Reflex	One creature	
ATTACK	DEFENSE	TARGET		
<p>Attack: Intelligence +4 vs. Reflex, Wisdom +4 vs. Reflex, or Charisma +4 vs. Reflex Increase to +6 bonus at 11th level and +8 bonus at 21st level. Hit: Until the end of your next turn, all attacks against the target have combat advantage, and the target cannot benefit from invisibility or concealment. Special: When you create your character, choose Intelligence, Wisdom, or Charisma as the ability score you use when making attack rolls with this power. This choice remains throughout your character's life and does not change the power's other effects.</p>				
ADDITIONAL EFFECTS				
CLASS	Racial Power	LEVEL	*	BOOK FRPG

ENCOUNTER POWER







Divine Fortune

KEYWORDS		Divine		USED
Free	 	Personal		
ACTION	 	RANGE		
	vs			
ATTACK	DEFENSE	TARGET		
<p>Channel Divinity: You can use only one channel divinity power per encounter Effect: You gain a +1 bonus to your next attack roll or saving throw before the end of your next turn.</p>				
ADDITIONAL EFFECTS				
CLASS	Cleric	LEVEL		BOOK PH

ENCOUNTER POWER







Turn Undead

KEYWORDS		Divine, Implement, Radiant		USED
Standard	 	Close burst 2 (5 at 11th level, 8 at 21st level)		
ACTION	 	RANGE		
9	vs	Will	Each undead creature in burst	
ATTACK	DEFENSE	TARGET		
<p>Channel Divinity: You can use only one channel divinity power per encounter Attack: Wisdom vs. Will Hit: 1d10 + Wisdom modifier (+4) radiant damage, and you push the target a number of squares equal to 3 + your Charisma modifier (+2). The target is immobilized until the end of your next turn. Increase damage to 2d10 + Wisdom modifier (+4) at 5th level, 3d10 + Wisdom modifier (+4) at 11th level, 4d10 + Wisdom modifier (+4) at 15th level, 5d10 + Wisdom modifier (+4) at 21st level, and 6d10 + Wisdom modifier (+4) at 25th level. Miss: Half damage, and the target is not pushed or immobilized.</p> <p>Symbol of Divine Reach +2: +9 attack, 2d10+6 damage Unarmed: +7 attack, 2d10+4 damage</p>				
ADDITIONAL EFFECTS				
CLASS	Cleric	LEVEL		BOOK PH

ENCOUNTER POWER







Healing Word

KEYWORDS		Divine, Healing		USED
Minor	 	Close burst 5 (10 at 11th level, 15 at 21st level)		
ACTION	 5 	RANGE		
	vs		You or one ally	
ATTACK	DEFENSE	TARGET		
<p>Special: You can use this power twice per encounter, but only once per round. At 16th level, you can use this power three times per encounter. Effect: The target can spend a healing surge and regain an additional 1d6 hit points. Increase the amount of additional hit points regained to 2d6 at 6th level, 3d6 at 11th level, 4d6 at 16th level, 5d6 at 21st level, and 6d6 at 26th level.</p>				
ADDITIONAL EFFECTS				
CLASS	Cleric	LEVEL		BOOK PH

ENCOUNTER POWER







Divine Glow

KEYWORDS		Divine, Implement, Radiant		USED
Standard	 	Close blast 3		
ACTION	3  	RANGE		
9	vs	Reflex	Each enemy in blast	
ATTACK	DEFENSE	TARGET		
<p>Attack: Wisdom vs. Reflex Hit: 1d8 + Wisdom modifier (+4) radiant damage. Effect: Allies in the blast gain a +2 power bonus to attack rolls until the end of your next turn.</p> <p>Symbol of Divine Reach +2: +9 attack, 1d8+6 damage Unarmed: +7 attack, 1d8+4 damage</p>				
ADDITIONAL EFFECTS				
CLASS	Cleric	LEVEL	1	BOOK PH

ENCOUNTER POWER



Command

KEYWORDS		Charm, Divine, Implement		USED
Standard	 10 	Ranged 10		
ACTION	 	RANGE		
9	vs	Will	One creature	
ATTACK	DEFENSE	TARGET		
<p>Attack: Wisdom vs. Will Hit: The target is dazed until the end of your next turn. In addition, you can choose to knock the target prone or slide the target a number of squares equal to 3 + your Charisma modifier (+2).</p> <p>Symbol of Divine Reach +2: +9 attack, 0 damage Unarmed: +7 attack, 0 damage</p>				
ADDITIONAL EFFECTS				
CLASS	Cleric	LEVEL	3	BOOK PH

ENCOUNTER POWER



Strengthen the Faithful

KEYWORDS Divine, Healing, Weapon USED

Standard	* ↓ ↘	Melee weapon
ACTION	↖ ✖	RANGE
5	vs	AC
ATTACK	DEFENSE	TARGET
One creature		

Attack: Strength vs. AC
Hit: 2[W] + Strength modifier (+0) damage, and you and each ally adjacent to the target can spend a healing surge. Add your Charisma modifier (+2) to the hit points regained.

Mace: +5 attack, 2d8 damage
Unarmed: +3 attack, 2d4 damage
regain an additional 4 hit points.

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 7 BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS®

Beacon of Hope

KEYWORDS Divine, Healing, Implement USED

Standard	↓ ↘	Close burst 3
ACTION	↖ 3 ✖	RANGE
9	vs	Will
ATTACK	DEFENSE	TARGET
Each enemy in burst		

Attack: Wisdom vs. Will
Hit: The target is weakened until the end of its next turn.
Effect: You and all your allies in the burst regain 5 hit points, and your healing powers restore +5 hit points until the end of the encounter.

Symbol of Divine Reach +2: +9 attack, 0 damage
Unarmed: +7 attack, 0 damage
regain an additional 4 hit points.

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 1 BOOK PH

DAILY POWER DUNGEONS & DRAGONS®

Consecrated Ground

KEYWORDS Divine, Healing, Radiant, Zone USED

Standard	↓ ↘	Close burst 1
ACTION	↖ 1 ✖	RANGE
	vs	
ATTACK	DEFENSE	TARGET

Effect: The burst creates a zone of sanctified ground that lasts until the end of your next turn. You can move the origin square of the zone 3 squares as a move action. Enemies that start their turns within the zone take 1d6 + your Charisma modifier (+2) radiant damage. You and any allies who are bloodied and start their turns within the zone regain hit points equal to 1 + your Charisma modifier (+2).
Sustain Minor: The zone persists.

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 5 BOOK PH

DAILY POWER DUNGEONS & DRAGONS®

Cure Light Wounds

KEYWORDS Divine, Healing USED

Standard	* ↓ ↘	Melee touch
ACTION	↖ ✖	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: You or one creature
Effect: The target regains hit points as if it had spent a healing surge.

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 2 BOOK PH

UTILITY POWER DUNGEONS & DRAGONS®

Cure Serious Wounds

KEYWORDS Divine, Healing USED

Standard	* ↓ ↘	Melee touch
ACTION	↖ ✖	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: You or one creature
Effect: The target regains hit points as if it had spent two healing surges.

ADDITIONAL EFFECTS

CLASS Cleric LEVEL 6 BOOK PH

UTILITY POWER DUNGEONS & DRAGONS®

Symbol of Divine Reach +2

			1
AC BONUS	CHECK	SPEED	QUANTITY
+2 attack rolls and damage rolls		8	Holy Symbol
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

When using this holy symbol to deliver a ranged or area prayer, add the symbol's enhancement bonus to the range. For example, a +3 symbol of divine reach would increase "area burst 5 within 10 squares" to "area burst 5 within 13 squares." On a critical hit you deal +2d10 damage with ranged and area attacks.

<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
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POWER

Item Slot: Off-hand

ITEM SLOT Off-hand WEIGHT 0 PRICE 3400 BOOK

MAGIC ITEM DUNGEONS & DRAGONS®

Battle Standard of Healing (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		3	Wondrous Item
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

Power (Encounter • Healing, Zone): Standard Action. When you plant the battle standard in your space or an adjacent square, it creates a zone of healing energy in a close burst 5. Whenever you or an ally spends a healing surge while in the zone, you and all allies in the zone regain 1 hit point. This effect lasts until the end of the encounter or until the battle standard is removed from the ground. Any character in or adjacent to a battle standard's square can remove it from the ground as a standard action.

ITEM SLOT WEIGHT 0 PRICE 680 BOOK

MAGIC ITEM DUNGEONS & DRAGONS®

Astral Fire Finemail +2

7	-1	-1	1
AC BONUS	CHECK	SPEED	QUANTITY
+2 AC		7	Armor
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

When you use any Channel Divinity power, you gain a +2 item bonus to AC and Fortitude until the end of your next turn.

<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
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POWER

ITEM SLOT Body WEIGHT 40 PRICE 2600 BOOK

MAGIC ITEM DUNGEONS & DRAGONS®

Healer's Brooch +2

			1
AC BONUS	CHECK	SPEED	QUANTITY
+2 Fortitude, Reflex, and Will		9	Neck Slot Item
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

When you use a power that enables you or an ally to regain hit points, add the brooch's enhancement bonus to the hit points gained.

<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
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POWER

Item Slot: Neck

ITEM SLOT Neck WEIGHT 0 PRICE 4200 BOOK

MAGIC ITEM DUNGEONS & DRAGONS®

Player Name

Character Name		7		Fighter		Paragon Path		Epic Destiny		10,000	
Drow		Medium		76		5'6"		140		Evil	
Race		Size		Age		Gender		Height		Weight	
										Alignment	
										Deity	
										Adventuring Company	
										RPGA Number	

INITIATIVE			
SCORE	DEX	1/2 LVL	MISC
5	2	3	
CONDITIONAL MODIFIERS			

DEFENSES							
SCORE	DEFENSE	10 + ARMOR/1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC
23	AC	13	8			2	
CONDITIONAL BONUSES							

MOVEMENT			
SCORE	BASE	ARMOR	ITEM
5	Speed (Squares)	6	-1
SPECIAL MOVEMENT			

ABILITY SCORES			
SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
18	STR Strength	4	7
16	CON Constitution	3	6
15	DEX Dexterity	2	5
10	INT Intelligence	0	3
10	WIS Wisdom	0	3
10	CHA Charisma	0	3

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC
20	FORT	13	4	2		1	
CONDITIONAL BONUSES							

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC
16	REF	13	2			1	
CONDITIONAL BONUSES							

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC
14	WILL	13				1	
CONDITIONAL BONUSES							

SENSES			
SCORE	PASSIVE SENSE	BASE	SKILL BONUS
13	Passive Insight	10 +	3
13	Passive Perception	10 +	3

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
13	Passive Perception	10 +	3

SPECIAL SENSES
Darkvision

ATTACK WORKSPACE							
ABILITY: Melee Basic Attack - Unarmed							
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 7	3	4					

DAMAGE WORKSPACE							
ABILITY: Melee Basic Attack - Unarmed							
DAMAGE	ABIL	FEAT	ENH	MISC	MISC	MISC	MISC
1d4+4	4						

HIT POINTS			
MAX HP	BLOODED	HEALING SURGES	SURGES/DAY
67	33	17	12
CURRENT HIT POINTS		CURRENT SURGE USES	

SECOND WIND 1/ENCOUNTER		USED
TEMPORARY HIT POINTS		

DEATH SAVING THROW FAILURES	
SAVING THROW MODS	

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

SKILLS					
BONUS	SKILL NAME	ABIL	TRND (+5)	ARMOR PENALTY	MISC
5	Acrobatics	DEX	5	0	
3	Arcana	INT	3	0	n/a
12	Athletics	STR	7	5	
3	Bluff	CHA	3	0	n/a
3	Diplomacy	CHA	3	0	n/a
8	Dungeoneering	WIS	3	5	n/a
6	Endurance	CON	6	0	
3	Heal	WIS	3	0	n/a
3	History	INT	3	0	n/a
3	Insight	WIS	3	0	n/a
10	Intimidate	CHA	3	5	2
3	Nature	WIS	3	0	n/a
3	Perception	WIS	3	0	n/a
3	Religion	INT	3	0	n/a
7	Stealth	DEX	5	0	2
3	Streetwise	CHA	3	0	n/a
5	Thievery	DEX	5	0	

ACTION POINTS		
Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES	
Trance (Drow)	Meditate aware 4 hours instead of sleep.
Lolthtouched	Use either cloud of darkness or darkfire once per encounter.
Darkfire Wisdom	Use WIS for Darkfire
Fey Origin	Your origin is fey, not natural

CLASS / PATH / DESTINY FEATURES	
Combat Challenge	Mark foes you attack. They get -2 to attacks not including you. Make basic melee attack against adjacent marked foe who shifts or makes attack not including you. Mark lasts until end of your next turn or marked by other.
Combat Superiority	Add Wis mod to opportunity attacks. Hit ends foe's movement (if any) this action.
Fighter Talents	Select a Fighter Talent.
Two-handed Weapon Talent	+1 on attacks with two-handed weapons.

LANGUAGES KNOWN	
Common, Elven	

BASIC ATTACKS			
ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
12	vs AC	Spiderkissed Execution axe +	1d12+8
7	vs AC	Hand Crossbow	1d6+2
7	vs AC	Unarmed (Melee)	1d4+4
5	vs AC	Unarmed (Range)	1d4+2

FEATS	
Weapon Proficiency (Execution axe)	Gain proficiency with the Execution axe.
Power Attack	+2 damage for -2 to attack
Potent Challenge	Add Con modifier damage to target hit with attack granted by Combat Challenge
Vigilante Justice Style	

POWER INDEX

List your powers below.
 Check the box when the power is used.
 Clear the box when the power renews.

AT-WILL POWERS

Combat Challenge	<input type="checkbox"/>
Brash Strike	<input type="checkbox"/>
Cleave	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

ENCOUNTER POWERS

Cloud of Darkness	<input type="checkbox"/>
Darkfire	<input type="checkbox"/>
Passing Attack	<input type="checkbox"/>
Sweeping Blow	<input type="checkbox"/>
Come and Get It	<input type="checkbox"/>
	<input type="checkbox"/>

DAILY POWERS

Comeback Strike	<input type="checkbox"/>
Crack the Shell	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

UTILITY POWERS

Pass Forward	<input type="checkbox"/>
Unbreakable	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

OTHER EQUIPMENT

Adventurer's Kit
Climber's Kit
Crossbow Bolts (60)
Hand Crossbow

COINS AND OTHER WEALTH

Money on hand: 0 gp
Stored money:
Encumbrance: 111 / 180

MAGIC ITEM INDEX

List your powers below.
 Check the box when the power is used.
 Clear the box when the power renews.

MAGIC ITEMS

WEAPON	Spiderkissed Execution axe +2	<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
ARMOR	Fortification Drakescale Armor +2 (E)	<input type="checkbox"/>
ARMS	Iron Armbands of Power (heroic tier) (E)	<input type="checkbox"/>
FEET		<input type="checkbox"/>
HANDS		<input type="checkbox"/>
HEAD		<input type="checkbox"/>
NECK	Cloak of Distortion +1 (E)	<input type="checkbox"/>
RING		<input type="checkbox"/>
RING		<input type="checkbox"/>
WAIST	Belt of Vigor (heroic tier) (E)	<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>

Daily Item Powers Per Day

Heroic (1-10)	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>		
Paragon (11-20)	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	
Epic (21-30)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>

RITUALS / ALCHEMY

CHARACTER PORTRAIT**PERSONALITY TRAITS**

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

Drow - Orphan
 The drow community in which you were born no longer exists. Perhaps an army of dwarves or elves wiped it from the Underdark, or it was exterminated by another drow city. Somehow, you survived this event. Did something about you prompt a member of the invading force to spare you and bring you to the surface?

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

Combat Challenge

KEYWORDS Martial, Weapon		USED
Imm Interr	* ↑ ↘	Melee
ACTION	← 1 ✱	RANGE
vs		
ATTACK	DEFENSE	TARGET
<p>Effect: Whenever an enemy marked by you is adjacent to you and shifts or makes an attack that does not include you, you can make a melee basic attack against that enemy.</p>		
ADDITIONAL EFFECTS		
CLASS	LEVEL *	BOOK PH

AT-WILL POWER



Brash Strike

KEYWORDS Martial, Weapon		USED
Standard	* ↑ ↘	Melee weapon
ACTION	← 3 ✱	RANGE
14	vs	AC
ATTACK	DEFENSE	TARGET
<p>Attack: Strength +2 vs. AC Hit: 1[W] + Strength modifier (+4) damage. Increase damage to 2[W] + Strength modifier (+4) at 21st level. Weapon: If you're wielding an axe, a hammer, or a mace, the attack deals extra damage equal to your Constitution modifier (+3). Effect: You grant combat advantage to the target until the start of your next turn.</p> <p>Spiderkissed Execution axe +2: +14 attack, 1d12+11 damage Unarmed: +9 attack, 1d4+4 damage</p>		
ADDITIONAL EFFECTS		
CLASS	LEVEL 1	BOOK MP

AT-WILL POWER



Cleave

KEYWORDS Martial, Weapon		USED
Standard	* ↑ ↘	Melee weapon
ACTION	← 3 ✱	RANGE
12	vs	AC
ATTACK	DEFENSE	TARGET
<p>Attack: Strength vs. AC Hit: 1[W] + Strength modifier (+4) damage, and an enemy adjacent to you other than the target takes damage equal to your Strength modifier (+4). Increase damage to 2[W] + Strength modifier (+4) at 21st level.</p> <p>Spiderkissed Execution axe +2: +12 attack, 1d12 +8 damage Unarmed: +7 attack, 1d4+4 damage</p>		
ADDITIONAL EFFECTS		
CLASS	LEVEL 1	BOOK PH

AT-WILL POWER



Cloud of Darkness

KEYWORDS		USED
Minor	↑ ↘	Close burst 1
ACTION	← 1 ✱	RANGE
vs		
ATTACK	DEFENSE	TARGET
<p>Effect: The burst creates a cloud of darkness that remains in place until the end of your next turn. The cloud blocks line of sight, squares within it are totally obscured, and creatures entirely within it are blinded until they exit. You are immune to these effects.</p>		
ADDITIONAL EFFECTS		
CLASS	LEVEL *	BOOK FRPG

ENCOUNTER POWER



Darkfire

KEYWORDS		USED
Minor	↑ 10 ↘	Ranged 10
ACTION	← 3 ✱	RANGE
7	vs	Reflex
ATTACK	DEFENSE	TARGET
<p>Attack: Intelligence +4 vs. Reflex, Wisdom +4 vs. Reflex, or Charisma +4 vs. Reflex Increase to +6 bonus at 11th level and +8 bonus at 21st level. Hit: Until the end of your next turn, all attacks against the target have combat advantage, and the target cannot benefit from invisibility or concealment. Special: When you create your character, choose Intelligence, Wisdom, or Charisma as the ability score you use when making attack rolls with this power. This choice remains throughout your character's life and does not change the power's other effects.</p>		
ADDITIONAL EFFECTS		
CLASS	LEVEL *	BOOK FRPG

ENCOUNTER POWER



Passing Attack

KEYWORDS Martial, Weapon		USED
Standard	* ↑ ↘	Melee weapon
ACTION	← 3 ✱	RANGE
12	vs	AC
ATTACK	DEFENSE	TARGET
<p>Attack: Strength vs. AC Hit: 1[W] + Strength modifier (+4) damage, and you can shift 1 square. Make a secondary attack. Secondary Target: One creature other than the primary target Secondary Attack: Strength + 2 vs. AC Hit: 1[W] + Strength modifier (+4) damage.</p> <p>Spiderkissed Execution axe +2: +12 attack, 1d12 +8 damage Unarmed: +7 attack, 1d4+4 damage</p>		
ADDITIONAL EFFECTS		
CLASS	LEVEL 1	BOOK PH

ENCOUNTER POWER



Sweeping Blow

KEYWORDS Martial, Weapon		USED
Standard	↑ ↘	Close burst 1
ACTION	← 1 ✱	RANGE
14	vs	AC
ATTACK	DEFENSE	TARGET
<p>Attack: Strength vs. AC Weapon: If you're wielding an axe, a flail, a heavy blade, or a pick, you gain a bonus to the attack roll equal to one-half your Strength modifier (+4). Hit: 1[W] + Strength modifier (+4) damage.</p> <p>Spiderkissed Execution axe +2: +14 attack, 1d12 +8 damage Hand Crossbow: +9 attack, 1d6+4 damage Unarmed: +7 attack, 1d4+4 damage</p>		
ADDITIONAL EFFECTS		
CLASS	LEVEL 3	BOOK PH

ENCOUNTER POWER



Come and Get It

KEYWORDS Martial, Weapon		USED
Standard	↑ ↘	Close burst 3
ACTION	← 3 ✱	RANGE
12	vs	AC
ATTACK	DEFENSE	TARGET
<p>Effect: You pull each target 2 squares to a space adjacent to you. You cannot pull a target that cannot end adjacent to you. You then make a close attack targeting each adjacent enemy. Attack: Strength vs. AC Hit: 1[W] + Strength modifier (+4) damage.</p> <p>Spiderkissed Execution axe +2: +12 attack, 1d12 +8 damage Hand Crossbow: +9 attack, 1d6+4 damage Unarmed: +7 attack, 1d4+4 damage</p>		
ADDITIONAL EFFECTS		
CLASS	LEVEL 7	BOOK PH

ENCOUNTER POWER



Comeback Strike

KEYWORDS Healing, Martial, Reliable, Weapon		USED
Standard	* ↑ ↘	Melee weapon
ACTION	← 3 ✱	RANGE
12	vs	AC
ATTACK	DEFENSE	TARGET
<p>Attack: Strength vs. AC Hit: 2[W] + Strength modifier (+4) damage, and you can spend a healing surge.</p> <p>Spiderkissed Execution axe +2: +12 attack, 2d12 +8 damage Unarmed: +7 attack, 2d4+4 damage</p>		
ADDITIONAL EFFECTS		
CLASS	LEVEL 1	BOOK PH

DAILY POWER



Crack the Shell

KEYWORDS Martial, Reliable, Weapon USED

Standard * Melee weapon

ACTION **RANGE**

12 vs **AC** One creature

ATTACK **DEFENSE** **TARGET**

Attack: Strength vs. AC
Hit: 2[W] + Strength modifier (+4) damage, and the target takes ongoing 5 damage and a -2 penalty to AC (save ends both).

Spiderkissed Execution axe +2: +12 attack, 2d12 +8 damage
Unarmed: +7 attack, 2d4+4 damage

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 5 BOOK PH

DAILY POWER



Pass Forward

KEYWORDS Martial USED

Move Personal

ACTION **RANGE**

AT-WILL **ENCOUNTER** **DAILY**

Effect: You pick an adjacent enemy and move up to your speed. As long as you end this movement in a square adjacent to that enemy, your movement does not provoke opportunity attacks from that enemy.

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 2 BOOK MP

UTILITY POWER



Unbreakable

KEYWORDS Martial USED

Imm React Personal

ACTION **RANGE**

AT-WILL **ENCOUNTER** **DAILY**

Trigger: You are hit by an attack
Effect: Reduce the damage from the attack by 5 + your Constitution modifier (+3).

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 6 BOOK PH

UTILITY POWER



Spiderkissed Execution axe +2

1d12	2	Axe	
DAMAGE	PROFICIENT	GROUP	RANGE
+2 attack rolls and damage rolls	7	+2d6 poison damage	
ENHANCEMENT	LEVEL	CRITICAL	

PROPERTIES
High Crit, Brutal

Melee Basic Attack: +12 attack, 1d12+8 damage

AT-WILL **ENCOUNTER** **DAILY**

POWER
Power (At-Will • Poison): Free Action. All damage dealt by this weapon is poison damage. Another free action returns the damage to normal.
Power (Daily): Free Action. Use this power when you hit with the weapon. The target is slowed (save ends). First Failed Save: The target is immobilized (save ends).

ITEM SLOT Two-Hands WEIGHT 14 PRICE 2600 BOOK

MAGIC WEAPON



Fortification Drakescale Armor +2

8	-	-1	1
AC BONUS	CHECK	SPEED	QUANTITY
+2 AC	9	Armor	
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES
Whenever a critical hit is scored against you, roll 1d20. On a result of 16–20, the critical hit becomes a normal hit.

AT-WILL **ENCOUNTER** **DAILY**

POWER

ITEM SLOT Body WEIGHT 45 PRICE 4200 BOOK

MAGIC ITEM



Iron Armbands of Power (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		6	Arms Slot Item
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES
Gain a +2 item bonus to melee damage rolls.

AT-WILL **ENCOUNTER** **DAILY**

POWER
Item Slot: Arms

ITEM SLOT Arms WEIGHT 0 PRICE 1800 BOOK

MAGIC ITEM



Cloak of Distortion +1

			1
AC BONUS	CHECK	SPEED	QUANTITY
+1 Fortitude, Reflex, and Will	4	Neck Slot Item	
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES
A ranged attack against you from more than 5 squares away takes a -5 penalty to the attack roll.

AT-WILL **ENCOUNTER** **DAILY**

POWER
Item Slot: Neck

ITEM SLOT Neck WEIGHT 0 PRICE 840 BOOK

MAGIC ITEM



Belt of Vigor (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		2	Waist Slot Item
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES
You gain a +1 item bonus to your healing surge value.

AT-WILL **ENCOUNTER** **DAILY**

POWER
Item Slot: Waist

ITEM SLOT Waist WEIGHT 0 PRICE 520 BOOK

MAGIC ITEM



Player Name

Character Name		Level		Class		Paragon Path		Epic Destiny		Total XP	
Drow		7		Fighter						10,000	
Race	Size	Age	Gender	Height	Weight	Alignment	Deity	Adventuring Company		RPGA Number	
	Medium	70		5'4"	127	Evil	Loth				

INITIATIVE			
SCORE	DEX	1/2 LVL	MISC
5	2	3	
CONDITIONAL MODIFIERS			

DEFENSES							
SCORE	DEFENSE	10 + ARMOR/1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC
26	AC	13	9			2	2
CONDITIONAL BONUSES							

MOVEMENT			
SCORE	BASE	ARMOR	ITEM
5	Speed (Squares)	6	-1
SPECIAL MOVEMENT			

ABILITY SCORES			
SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
18	STR Strength	4	7
16	CON Constitution	3	6
15	DEX Dexterity	2	5
10	INT Intelligence	0	3
10	WIS Wisdom	0	3
10	CHA Charisma	0	3

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC
20	FORT	13	4	2		1	
CONDITIONAL BONUSES							

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC
18	REF	13	2			1	2
CONDITIONAL BONUSES							

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC
14	WILL	13				1	
CONDITIONAL BONUSES							

SENSES			
SCORE	PASSIVE SENSE	BASE	SKILL BONUS
13	Passive Insight	10 +	3
13	Passive Perception	10 +	3

SPECIAL SENSES
Darkvision

ATTACK WORKSPACE							
ABILITY: Melee Basic Attack - Unarmed							
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 7	3	4					

DAMAGE WORKSPACE					
ABILITY: Melee Basic Attack - Unarmed					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+4	4				

HIT POINTS			
MAX HP	BLOODED	HEALING SURGES	
67	33	16	12
	1/2 HP	1/4 HP	
CURRENT HIT POINTS		CURRENT SURGE USES	
SECOND WIND 1/ENCOUNTER		USED	
TEMPORARY HIT POINTS			
DEATH SAVING THROW FAILURES			
SAVING THROW MODS			
RESISTANCES			
CURRENT CONDITIONS AND EFFECTS			

ACTION POINTS		
Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES	
Trance (Drow)	Meditate aware 4 hours instead of sleep.
Lothtouched	Use either cloud of darkness or darkfire once per encounter.
Darkfire Wisdom	Use WIS for Darkfire
Fey Origin	Your origin is fey, not natural

BASIC ATTACKS			
ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
13	vs AC	Reckless Khopesh +2	1d8+9
8	vs AC	Hand Crossbow	1d6+2
7	vs AC	Unarmed (Melee)	1d4+4
5	vs AC	Unarmed (Range)	1d4+2

FEATS	
Armor Proficiency (Plate)	Training with plate armor
Shield Fighting	Forgo shield bonus to gain +1 damage
Weapon Focus (Heavy Blade)	Gain +1 damage per tier with Heavy Blades.
Weapon Expertise (Heavy Blade)	Gain bonus to attack rolls with Heavy Blades.

SKILLS					
BONUS	SKILL NAME	DEX	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY
1	Acrobatics	DEX	5	0	-4
3	Arcana	INT	3	0	n/a
8	Athletics	STR	7	5	-4
3	Bluff	CHA	3	0	n/a
3	Diplomacy	CHA	3	0	n/a
8	Dungeoneering	WIS	3	5	n/a
2	Endurance	CON	6	0	-4
3	Heal	WIS	3	0	n/a
3	History	INT	3	0	n/a
3	Insight	WIS	3	0	n/a
10	Intimidate	CHA	3	5	n/a 2
3	Nature	WIS	3	0	n/a
3	Perception	WIS	3	0	n/a
3	Religion	INT	3	0	n/a
3	Stealth	DEX	5	0	-4 2
3	Streetwise	CHA	3	0	n/a
1	Thievery	DEX	5	0	-4

CLASS / PATH / DESTINY FEATURES	
Combat Challenge	Mark foes you attack. They get -2 to attacks not including you. Make basic melee attack against adjacent marked foe who shifts or makes attack not including you. Mark lasts until end of your next turn or marked by other.
Combat Superiority	Add Wis mod to opportunity attacks. Hit ends foe's movement (if any) this action.
Fighter Talents	Select a Fighter Talent.
One-handed Weapon Talent	+1 on attacks with one-handed weapons.

LANGUAGES KNOWN	
Common, Elven	

POWER INDEX	
<i>List your powers below. Check the box when the power is used. Clear the box when the power renews.</i>	
AT-WILL POWERS	
Combat Challenge	
Tide of Iron	
Cleave	

ENCOUNTER POWERS	
Cloud of Darkness	<input type="checkbox"/>
Darkfire	<input type="checkbox"/>
Shield Bash	<input type="checkbox"/>
Rhino Strike	<input type="checkbox"/>
Iron Bulwark	<input type="checkbox"/>
	<input type="checkbox"/>

DAILY POWERS	
Villain's Menace	<input type="checkbox"/>
Nimble Bladestorm	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

UTILITY POWERS	
Shielded Sides	<input type="checkbox"/>
Settling the Score	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

OTHER EQUIPMENT	
Adventurer's Kit	
Climber's Kit	
Hand Crossbow	
Crossbow Bolts (60)	

COINS AND OTHER WEALTH	
Money on hand: 0 gp	
Stored money:	
Encumbrance: 125 / 180	

MAGIC ITEM INDEX	
<i>List your powers below. Check the box when the power is used. Clear the box when the power renews.</i>	
MAGIC ITEMS	
WEAPON	Reckless Khopesh +2 (E) <input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
ARMOR	Stoneborn Layered Plate Armor +2 (E) <input type="checkbox"/>
ARMS	Iron Armbands of Power (heroic tier) (E) <input type="checkbox"/>
FEET	<input type="checkbox"/>
HANDS	<input type="checkbox"/>
HEAD	<input type="checkbox"/>
NECK	Cloak of Distortion +1 (E) <input type="checkbox"/>
RING	<input type="checkbox"/>
RING	<input type="checkbox"/>
WAIST	<input type="checkbox"/>
Razor Shield Heavy Shield (heroic tier) (Off-hand) <input type="checkbox"/>	
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
<i>Daily Item Powers Per Day</i>	
Heroic (1-10)	<input type="checkbox"/> Milestone <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>
Paragon (11-20)	<input type="checkbox"/> <input type="checkbox"/> Milestone <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>
Epic (21-30)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Milestone <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>

RITUALS / ALCHEMY	

CHARACTER PORTRAIT	
	

PERSONALITY TRAITS	

MANNERISMS AND APPEARANCE	

CHARACTER BACKGROUND	
Drow - Orphan	
The drow community in which you were born no longer exists. Perhaps an army of dwarves or elves wiped it from the Underdark, or it was exterminated by another drow city. Somehow, you survived this event. Did something about you prompt a member of the invading force to spare you and bring you to the surface?	

COMPANIONS AND ALLIES	

SESSION AND CAMPAIGN NOTES	

Combat Challenge

KEYWORDS Martial, Weapon USED

Imm Interr	* ↑ ↘	Melee
ACTION	← *	RANGE
13 vs AC		One creature
ATTACK	DEFENSE	TARGET

Effect: Whenever an enemy marked by you is adjacent to you and shifts or makes an attack that does not include you, you can make a melee basic attack against that enemy.

ADDITIONAL EFFECTS

CLASS Fighter LEVEL * BOOK PH

AT-WILL POWER

DUNGEONS & DRAGONS

Tide of Iron

KEYWORDS Martial, Weapon USED

Standard	* ↑ ↘	Melee weapon
ACTION	← *	RANGE
13 vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be using a shield.
 Attack: Strength vs. AC
 Hit: 1[W] + Strength modifier (+4) damage, and you push the target 1 square if it is your size, smaller than you, or one size category larger. You can shift into the space that the target occupied.
 Increase damage to 2[W] + Strength modifier (+4) at 21st level.

Reckless Khopesh +2: +13 attack, 1d8+9 damage
 Unarmed: +7 attack, 1d4+4 damage

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 1 BOOK PH

AT-WILL POWER

DUNGEONS & DRAGONS

Cleave

KEYWORDS Martial, Weapon USED

Standard	* ↑ ↘	Melee weapon
ACTION	← *	RANGE
13 vs AC		One creature
ATTACK	DEFENSE	TARGET

Attack: Strength vs. AC
 Hit: 1[W] + Strength modifier (+4) damage, and an enemy adjacent to you other than the target takes damage equal to your Strength modifier (+4).
 Increase damage to 2[W] + Strength modifier (+4) at 21st level.

Reckless Khopesh +2: +13 attack, 1d8+9 damage
 Unarmed: +7 attack, 1d4+4 damage

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 1 BOOK PH

AT-WILL POWER

DUNGEONS & DRAGONS

Cloud of Darkness

KEYWORDS Minor USED

Minor	↑ ↘	Close burst 1
ACTION	← 1 *	RANGE
7 vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Effect: The burst creates a cloud of darkness that remains in place until the end of your next turn. The cloud blocks line of sight, squares within it are totally obscured, and creatures entirely within it are blinded until they exit. You are immune to these effects.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL * BOOK FRPG

ENCOUNTER POWER

DUNGEONS & DRAGONS

Darkfire

KEYWORDS Minor USED

Minor	↑ 10 ↘	Ranged 10
ACTION	← *	RANGE
7 vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Attack: Intelligence +4 vs. Reflex, Wisdom +4 vs. Reflex, or Charisma +4 vs. Reflex
 Increase to +6 bonus at 11th level and +8 bonus at 21st level.
 Hit: Until the end of your next turn, all attacks against the target have combat advantage, and the target cannot benefit from invisibility or concealment.
 Special: When you create your character, choose Intelligence, Wisdom, or Charisma as the ability score you use when making attack rolls with this power. This choice remains throughout your character's life and does not change the power's other effects.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL * BOOK FRPG

ENCOUNTER POWER

DUNGEONS & DRAGONS

Shield Bash

KEYWORDS Martial USED

Standard	* ↑ ↘	Melee 1
ACTION	← *	RANGE
9 vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be using a shield.
 Attack: Strength +2 vs. Reflex
 Hit: 1d10 + Strength modifier (+4) damage, and you push the target 1 square and knock it prone.
 Special: If you are a dwarf, the attack deals extra damage equal to your Wisdom modifier (+0).
 Special: When charging, you can use this power in place of a melee basic attack.

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 1 BOOK MP

ENCOUNTER POWER

DUNGEONS & DRAGONS

Rhino Strike

KEYWORDS Martial, Weapon USED

Standard	* ↑ ↘	Melee weapon
ACTION	← *	RANGE
13 vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must charge and use this power in place of a melee basic attack. If you're using a shield, the movement during your charge does not provoke opportunity attacks.
 Attack: Strength vs. AC
 Hit: 2[W] + Strength modifier (+4) damage.

Reckless Khopesh +2: +13 attack, 2d8+9 damage
 Unarmed: +7 attack, 2d4+4 damage

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 3 BOOK MP

ENCOUNTER POWER

DUNGEONS & DRAGONS

Iron Bulwark

KEYWORDS Martial, Weapon USED

Standard	* ↑ ↘	Melee weapon
ACTION	← *	RANGE
13 vs AC		One creature
ATTACK	DEFENSE	TARGET

Attack: Strength vs. AC
 Hit: 2[W] + Strength modifier (+4) damage.
 Effect: You gain a +1 power bonus to AC (or a +2 bonus if you're using a shield) until the end of your next turn.

Reckless Khopesh +2: +13 attack, 2d8+9 damage
 Unarmed: +7 attack, 2d4+4 damage

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 7 BOOK PH

ENCOUNTER POWER

DUNGEONS & DRAGONS

Villain's Menace

KEYWORDS Martial, Weapon USED

Standard	* ↑ ↘	Melee weapon
ACTION	← *	RANGE
13 vs AC		One creature
ATTACK	DEFENSE	TARGET

Attack: Strength vs. AC
 Hit: 2[W] + Strength modifier (+4) damage, and you gain a +2 power bonus to attack rolls and a +4 power bonus to damage rolls against the target until the end of the encounter.

Miss: Gain a +1 power bonus to attack rolls and a +2 power bonus to damage rolls against the target until the end of the encounter.

Reckless Khopesh +2: +13 attack, 2d8+9 damage
 Unarmed: +7 attack, 2d4+4 damage

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 1 BOOK PH

DAILY POWER

DUNGEONS & DRAGONS

Nimble Bladestorm

KEYWORDS Martial, Weapon USED

Standard	↓	↗	Close burst 1
ACTION	←	1	RANGE
13	vs	AC	All enemies in burst
ATTACK		DEFENSE	TARGET

Attack: Strength vs. AC

Weapon: If you're wielding a light blade, heavy blade or a spear, you gain a bonus to the attack roll equal to your Dexterity modifier (+2).
Hit: 2[W] + Strength modifier (+4) damage.

Reckless Khopesh +2: +13 attack, 2d8+9 damage
Hand Crossbow: +10 attack, 2d6+4 damage
Unarmed: +7 attack, 2d4+4 damage

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 5 BOOK *Dragon 366*

DAILY POWER



Shielded Sides

KEYWORDS Martial USED

Minor	↓	↗	Personal
ACTION	←	*	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	

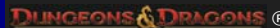
Requirement: You must be using a shield.

Effect: Until the end of your next turn, you gain a +2 power bonus to AC and Reflex and do not grant combat advantage to creatures flanking you.

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 2 BOOK *MP*

UTILITY POWER



Settling the Score

KEYWORDS Martial USED

Imm React	↓	↗	Personal
ACTION	←	*	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY	

Trigger: An enemy hits you with an attack
Effect: You gain a +2 power bonus to attack rolls against the triggering enemy until the end of the encounter.

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 6 BOOK *MP*

UTILITY POWER



Reckless Khopesh +2

1d8	2	Axe, Heavy Blade	
DAMAGE	PROFICIENT	GROUP	RANGE
+2 attack rolls and damage rolls	8	+2d8 damage	
ENHANCEMENT	LEVEL	CRITICAL	

PROPERTIES

Versatile, Brutal

Melee Basic Attack: +13 attack, 1d8+9 damage

<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
---	------------------------------------	--------------------------------

POWER

Power (At-Will): Free Action. Use this power before making a melee attack against an adjacent target. You gain a power bonus to that attack's damage roll equal to twice this weapon's enhancement bonus. You take a -2 penalty to AC until the end of your next turn.

ITEM SLOT One-hand WEIGHT 8 PRICE 3400 BOOK

MAGIC WEAPON



Iron Armbands of Power (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		6	Arms Slot Item
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

Gain a +2 item bonus to melee damage rolls.

<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
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POWER

Item Slot: Arms

ITEM SLOT Arms WEIGHT 0 PRICE 1800 BOOK

MAGIC ITEM



Cloak of Distortion +1

			1
AC BONUS	CHECK	SPEED	QUANTITY
+1 Fortitude, Reflex, and Will	4	Neck Slot Item	
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

A ranged attack against you from more than 5 squares away takes a -5 penalty to the attack roll.

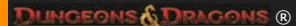
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
----------------------------------	------------------------------------	--------------------------------

POWER

Item Slot: Neck

ITEM SLOT Neck WEIGHT 0 PRICE 840 BOOK

MAGIC ITEM



Stoneborn Layered Plate Armor +2

9	-2	-1	1
AC BONUS	CHECK	SPEED	QUANTITY
+2 AC	8	Armor	
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
----------------------------------	------------------------------------	---

POWER

Power (Daily): Minor Action. Gain temporary hit points equal to 15 + your Constitution modifier (+3). They last until depleted or until you take an extended rest.

ITEM SLOT Body WEIGHT 50 PRICE 3400 BOOK

MAGIC ITEM



Razor Shield Heavy Shield (heroic tier)

2	-2	-	1
AC BONUS	CHECK	SPEED	QUANTITY
		2	Arms Slot Item
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
----------------------------------	------------------------------------	---

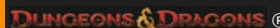
POWER

Item Slot: Arms

Power (Daily): Immediate Reaction. Use this power when a melee attack hits you. The attacker takes 1d8 + Constitution modifier (+3) damage.

ITEM SLOT Off-hand WEIGHT 15 PRICE 520 BOOK

MAGIC ITEM



Player Name

Character Name **Drow** Level **7** Class **Invoker** Paragon Path **Chaotic Evil** Epic Destiny **Loth** Total XP **10,000**
 Race **Drow** Size **Medium** Age **106** Gender **Female** Height **5'6"** Weight **135** Alignment **Chaotic Evil** Deity **Loth**
 Adventuring Company _____ RPGA Number _____

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
4	1	3	

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + ARMOR/1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
22	AC	13	7			2		

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
5	Speed (Squares)	6	-1	

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
10	STR Strength	0	3
16	CON Constitution	3	6
12	DEX Dexterity	1	4
13	INT Intelligence	1	4
18	WIS Wisdom	4	7
10	CHA Charisma	0	3

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
19	FORT	13	3	1		2		

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
20	WILL	13	4	1		2		

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
22	Passive Insight	10	+ 12

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
17	Passive Perception	10	+ 7

SPECIAL SENSES
Darkvision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Staff of the War Mage +2

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 7	3	0		2		2	

ABILITY: Melee Basic Attack - Sickle

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 5	3	0		2			

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Staff of the War Mage +2

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+2	0		2		

ABILITY: Melee Basic Attack - Sickle

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d6	0				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
7	vs AC	Staff of the War Mage +2	1d8+2
5	vs AC	Sickle	1d6
6	vs AC	Hand Crossbow	1d6+3
3	vs AC	Unarmed (Melee)	1d4

FEATS

Ritual Caster - Master and perform rituals

Implement Expertise (staff) - +1 to attack rolls with staves

Invoker Defense - +2 AC when you hit nearby enemy

Scouring Wrath - Armor of wrath gives target vulnerable 2

Resonating Covenant - +1 attack with at-will after using encounter or daily power

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
50	25	12
	1/2 HP	1/4 HP

HEALING SURGES	SURGE VALUE	SURGES/DAY
9		

CURRENT HIT POINTS

CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

USED
<input type="checkbox"/>

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

SKILLS

BONUS	SKILL NAME	ABIL	MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
3	Acrobatics	DEX	4	0	-1	
9	Arcana	INT	4	5	n/a	
2	Athletics	STR	3	0	-1	
3	Bluff	CHA	3	0	n/a	
8	Diplomacy	CHA	3	5	n/a	
7	Dungeoneering	WIS	7	0	n/a	
5	Endurance	CON	6	0	-1	
7	Heal	WIS	7	0	n/a	
4	History	INT	4	0	n/a	
12	Insight	WIS	7	5	n/a	
5	Intimidate	CHA	3	0	n/a	2
7	Nature	WIS	7	0	n/a	
7	Perception	WIS	7	0	n/a	
11	Religion	INT	4	5	n/a	2
5	Stealth	DEX	4	0	-1	2
3	Streetwise	CHA	3	0	n/a	
3	Thievery	DEX	4	0	-1	

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
1	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Trance (Drow) - Meditate aware 4 hours instead of sleep.

Lothtouched - Use either cloud of darkness or darkfire once per encounter.

Darkfire Wisdom - Use WIS for Darkfire

Fey Origin - Your origin is fey, not natural

CLASS / PATH / DESTINY FEATURES

Channel Divinity - Invoke a channel divinity class feature or other power; encounter.

Divine Covenant - Choose a Divine Covenant option

Covenant of Wrath - When you use a divine encounter or daily attack power on your turn, add +1 to the damage roll for each enemy you attack.

Ritual Casting - Gain Ritual Caster as a bonus feat.

LANGUAGES KNOWN

Common, Elven

POWER INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

AT-WILL POWERS

Avenging Light	<input type="checkbox"/>
Vanguard's Lightning	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

ENCOUNTER POWERS

Cloud of Darkness	<input type="checkbox"/>
Darkfire	<input type="checkbox"/>
Rebuke Undead	<input type="checkbox"/>
Armor of Wrath	<input type="checkbox"/>
Thunder of Judgment	<input type="checkbox"/>
Glyph of Imprisonment	<input type="checkbox"/>
Thunderbolt of the Heavens	<input type="checkbox"/>

DAILY POWERS

Purging Flame	<input type="checkbox"/>
Grasping Chains of the Justiciar	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

UTILITY POWERS

Shroud of Warning	<input type="checkbox"/>
Demand Justice	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

OTHER EQUIPMENT

Ritual Book
Adventurer's Kit
Climber's Kit
Holy Symbol
Hand Crossbow
Crossbow Bolts (40)
Sanctified Incense (Religion) (400)
Sickle (E)

COINS AND OTHER WEALTH

Money on hand: 0 gp
Stored money: 0 gp
Encumbrance: 98 / 100

MAGIC ITEM INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

MAGIC ITEMS

WEAPON	Staff of the War Mage +2 (Off-hand) (E)	<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
ARMOR	Astral Fire Finemail +2 (E)	<input type="checkbox"/>
ARMS	Bracers of the Perfect Shot (heroic tier) (E)	<input type="checkbox"/>
FEET		<input type="checkbox"/>
HANDS		<input type="checkbox"/>
HEAD		<input type="checkbox"/>
NECK	Cloak of Resistance +2 (E)	<input type="checkbox"/>
RING		<input type="checkbox"/>
RING		<input type="checkbox"/>
WAIST		<input type="checkbox"/>
	Power Jewel (heroic tier) ()	<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
<i>Daily Item Powers Per Day</i>		
Heroic (1-10)	<input type="checkbox"/>	Milestone <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>
Paragon (11-20)	<input type="checkbox"/> <input type="checkbox"/>	Milestone <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>
Epic (21-30)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Milestone <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>

RITUALS / ALCHEMY

Brew Potion
Consult Mystic Sages
Cure Disease
Gentle Repose
Hand of Fate
Remove Affliction
Speak with Dead

CHARACTER PORTRAIT



PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

Birth - Prophecy
Your birth was foretold in a prophecy. What does the prophecy say about you and about your future? Who, if anyone, believes the prophecy? Are you trying to fulfill the prophecy or to thwart it? The details of the prophecy might suggest further adventures to the DM.

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

Avenging Light

KEYWORDS Divine, Implement, Radiant USED

Standard		Ranged 10
ACTION		RANGE
10	vs Fort	One creature
ATTACK	DEFENSE	TARGET

Attack: Wisdom vs. Fortitude
Hit: 1d10 + Wisdom modifier (+4) radiant damage. If a bloodied ally is adjacent to the target, the attack deals extra radiant damage equal to your Constitution modifier (+3).
Level 21: 2d10 + Wisdom modifier (+4) radiant damage.
Special: You can use this power as a ranged basic attack.

Staff of the War Mage +2: +10 attack, 1d10+8 damage
Unarmed: +7 attack, 1d10+6 damage

ADDITIONAL EFFECTS
+1 to damage rolls for each enemy you attack - Covenant of Wrath.

CLASS Invoker LEVEL 1 BOOK PH2

AT-WILL POWER



Vanguard's Lightning

KEYWORDS Divine, Implement, Lightning USED

Standard		Area burst 1 within 10
ACTION		RANGE
10	vs Reflex	Each creature in burst
ATTACK	DEFENSE	TARGET

Attack: Wisdom vs. Reflex
Hit: 1d6 + Wisdom modifier (+4) lightning damage. Whenever the target makes an opportunity attack before the end of your next turn, the target takes lightning damage equal to your Intelligence modifier (+1).
Level 21: 2d6 + Wisdom modifier (+4) lightning damage.

Staff of the War Mage +2: +10 attack, 1d6+6 damage
Unarmed: +7 attack, 1d6+4 damage

ADDITIONAL EFFECTS
+1 to damage rolls for each enemy you attack - Covenant of Wrath.

CLASS Invoker LEVEL 1 BOOK PH2

AT-WILL POWER



Cloud of Darkness

KEYWORDS USED

Minor		Close burst 1
ACTION		RANGE
	vs	
ATTACK	DEFENSE	TARGET

Effect: The burst creates a cloud of darkness that remains in place until the end of your next turn. The cloud blocks line of sight, squares within it are totally obscured, and creatures entirely within it are blinded until they exit. You are immune to these effects.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL * BOOK FRPG

ENCOUNTER POWER



Darkfire

KEYWORDS USED

Minor		Ranged 10
ACTION		RANGE
11	vs Reflex	One creature
ATTACK	DEFENSE	TARGET

Attack: Intelligence +4 vs. Reflex, Wisdom +4 vs. Reflex, or Charisma +4 vs. Reflex
Increase to +6 bonus at 11th level and +8 bonus at 21st level.
Hit: Until the end of your next turn, all attacks against the target have combat advantage, and the target cannot benefit from invisibility or concealment.

Special: When you create your character, choose Intelligence, Wisdom, or Charisma as the ability score you use when making attack rolls with this power. This choice remains throughout your character's life and does not change the power's other effects.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL * BOOK FRPG

ENCOUNTER POWER



Rebuke Undead

KEYWORDS Divine, Implement, Radiant USED

Standard		Close burst 5
ACTION		RANGE
10	vs Will	Each undead creature in blast
ATTACK	DEFENSE	TARGET

Channel Divinity: You can use only one channel divinity power per encounter.

Attack: Wisdom vs. Will
Hit: 1d10 + Wisdom modifier (+4) radiant damage. You push the target 2 squares, and it is dazed until the end of your next turn.
Level 5: 2d10 + Wisdom modifier (+4) radiant damage.
Level 11: 3d10 + Wisdom modifier (+4) radiant damage.
Level 15: 4d10 + Wisdom modifier (+4) radiant damage.
Level 21: 5d10 + Wisdom modifier (+4) radiant damage.
Level 25: 6d10 + Wisdom modifier (+4) radiant damage.
Miss: Half damage.

Staff of the War Mage +2: +10 attack, 2d10+6 damage
Unarmed: +7 attack, 2d10+4 damage

ADDITIONAL EFFECTS
+1 to damage rolls for each enemy you attack - Covenant of Wrath.

CLASS Invoker LEVEL BOOK PH2

ENCOUNTER POWER



Armor of Wrath

KEYWORDS Divine, Radiant USED

Imm React		Close burst 5
ACTION		RANGE
	vs	The triggering enemy in burst
ATTACK	DEFENSE	TARGET

Channel Divinity: You can use only one channel divinity power per encounter.
Trigger: An enemy within 5 squares of you hits you
Effect: The target takes radiant damage equal to your Constitution modifier (+3), and you push the target 2 squares.
Level 11: 1d6 + Constitution modifier (+3) radiant damage.
Level 21: 2d6 + Constitution modifier (+3) radiant damage.

ADDITIONAL EFFECTS

CLASS LEVEL * BOOK PH2

ENCOUNTER POWER



Thunder of Judgment

KEYWORDS Divine, Implement, Thunder USED

Standard		Ranged 10
ACTION		RANGE
10	vs Fort	One, two, or three creatures
ATTACK	DEFENSE	TARGET

Attack: Wisdom vs. Fortitude
Hit: 1d6 + Wisdom modifier (+4) thunder damage, or 2d6 + Wisdom modifier (+4) thunder damage if you target only one creature. In addition, the target is dazed until the end of your next turn.

Covenant of Wrath: You also push the target a number of squares equal to your Constitution modifier (+3).

Staff of the War Mage +2: +10 attack, 1d6+6 damage
Unarmed: +7 attack, 1d6+4 damage

ADDITIONAL EFFECTS
+1 to damage rolls for each enemy you attack - Covenant of Wrath.

CLASS Invoker LEVEL 1 BOOK PH2

ENCOUNTER POWER



Glyph of Imprisonment

KEYWORDS Divine, Implement, Radiant USED

Standard		Area burst 1 within 10
ACTION		RANGE
10	vs Will	Each creature in burst
ATTACK	DEFENSE	TARGET

Attack: Wisdom vs. Will
Hit: 1d8 + Wisdom modifier (+4) radiant damage. If the target moves before the end of its next turn, the target takes 5 radiant damage.

Staff of the War Mage +2: +10 attack, 1d8+6 damage
Unarmed: +7 attack, 1d8+4 damage

ADDITIONAL EFFECTS
+1 to damage rolls for each enemy you attack - Covenant of Wrath.

CLASS Invoker LEVEL 3 BOOK PH2

ENCOUNTER POWER



Thunderbolt of the Heavens

KEYWORDS Divine, Implement, Thunder USED

Standard		Area burst 1 within 10 squares
ACTION		RANGE
10	vs Fort	Each creature in burst
ATTACK	DEFENSE	TARGET

Attack: Wisdom vs. Fortitude
Hit: 2d8 + Wisdom modifier (+4) thunder damage, and you push the target 1 square.

Covenant of Preservation: The number of squares you push the target equals 1 + your Intelligence modifier (+1).

Staff of the War Mage +2: +10 attack, 2d8+6 damage
Unarmed: +7 attack, 2d8+4 damage

ADDITIONAL EFFECTS
+1 to damage rolls for each enemy you attack - Covenant of Wrath.

CLASS Invoker LEVEL 7 BOOK PH2

ENCOUNTER POWER



Purging Flame

KEYWORDS Divine, Fire, Implement USED

Standard **10** Ranged 10
ACTION **RANGE**

10 vs **Reflex** One creature
ATTACK **DEFENSE** **TARGET**

Attack: Wisdom vs. Reflex
 Hit: 1d10 + Wisdom modifier (+4) fire damage, and ongoing 10 fire damage (save ends).
 Miss: Half damage, and ongoing 5 fire damage (save ends).

Staff of the War Mage +2: +10 attack, 1d10+6 damage
 Unarmed: +7 attack, 1d10+4 damage

ADDITIONAL EFFECTS
 +1 to damage rolls for each enemy you attack - Covenant of Wrath.

CLASS Invoker LEVEL 1 BOOK PH2

DAILY POWER **DUNGEONS & DRAGONS**

Grasping Chains of the Justiciar

KEYWORDS Divine, Force, Implement USED

Standard **10** Area burst 2 within 10 squares
ACTION **RANGE**

10 vs **Reflex** Each enemy in burst
ATTACK **DEFENSE** **TARGET**

Attack: Wisdom vs. Reflex
 Hit: 1d6 + Wisdom modifier (+4) force damage, and the target is immobilized (save ends).
 Miss: Half damage, and the target is slowed until the end of your next turn.

Staff of the War Mage +2: +10 attack, 1d6+6 damage
 Unarmed: +7 attack, 1d6+4 damage

ADDITIONAL EFFECTS
 +1 to damage rolls for each enemy you attack - Covenant of Wrath.

CLASS Invoker LEVEL 5 BOOK PH2

DAILY POWER **DUNGEONS & DRAGONS**

Shroud of Warning

KEYWORDS Divine USED

No Action **10** Close burst 10
ACTION **RANGE**

AT-WILL ENCOUNTER DAILY

Trigger: You and your allies roll initiative at the beginning of an encounter
 Target: You and each ally in burst
 Effect: Each target gains a bonus to the initiative check equal to 2 + your Intelligence modifier (+1).

ADDITIONAL EFFECTS

CLASS Invoker LEVEL 2 BOOK PH2

UTILITY POWER **DUNGEONS & DRAGONS**

Demand Justice

KEYWORDS Divine USED

Imm Interr **10** Ranged 10
ACTION **RANGE**

AT-WILL ENCOUNTER DAILY

Trigger: A creature within 10 squares of you makes a saving throw
 Target: The triggering creature
 Effect: The target rerolls the saving throw and must use the new result.

ADDITIONAL EFFECTS

CLASS Invoker LEVEL 6 BOOK PH2

UTILITY POWER **DUNGEONS & DRAGONS**

Astral Fire Finemail +2

AC BONUS	CHECK	SPEED	QUANTITY
7	-1	-1	1
+2 AC		7	Armor
ENHANCEMENT		LEVEL	TYPE

PROPERTIES
 When you use any Channel Divinity power, you gain a +2 item bonus to AC and Fortitude until the end of your next turn.

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT Body WEIGHT 40 PRICE 2600 BOOK

MAGIC ITEM **DUNGEONS & DRAGONS**

Staff of the War Mage +2

AC BONUS	CHECK	SPEED	QUANTITY
+2 attack rolls and damage rolls	8		1
ENHANCEMENT		LEVEL	TYPE

PROPERTIES
 Melee Basic Attack: +7 attack, 1d8+2 damage

AT-WILL ENCOUNTER DAILY

POWER
 Item Slot: Off-hand
 Power (Daily): Free Action. Use this power when using a power that has a blast or a burst effect. Increase the size of the blast or the burst by 1.

ITEM SLOT Off-hand WEIGHT 0 PRICE 3400 BOOK

MAGIC ITEM **DUNGEONS & DRAGONS**

Power Jewel (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
		5	1
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

AT-WILL ENCOUNTER DAILY

POWER
 Power (Daily): Minor Action. This power allows you to regain the use of an encounter power of 1st or 3rd level.
 Special: You must have reached at least one milestone today to activate this item.

ITEM SLOT WEIGHT 0 PRICE 1000 BOOK

MAGIC ITEM **DUNGEONS & DRAGONS**

Cloak of Resistance +2

AC BONUS	CHECK	SPEED	QUANTITY
+2 Fortitude, Reflex, and Will		7	1
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

AT-WILL ENCOUNTER DAILY

POWER
 Item Slot: Neck
 Power (Daily): Minor Action. Gain resist 5 to all damage until the start of your next turn.

ITEM SLOT Neck WEIGHT 0 PRICE 2600 BOOK

MAGIC ITEM **DUNGEONS & DRAGONS**

Bracers of the Perfect Shot (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
		3	1
ENHANCEMENT		LEVEL	TYPE

PROPERTIES
 When you hit with a ranged basic attack, you gain a +2 item bonus to the damage roll.

AT-WILL ENCOUNTER DAILY

POWER
 Item Slot: Arms

ITEM SLOT Arms WEIGHT 0 PRICE 680 BOOK

MAGIC ITEM **DUNGEONS & DRAGONS**

Player Name

Character Name: **Drow** Level: **7** Class: **Paladin** Paragon Path: **Chaotic Evil** Epic Destiny: **Loth** Total XP: **10,000**
 Race: **Drow** Size: **Medium** Age: **87** Gender: **Female** Height: **5'10"** Weight: **150** Alignment: **Chaotic Evil** Deity: **Loth**
 Adventuring Company: _____ RPGA Number: _____

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
3	3	3	

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + ARMOR/ 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
25	AC	13	8			2	2	

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
5	Speed (Squares)	6	-1	

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
18	STR Strength	4	7
11	CON Constitution	0	3
10	DEX Dexterity	0	3
10	INT Intelligence	0	3
16	WIS Wisdom	3	6
14	CHA Charisma	2	5

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
20	FORT	13	4	1		2		

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
19	WILL	13	3	1		2		

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
21	Passive Insight	10	+ 11

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
16	Passive Perception	10	+ 6

SPECIAL SENSES
Darkvision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Cold Iron Longsword +2

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 13	3	4		3		2	1

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 7	3	4					

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Cold Iron Longsword +2

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+7	4	1	2		

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+4	4				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
13	vs AC	Cold Iron Longsword +2	1d8+7
5	vs AC	Hand Crossbow	1d6
7	vs AC	Unarmed (Melee)	1d4+4
3	vs AC	Unarmed (Range)	1d4

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
62	31	15
	1/2 HP	1/4 HP

CURRENT HIT POINTS	CURRENT SURGE USES
	12

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

- Trance (Drow)** - Meditate aware 4 hours instead of sleep.
- Lothtouched** - Use either cloud of darkness or darkfire once per encounter.
- Darkfire Wisdom** - Use WIS for Darkfire
- Fey Origin** - Your origin is fey, not natural

CLASS / PATH / DESTINY FEATURES

- Channel Divinity** - Invoke a channel divinity class feature or other power; encounter.
- Divine Challenge** - Use divine challenge as an at-will power; minor action.
- Lay on Hands** - Use lay on hands as an at-will (special) power; minor.

LANGUAGES KNOWN

Common, Elven

SKILLS

BONUS	SKILL NAME	ABIL	MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
-1	Acrobatics	DEX	3	0	-4	
3	Arcana	INT	3	0	n/a	
3	Athletics	STR	7	0	-4	
5	Bluff	CHA	5	0	n/a	
10	Diplomacy	CHA	5	5	n/a	
6	Dungeoneering	WIS	6	0	n/a	
1	Endurance	CON	3	0	-4	2
6	Heal	WIS	6	0	n/a	
3	History	INT	3	0	n/a	
11	Insight	WIS	6	5	n/a	
12	Intimidate	CHA	5	5	n/a	2
6	Nature	WIS	6	0	n/a	
6	Perception	WIS	6	0	n/a	
8	Religion	INT	3	5	n/a	
1	Stealth	DEX	3	0	-4	2
5	Streetwise	CHA	5	0	n/a	
-1	Thievery	DEX	3	0	-4	

FEATS

- Healing Hands** - Add Cha modifier to damage healed with lay on hands
- Durable** - Increase number of healing surges by 2
- Weapon Expertise (Heavy Blade)** - Gain bonus to attack rolls with Heavy Blades.
- Weapon Focus (Heavy Blade)** - Gain +1 damage per tier with Heavy Blades.

POWER INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

AT-WILL POWERS

Table with 2 columns: Power Name, Checkbox. Rows: Divine Challenge, Lay on Hands, Valiant Strike, Holy Strike.

ENCOUNTER POWERS

Table with 2 columns: Power Name, Checkbox. Rows: Cloud of Darkness, Darkfire, Divine Mettle, Divine Strength, Radiant Smite, Arcing Smite, Benign Transposition.

DAILY POWERS

Table with 2 columns: Power Name, Checkbox. Rows: Paladin's Judgment, Hallowed Circle.

UTILITY POWERS

Table with 2 columns: Power Name, Checkbox. Rows: Sacred Circle, Wrath of the Gods.

OTHER EQUIPMENT

Table with 2 columns: Equipment Name, Checkbox. Rows: Adventurer's Kit, Climber's Kit, Hand Crossbow, Crossbow Bolts (40).

COINS AND OTHER WEALTH

Table with 2 columns: Category, Value. Rows: Money on hand: 0 gp, Stored money:, Encumbrance: 119 / 180.

MAGIC ITEM INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

MAGIC ITEMS

Table with 2 columns: Item Name, Checkbox. Rows: Cold Iron Longsword +2 (E), Bloodiron Rimefire Plate Armor +2 (E), Amulet of Protection +2 (E), Bloodguard Shield Heavy Shield (heroic tier) (Of), Symbol of Battle +1 (Off-hand).

Daily Item Powers Per Day

Table with 2 columns: Milestone Progress. Rows: Heroic (1-10), Paragon (11-20), Epic (21-30).

RITUALS / ALCHEMY

Table with 2 columns: Ritual/Alchemy Name, Checkbox.

CHARACTER PORTRAIT



PERSONALITY TRAITS

Table with 2 columns: Trait Name, Description.

MANNERISMS AND APPEARANCE

Table with 2 columns: Mannerism/Appearance Name, Description.

CHARACTER BACKGROUND

Drow - Orphan
The drow community in which you were born no longer exists. Perhaps an army of dwarves or elves wiped it from the Underdark, or it was exterminated by another drow city. Somehow, you survived this event. Did something about you prompt a member of the invading force to spare you and bring you to the surface?

COMPANIONS AND ALLIES

Table with 2 columns: Companion/Allies Name, Description.

SESSION AND CAMPAIGN NOTES

Table with 2 columns: Session/Campaign Note, Description.

Divine Challenge

KEYWORDS		Divine, Radiant	USED
Minor		Close burst 5	
ACTION		RANGE	
	vs	One creature in burst	
ATTACK	DEFENSE	TARGET	
<p>Effect: You mark the target. The target remains marked until you use this power against another target, or if you fail to engage the target (see below). A creature can be subject to only one mark at a time. A new mark supersedes a mark that was already in place.</p> <p>While a target is marked, it takes a -2 penalty to attack rolls for any attack that doesn't include you as a target. Also, it takes radiant damage equal to 3 + your Charisma modifier (+2) the first time it makes an attack that doesn't include you as a target before the start of your next turn. The damage increases to 6 + your Charisma modifier (+2) at 11th level, and to 9 + your Charisma modifier (+2) at 21st level.</p> <p>On your turn, you must engage the target you challenged or challenge a different target. To engage the target, you must either attack it or end your turn adjacent to it. If none of these events occur by the end of your turn, the marked condition ends and you can't use divine challenge on your next turn.</p> <p>You can use divine challenge once per turn.</p> <p>Special: Even though this ability is called a challenge, it doesn't rely on the intelligence or language ability of the target. It's a magical compulsion that affects the creature's behavior, regardless of the creature's nature. You can't place a divine challenge on a creature that is already affected by your or another character's divine challenge.</p>			
ADDITIONAL EFFECTS			
CLASS	Paladin	LEVEL	BOOK <i>PH</i>

AT-WILL POWER



Lay on Hands

KEYWORDS		Divine, Healing	USED
Minor		Melee touch	
ACTION		RANGE	
	vs	One creature	
ATTACK	DEFENSE	TARGET	
<p>Special: You can use this power a number of times per day equal to your Wisdom modifier (+3) (minimum 1), but only once per round.</p> <p>Effect: You spend a healing surge but regain no hit points. Instead, the target regains hit points as if it had spent a healing surge. You must have at least one healing surge remaining to use this power.</p>			
ADDITIONAL EFFECTS			
CLASS	Paladin	LEVEL	BOOK <i>PH</i>

AT-WILL POWER



Valiant Strike

KEYWORDS		Divine, Weapon	USED
Standard		Melee weapon	
ACTION		RANGE	
13	vs	AC	One creature
ATTACK	DEFENSE	TARGET	
<p>Attack: Strength + 1 per enemy adjacent to you vs. AC</p> <p>Hit: 1[W] + Strength modifier (+4) damage.</p> <p>Increase damage to 2[W] + Strength modifier (+4) at 21st level.</p> <p>Cold Iron Longsword +2: +13 attack, 1d8+7 damage</p> <p>Unarmed: +7 attack, 1d4+4 damage</p>			
ADDITIONAL EFFECTS			
+1 attack bonus per enemy adjacent to you.			
CLASS	Paladin	LEVEL	BOOK <i>PH</i>

AT-WILL POWER



Holy Strike

KEYWORDS		Divine, Radiant, Weapon	USED
Standard		Melee weapon	
ACTION		RANGE	
13	vs	AC	One creature
ATTACK	DEFENSE	TARGET	
<p>Attack: Strength vs. AC</p> <p>Hit: 1[W] + Strength modifier (+4) radiant damage. If you marked the target, you gain a bonus to the damage roll equal to your Wisdom modifier (+3).</p> <p>Increase damage to 2[W] + Strength modifier (+4) at 21st level.</p> <p>Cold Iron Longsword +2: +13 attack, 1d8+7 damage</p> <p>Unarmed: +7 attack, 1d4+4 damage</p>			
ADDITIONAL EFFECTS			
CLASS	Paladin	LEVEL	BOOK <i>PH</i>

AT-WILL POWER



Cloud of Darkness

KEYWORDS			USED
Minor		Close burst 1	
ACTION		RANGE	
	vs		
ATTACK	DEFENSE	TARGET	
<p>Effect: The burst creates a cloud of darkness that remains in place until the end of your next turn. The cloud blocks line of sight, squares within it are totally obscured, and creatures entirely within it are blinded until they exit. You are immune to these effects.</p>			
ADDITIONAL EFFECTS			
CLASS	Racial Power	LEVEL	BOOK <i>FRPG</i>

ENCOUNTER POWER



Darkfire

KEYWORDS			USED
Minor		Ranged 10	
ACTION		RANGE	
10	vs	Reflex	One creature
ATTACK	DEFENSE	TARGET	
<p>Attack: Intelligence +4 vs. Reflex, Wisdom +4 vs. Reflex, or Charisma +4 vs. Reflex</p> <p>Increase to +6 bonus at 11th level and +8 bonus at 21st level.</p> <p>Hit: Until the end of your next turn, all attacks against the target have combat advantage, and the target cannot benefit from invisibility or concealment.</p> <p>Special: When you create your character, choose Intelligence, Wisdom, or Charisma as the ability score you use when making attack rolls with this power. This choice remains throughout your character's life and does not change the power's other effects.</p>			
ADDITIONAL EFFECTS			
CLASS	Racial Power	LEVEL	BOOK <i>FRPG</i>

ENCOUNTER POWER



Divine Mettle

KEYWORDS		Divine	USED
Minor		Close burst 10	
ACTION		RANGE	
	vs	One creature in burst	
ATTACK	DEFENSE	TARGET	
<p>Channel Divinity: You can use only one channel divinity power per encounter</p> <p>Effect: The target makes a saving throw with a bonus equal to your Charisma modifier (+2).</p>			
ADDITIONAL EFFECTS			
CLASS	Paladin	LEVEL	BOOK <i>PH</i>

ENCOUNTER POWER



Divine Strength

KEYWORDS		Divine	USED
Minor		Personal	
ACTION		RANGE	
	vs		
ATTACK	DEFENSE	TARGET	
<p>Channel Divinity: You can use only one channel divinity power per encounter</p> <p>Effect: Apply your Strength modifier (+4) as extra damage on your next attack this turn.</p>			
ADDITIONAL EFFECTS			
CLASS	Paladin	LEVEL	BOOK <i>PH</i>

ENCOUNTER POWER







Radiant Smite

KEYWORDS		Divine, Radiant, Weapon	USED
Standard		Melee weapon	
ACTION		RANGE	
13	vs	AC	One creature
ATTACK	DEFENSE	TARGET	
<p>Attack: Strength vs. AC</p> <p>Hit: 2[W] + Strength modifier (+4) + Wisdom modifier (+3) radiant damage.</p> <p>Cold Iron Longsword +2: +13 attack, 2d8+10 damage</p> <p>Unarmed: +7 attack, 2d4+7 damage</p>			
ADDITIONAL EFFECTS			
CLASS	Paladin	LEVEL	BOOK <i>PH</i>

ENCOUNTER POWER







Arcing Smite

KEYWORDS		Divine, Weapon	USED
Standard	*  	Melee weapon	
ACTION	 	RANGE	
13	vs	AC	One or two creatures
ATTACK	DEFENSE	TARGET	
<p>Attack: Strength vs. AC, one attack per target Hit: 1[W] + Strength modifier (+4) damage, and the target is marked until the end of your next turn.</p> <p>Cold Iron Longsword +2: +13 attack, 1d8+7 damage Unarmed: +7 attack, 1d4+4 damage</p>			
ADDITIONAL EFFECTS			
CLASS	Paladin	LEVEL	3
BOOK	PH		





ENCOUNTER POWER 

Benign Transposition

KEYWORDS		Divine, Teleportation, Weapon	USED
Standard	*  	Melee weapon	
ACTION	 	RANGE	
	vs	One ally within a number of squares	
ATTACK	DEFENSE	TARGET	
<p>Effect: You and the target swap places. If an enemy is now within your melee reach, you can make a secondary attack against it. Secondary Target: One enemy Secondary Attack: Charisma vs. AC Hit: 2[W] + Charisma modifier (+2) damage.</p>			
ADDITIONAL EFFECTS			
CLASS	Paladin	LEVEL	7
BOOK	PH		





ENCOUNTER POWER 

Paladin's Judgment

KEYWORDS		Divine, Healing, Weapon	USED
Standard	*  	Melee weapon	
ACTION	 	RANGE	
13	vs	AC	One creature
ATTACK	DEFENSE	TARGET	
<p>Attack: Strength vs. AC Hit: 3[W] + Strength modifier (+4) damage, and one ally within 5 squares of you can spend a healing surge. Miss: One ally within 5 squares of you can spend a healing surge.</p> <p>Cold Iron Longsword +2: +13 attack, 3d8+7 damage Unarmed: +7 attack, 3d4+4 damage</p>			
ADDITIONAL EFFECTS			
CLASS	Paladin	LEVEL	1
BOOK	PH		





DAILY POWER 

Hallowed Circle

KEYWORDS		Divine, Implement, Zone	USED
Standard	 	Close burst 3	
ACTION	 	RANGE	
6	vs	Reflex	Each enemy in burst
ATTACK	DEFENSE	TARGET	
<p>Attack: Charisma vs. Reflex Hit: 2d6 + Charisma modifier (+2) damage. Effect: The burst creates a zone of bright light that lasts until the end of the encounter. You and your allies gain a +1 power bonus to all defenses while within the zone.</p> <p>Symbol of Battle +1: +6 attack, 2d6+3 damage Unarmed: +5 attack, 2d6+2 damage</p>			
ADDITIONAL EFFECTS			
CLASS	Paladin	LEVEL	5
BOOK	PH		





DAILY POWER 


Sacred Circle

KEYWORDS		Divine, Implement, Zone	USED
Standard	 	Close burst 3	
ACTION	 	RANGE	
<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
AT-WILL	ENCOUNTER	DAILY	
<p>Effect: The burst creates a zone that, until the end of the encounter, gives you and allies within it a +1 power bonus to AC.</p>			
ADDITIONAL EFFECTS			
CLASS	Paladin	LEVEL	2
BOOK	PH		

UTILITY POWER 


Wrath of the Gods

KEYWORDS		Divine	USED
Minor	 	Close burst 1	
ACTION	 	RANGE	
<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
AT-WILL	ENCOUNTER	DAILY	
<p>Targets: You and each ally in burst Effect: The targets add your Charisma modifier (+2) to damage rolls until the end of the encounter.</p>			
ADDITIONAL EFFECTS			
CLASS	Paladin	LEVEL	6
BOOK	PH		

UTILITY POWER 

Cold Iron Longsword +2

1d8	3	Heavy Blade	
DAMAGE	PROFICIENT	GROUP	RANGE
+2 attack rolls and damage rolls	8	+2d6 damage	
ENHANCEMENT	LEVEL	CRITICAL	
<p>PROPERTIES</p> <p>On a critical hit you deal +2d10 damage against fey creatures. Versatile</p> <p>Melee Basic Attack: +13 attack, 1d8+7 damage</p>			
<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
AT-WILL	ENCOUNTER	DAILY	
<p>POWER</p> <p>Power (Daily): Free Action. Use this power when you hit with the weapon. The target is immobilized (save ends). If the target is a creature that has the fey origin, it also takes 1d10 damage.</p>			
ITEM SLOT	One-hand	WEIGHT	4
PRICE	3400		BOOK

MAGIC WEAPON 

Bloodiron Rimefire Plate Armor +2

8	-2	-1	1
AC BONUS	CHECK	SPEED	QUANTITY
+2 AC	8	Armor	
ENHANCEMENT	LEVEL	TYPE	
<p>PROPERTIES</p> <p>When you hit a target, you gain a +2 item bonus to AC against attacks from that target until the end of your next turn.</p>			
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
AT-WILL	ENCOUNTER	DAILY	
<p>POWER</p>			
ITEM SLOT	Body	WEIGHT	50
PRICE	3400		BOOK

MAGIC ITEM 

Bloodguard Shield Heavy Shield (heroic)

2	-2	-	1
AC BONUS	CHECK	SPEED	QUANTITY
	2	Arms Slot Item	
ENHANCEMENT	LEVEL	TYPE	
<p>PROPERTIES</p> <p>Item Slot: Arms Power (Daily): Immediate Interrupt. Use this power when a critical hit is scored against you. Gain resist 5 to all damage until the end of your next turn.</p>			
<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
AT-WILL	ENCOUNTER	DAILY	
ITEM SLOT	Off-hand	WEIGHT	15
PRICE	520		BOOK

MAGIC ITEM 

Amulet of Protection +2

AC BONUS	CHECK	SPEED	QUANTITY
+2 Fortitude, Reflex, and Will	6	Neck Slot Item	1
ENHANCEMENT	LEVEL	TYPE	
PROPERTIES			
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY			
POWER			
Item Slot: Neck			
ITEM SLOT	WEIGHT	PRICE	BOOK
Neck	0	1800	

MAGIC ITEM



Symbol of Battle +1

AC BONUS	CHECK	SPEED	QUANTITY
+1 attack rolls and damage rolls	5	Holy Symbol	1
ENHANCEMENT	LEVEL	TYPE	
PROPERTIES			
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input checked="" type="checkbox"/> DAILY			
POWER			
Item Slot: Off-hand Power (Daily): Free Action. Use this power when you hit with an attack using this holy symbol. Deal an extra 1d10 damage.			
ITEM SLOT	WEIGHT	PRICE	BOOK
Off-hand	0	1000	

MAGIC ITEM



Player Name _____

Character Name	7	Ranger	Level	Class	Paragon Path	Epic Destiny	Total XP
Drow	Medium	82	6'0"	110	Evil	Loth	10,000
Race	Size	Age	Gender	Height	Weight	Alignment	Deity
						Adventuring Company	RPGA Number

INITIATIVE			
SCORE	DEX	1/2 LVL	MISC
8	5	3	
CONDITIONAL MODIFIERS			

DEFENSES							
SCORE	DEFENSE	10 + ARMOR/ 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC
23	AC	13	8			2	

MOVEMENT			
SCORE	BASE	ARMOR	ITEM
6	Speed (Squares)	6	
SPECIAL MOVEMENT			

ABILITY SCORES			
SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
12	STR Strength	1	4
13	CON Constitution	1	4
20	DEX Dexterity	5	8
12	INT Intelligence	1	4
14	WIS Wisdom	2	5
10	CHA Charisma	0	3

CONDITIONAL BONUSES
+2 AC against opportunity attacks, +2 AC against opportunity attacks provoked by making a ranged attack with this weapon

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

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

SENSES			
SCORE	PASSIVE SENSE	BASE	SKILL BONUS
15	Passive Insight	10 +	5
20	Passive Perception	10 +	10
SPECIAL SENSES Darkvision			

ATTACK WORKSPACE							
ABILITY: Ranged Basic Attack - Point Blank Greatbow +2							
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+12	3	5		2		2	
ABILITY: Melee Basic Attack - Unarmed							
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+4	3	1					

HIT POINTS			
MAX HP	BLOODED	HEALING SURGES	SURGES/DAY
55	27	13	7
CURRENT HIT POINTS		CURRENT SURGE USES	
SECOND WIND 1/ENCOUNTER		USED	
TEMPORARY HIT POINTS			
DEATH SAVING THROW FAILURES			
SAVING THROW MODS			
RESISTANCES			
CURRENT CONDITIONS AND EFFECTS			

ACTION POINTS		
MILESTONES	ACTION POINTS	
0	1	2
1	2	3
2	3	

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

DAMAGE WORKSPACE					
ABILITY: Ranged Basic Attack - Point Blank Greatbow +2					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d12+9	5		2	2	
ABILITY: Melee Basic Attack - Unarmed					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+1	1				

RACE FEATURES
Trance (Drow) - Meditate aware 4 hours instead of sleep.
Lothtouched - Use either cloud of darkness or darkfire once per encounter.
Darkfire Wisdom - Use WIS for Darkfire
Fey Origin - Your origin is fey, not natural

BASIC ATTACKS			
ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
12	vs AC	Point Blank Greatbow +2	1d12+9
6	vs AC	Flail	1d10+1
4	vs AC	Unarmed (Melee)	1d4+1
8	vs AC	Unarmed (Range)	1d4+5

SKILLS						
BONUS	SKILL NAME	DEX	INT	STR	CHA	WIS
12	Acrobatics	8				
4	Arcana		4			
8	Athletics			4		
3	Bluff				3	
3	Diplomacy				3	
12	Dungeoneering					5
3	Endurance					4
5	Heal					5
4	History					4
5	Insight					5
5	Intimidate					3
10	Nature					5
10	Perception					5
4	Religion					4
9	Stealth					8
3	Streetwise					3
7	Thievery					8

CLASS / PATH / DESTINY FEATURES
Fighting Style - Choose Archer Fighting Style or Two-Blade Fighting Style.
Archer Fighting Style - Gain Defensive Mobility as a bonus feat.
Hunter's Quarry - Minor action, designate nearest enemy you see as quarry; deal extra damage to quarry once per round.
Prime Shot - If no allies are closer to target than you, get +1 on ranged attacks against that target.

FEATS
Defensive Mobility - +2 to AC against opportunity attacks
Weapon Proficiency (Greatbow) - Gain proficiency with the Greatbow.
Hunter's Aim - Ignore quarry's cover or concealment
Lethal Hunter - Hunter's Quarry damage dice increase to d8s
Predatory Action - Deal Hunter's Quarry damage again with an action point

LANGUAGES KNOWN
Common, Elven

POWER INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

AT-WILL POWERS

Table with 2 columns: Power Name, Status (checkbox). Rows include Hunter's Quarry, Twin Strike, Careful Attack.

ENCOUNTER POWERS

Table with 2 columns: Power Name, Status (checkbox). Rows include Cloud of Darkness, Darkfire, Fox's Cunning, Cut and Run, Biting Volley.

DAILY POWERS

Table with 2 columns: Power Name, Status (checkbox). Rows include Hunt's End, Close-Combat Shot.

UTILITY POWERS

Table with 2 columns: Power Name, Status (checkbox). Rows include Hunter's Privilege, Evade Ambush.

OTHER EQUIPMENT

Table with 2 columns: Equipment Name, Status (checkbox). Rows include Adventurer's Kit, Climber's Kit, Arrows (90), Flail.

COINS AND OTHER WEALTH

Table with 1 column: Wealth Information. Rows include Money on hand: 0 gp, Stored money: 0 gp, Encumbrance: 88 / 120.

MAGIC ITEM INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

MAGIC ITEMS

Table with 2 columns: Item Name, Status (checkbox). Rows include Point Blank Greatbow +2 (E), Summoned Hide Armor +2 (E), Bracers of Archery (heroic tier) (E), Cloak of Distortion +1 (E), Dual Arrow +2 () (5), Firestorm Arrow +2 () (5), Firestorm Arrow +1 () (20).

Daily Item Powers Per Day

Table with 2 columns: Power Name, Milestone Progress (checkboxes). Rows include Heroic (1-10), Paragon (11-20), Epic (21-30).

RITUALS / ALCHEMY

Table with 2 columns: Ritual/Alchemy Name, Status (checkbox). Rows are blank.

CHARACTER PORTRAIT



PERSONALITY TRAITS

Table with 2 columns: Trait Name, Status (checkbox). Rows are blank.

MANNERISMS AND APPEARANCE

Table with 2 columns: Mannerism/Appearance Name, Status (checkbox). Rows are blank.

CHARACTER BACKGROUND

Drow - Outcast

You were cast out from the city of your birth, most likely because of your failure to comply with the evil customs of your people or the terrible whims of Lolth's priests. Do you dream of returning and gaining revenge, or are you fleeing for your life?

COMPANIONS AND ALLIES

Table with 2 columns: Companion/Allies Name, Status (checkbox). Rows are blank.

SESSION AND CAMPAIGN NOTES

Table with 2 columns: Session/Campaign Notes, Status (checkbox). Rows are blank.

Hunter's Quarry

KEYWORDS		USED
Minor		
ACTION		RANGE
	vs	
ATTACK	DEFENSE	TARGET
<p>You can designate the nearest enemy to you that you can see as your quarry. Once per round, when you hit your quarry with an attack, the attack deals extra damage based on your level. The extra damage is based on your level. If you can make multiple attacks in a round, you decide which attack to apply the extra damage to after all the attacks are rolled. If you have dealt Hunter's Quarry damage since the start of your turn, you cannot deal it again until the start of your next turn.</p> <p>The hunter's quarry effect remains active until the end of the encounter, until the quarry is defeated, or until you designate a different target as your quarry.</p> <p>You can designate one enemy as your quarry at a time. Level : Hunter's Quarry Extra Damage 1st-10th : +1d6 11th-20th : +2d6 21st-30th : +3d6</p>		
ADDITIONAL EFFECTS		
CLASS	LEVEL *	BOOK <i>PH</i>

AT-WILL POWER



Twin Strike

KEYWORDS		USED
Standard	*	Melee or Ranged weapon
ACTION		RANGE
12	vs	AC
ATTACK	DEFENSE	TARGET
<p>Requirement: You must be wielding two melee weapons or a ranged weapon. Attack: Strength vs. AC (melee; main weapon and off-hand weapon) or Dexterity vs. AC (ranged), two attacks Hit: 1[W] damage per attack. Increase damage to 2[W] at 21st level.</p> <p>Point Blank Greatbow +2: +12 attack, 1d12+4 damage</p>		
ADDITIONAL EFFECTS		
CLASS	LEVEL 1	BOOK <i>PH</i>

AT-WILL POWER



Careful Attack

KEYWORDS		USED
Standard	*	Melee or Ranged weapon
ACTION		RANGE
14	vs	AC
ATTACK	DEFENSE	TARGET
<p>Requirement: You must be wielding two melee weapons or a ranged weapon. Attack: Strength + 2 vs. AC (melee) or Dexterity + 2 vs. AC (ranged). Hit: 1[W] damage (melee) or 1[W] damage (ranged). Increase damage to 2[W] (melee) or 2[W] (ranged) at 21st level.</p> <p>Point Blank Greatbow +2: +14 attack, 1d12+4 damage</p>		
ADDITIONAL EFFECTS		
CLASS	LEVEL 1	BOOK <i>PH</i>

AT-WILL POWER



Cloud of Darkness

KEYWORDS		USED
Minor		Close burst 1
ACTION		RANGE
	vs	
ATTACK	DEFENSE	TARGET
<p>Effect: The burst creates a cloud of darkness that remains in place until the end of your next turn. The cloud blocks line of sight, squares within it are totally obscured, and creatures entirely within it are blinded until they exit. You are immune to these effects.</p>		
ADDITIONAL EFFECTS		
CLASS	LEVEL *	BOOK <i>FRPG</i>

ENCOUNTER POWER



Darkfire

KEYWORDS		USED
Minor		Ranged 10
ACTION		RANGE
9	vs	Reflex
ATTACK	DEFENSE	TARGET
<p>Attack: Intelligence +4 vs. Reflex, Wisdom +4 vs. Reflex, or Charisma +4 vs. Reflex Increase to +6 bonus at 11th level and +8 bonus at 21st level. Hit: Until the end of your next turn, all attacks against the target have combat advantage, and the target cannot benefit from invisibility or concealment. Special: When you create your character, choose Intelligence, Wisdom, or Charisma as the ability score you use when making attack rolls with this power. This choice remains throughout your character's life and does not change the power's other effects.</p>		
ADDITIONAL EFFECTS		
CLASS	LEVEL *	BOOK <i>FRPG</i>

ENCOUNTER POWER



Fox's Cunning

KEYWORDS		USED
Imm React	*	Melee or Ranged weapon
ACTION		RANGE
	vs	
ATTACK	DEFENSE	TARGET
<p>Trigger: An enemy makes a melee attack against you Attack: You can shift 1 square, then make a basic attack against the enemy. Special: Gain a power bonus to your basic attack roll equal to your Wisdom modifier (+2).</p>		
ADDITIONAL EFFECTS		
CLASS	LEVEL 1	BOOK <i>PH</i>

ENCOUNTER POWER



Cut and Run

KEYWORDS		USED
Standard	*	Melee or Ranged weapon
ACTION		RANGE
12	vs	AC
ATTACK	DEFENSE	TARGET
<p>Requirement: You must be wielding two melee weapons or a ranged weapon. Attack: Strength vs. AC (melee; main weapon and off-hand weapon) or Dexterity vs. AC (ranged), two attacks Special: After the first or the second attack, you can shift a number of squares equal to 1 + your Wisdom modifier (+2). Hit: 1[W] + Strength modifier (+1) damage (melee) or 1 [W] + Dexterity modifier (+5) damage (ranged) per attack.</p> <p>Point Blank Greatbow +2: +12 attack, 1d12+9 damage</p>		
ADDITIONAL EFFECTS		
CLASS	LEVEL 3	BOOK <i>PH</i>

ENCOUNTER POWER



Biting Volley

KEYWORDS		USED
Standard		Ranged weapon
ACTION		RANGE
12	vs	Reflex
ATTACK	DEFENSE	TARGET
<p>Attack: Dexterity vs. Reflex, two attacks. Each attack can score a critical hit on a roll of 18-20. Hit: 1[W] + Dexterity modifier (+5) damage per attack.</p> <p>Point Blank Greatbow +2: +12 attack, 1d12+9 damage Unarmed: +8 attack, 1d4+5 damage</p>		
ADDITIONAL EFFECTS		
CLASS	LEVEL 7	BOOK <i>MP</i>

ENCOUNTER POWER



Hunt's End

KEYWORDS		USED
Standard	*	Melee or Ranged weapon
ACTION		RANGE
12	vs	AC
ATTACK	DEFENSE	TARGET
<p>Attack: Strength vs. AC (melee) or Dexterity vs. AC (ranged). If the target is your quarry, the attack can score a critical hit on a roll of 19-20. Hit: 3[W] + Strength modifier (+1) damage (melee) or 3[W] + Dexterity modifier (+5) damage (ranged). Miss: Half damage.</p> <p>Point Blank Greatbow +2: +12 attack, 3d12+9 damage Flail: +6 attack, 3d10+1 damage Unarmed (Melee): +4 attack, 3d4+1 damage Unarmed (Range): +4 attack, 3d4+1 damage</p>		
ADDITIONAL EFFECTS		
CLASS	LEVEL 1	BOOK <i>MP</i>

DAILY POWER



Close-Combat Shot

KEYWORDS Martial, Weapon USED

Imm React \downarrow * \rightarrow Ranged weapon
ACTION \leftarrow * \rightarrow **RANGE**

12 vs **AC** The triggering enemy
ATTACK **DEFENSE** **TARGET**

Trigger: An enemy enters a square adjacent to you
 Attack: Dexterity vs. AC
 Hit: 3[W] + Dexterity modifier (+5) damage.
 Miss: Half damage.
 Special: Using this power doesn't provoke an opportunity attack from the target.

Point Blank Greatbow +2: +12 attack, 3d12+9 damage
 Unarmed: +8 attack, 3d4+5 damage

ADDITIONAL EFFECTS
 +1d8 to damage once per round (Hunter's Quarry)
 +1 to attack rolls if none of your allies are closer to the target - Prime Shot.

CLASS Ranger LEVEL 5 BOOK MP

DAILY POWER DUNGEONS & DRAGONS

Hunter's Privilege

KEYWORDS Martial, Stance USED

No Action \downarrow * \rightarrow Personal
ACTION \leftarrow * \rightarrow **RANGE**

AT-WILL ENCOUNTER DAILY

Trigger: You make an initiative check at the beginning of an encounter and your check result is higher than any other combatant's
 Effect: Until the stance ends, you add 3 to the extra damage you deal with Hunter's Quarry.

ADDITIONAL EFFECTS

CLASS Ranger LEVEL 2 BOOK MP

UTILITY POWER DUNGEONS & DRAGONS

Evade Ambush

KEYWORDS Martial USED

No Action \downarrow * \rightarrow Ranged sight
ACTION \leftarrow * \rightarrow **RANGE**

AT-WILL ENCOUNTER DAILY

Effect: At the start of a surprise round in which any allies are surprised, use this power to allow a number of allies equal to your Wisdom modifier (+2) to avoid being surprised.

ADDITIONAL EFFECTS

CLASS Ranger LEVEL 6 BOOK PH

UTILITY POWER DUNGEONS & DRAGONS

Point Blank Greatbow +2

1d12	2	Bow	25/50
DAMAGE	PROFICIENT	GROUP	RANGE
+2 attack rolls and damage rolls	8	+2d6 damage	
ENHANCEMENT	LEVEL	CRITICAL	

PROPERTIES
 Gain a +2 item bonus to AC against opportunity attacks provoked by making a ranged attack with this weapon. Load Free

Ranged Basic Attack: +12 attack, 1d12+9 damage

AT-WILL ENCOUNTER DAILY

POWER
 Power (Encounter): Free Action. Use this power when you make a ranged attack with this weapon; the attack does not provoke opportunity attacks.

ITEM SLOT Two-Hands WEIGHT 5 PRICE 3400 BOOK

MAGIC WEAPON DUNGEONS & DRAGONS

Summoned Hide Armor +2

3	-1	-	1
AC BONUS	CHECK	SPEED	QUANTITY
+2 AC	6	Armor	
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

AT-WILL ENCOUNTER DAILY

POWER
 Power (At-Will): Minor Action. You banish this armor to a secure extradimensional location. At any point in the future, unless you are wearing armor, you can use another minor action to recall the armor. The armor appears on you as though you had donned it normally.

ITEM SLOT Body WEIGHT 25 PRICE 1800 BOOK

MAGIC ITEM DUNGEONS & DRAGONS

Bracers of Archery (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		6	Arms Slot Item
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES
 Gain a +2 item bonus to damage rolls when attacking with a bow or crossbow.

AT-WILL ENCOUNTER DAILY

POWER
 Item Slot: Arms
 Power (Daily): Minor Action. Ignore cover on your next attack this turn when using a bow or crossbow.

ITEM SLOT Arms WEIGHT 0 PRICE 1800 BOOK

MAGIC ITEM DUNGEONS & DRAGONS

Dual Arrow +2

			5
AC BONUS	CHECK	SPEED	QUANTITY
+2 attack rolls and damage rolls	10	Ammunition	
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES
 When you attack an enemy using this ammunition, you can roll twice and use either result.

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT WEIGHT 0 PRICE 200 BOOK

MAGIC ITEM DUNGEONS & DRAGONS

Cloak of Distortion +1

			1
AC BONUS	CHECK	SPEED	QUANTITY
+1 Fortitude, Reflex, and Will	4	Neck Slot Item	
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES
 A ranged attack against you from more than 5 squares away takes a -5 penalty to the attack roll.

AT-WILL ENCOUNTER DAILY

POWER
 Item Slot: Neck

ITEM SLOT Neck WEIGHT 0 PRICE 840 BOOK

MAGIC ITEM DUNGEONS & DRAGONS

Firestorm Arrow +2

			5
AC BONUS	CHECK	SPEED	QUANTITY
+2 attack rolls and damage rolls	8	Ammunition	
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES
 When you hit an enemy using this ammunition, that enemy and each creature adjacent to it take 2d6 extra fire damage.

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT WEIGHT 0 PRICE 125 BOOK

MAGIC ITEM DUNGEONS & DRAGONS

Firestorm Arrow +1

			20
AC BONUS	CHECK	SPEED	QUANTITY
+1 attack rolls and damage rolls		3	Ammunition
ENHANCEMENT	LEVEL	TYPE	
PROPERTIES			
When you hit an enemy using this ammunition, that enemy and each creature adjacent to it take 1d6 extra fire damage.			
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	
POWER			
ITEM SLOT	WEIGHT 0	PRICE 30	BOOK

MAGIC ITEM



Player Name

Character Name: **Drow** Level: **7** Class: **Rogue** Paragon Path: **Evil** Epic Destiny: **Loth** Total XP: **10,000**
 Race: **Drow** Size: **Medium** Age: **82** Gender: **Female** Height: **5'4"** Weight: **106** Alignment: **Evil** Deity: **Loth**
 Adventuring Company: _____ RPGA Number: _____

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
6	3	3	

CONDITIONAL MODIFIERS

DEFENSES

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

CONDITIONAL BONUSES
+2 AC (Cha mod) against opportunity attacks

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
16	STR Strength	3	6
10	CON Constitution	0	3
16	DEX Dexterity	3	6
12	INT Intelligence	1	4
14	WIS Wisdom	2	5
15	CHA Charisma	2	5

FORT

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	FORT	13	3					

CONDITIONAL BONUSES

REF

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
18	REF	13	3		2			

CONDITIONAL BONUSES

WILL

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

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
15	Passive Insight	10	5

PERCEPTION

SCORE	BASE	SKILL BONUS
22	10	12

SPECIAL SENSES
Darkvision

ATTACK WORKSPACE

DAMAGE WORKSPACE

HIT POINTS

MAX HP	BLOODED	HEALING SURGES	SURGE VALUE	SURGES/DAY
52	26	13	13	6

1/2 HP 1/4 HP

CURRENT HIT POINTS: _____ CURRENT SURGE USES: _____

SECOND WIND 1/ENCOUNTER: _____ USED:

TEMPORARY HIT POINTS: _____

DEATH SAVING THROW FAILURES:

SAVING THROW MODS: _____

RESISTANCES: _____

CURRENT CONDITIONS AND EFFECTS: _____

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
1	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Trance (Drow) - Meditate aware 4 hours instead of sleep.

Lothtouched - Use either cloud of darkness or darkfire once per encounter.

Darkfire Charisma - Use CHA for Darkfire

Fey Origin - Your origin is fey, not natural

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
10	vs AC	Distance Hand Crossbow +2	1d6+5
11	vs AC	Cloaked Short sword +2	1d6+5
6	vs AC	Unarmed (Melee)	1d4+3
6	vs AC	Unarmed (Range)	1d4+3

FEATS

Backstabber - Sneak Attack dice increase to d8s

Slaying Action - Deal Sneak Attack damage again with an action point

Ghostwalker Style

Daring Performer - Augment at-will exploits

SKILLS

BONUS	SKILL NAME	ABIL	MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
13	Acrobatics	DEX	6	5		2
4	Arcana	INT	4	0	n/a	
13	Athletics	STR	6	5		2
10	Bluff	CHA	5	5	n/a	
5	Diplomacy	CHA	5	0	n/a	
5	Dungeoneering	WIS	5	0	n/a	
3	Endurance	CON	3	0		
5	Heal	WIS	5	0	n/a	
4	History	INT	4	0	n/a	
5	Insight	WIS	5	0	n/a	
7	Intimidate	CHA	5	0	n/a	2
5	Nature	WIS	5	0	n/a	
12	Perception	WIS	5	5	n/a	2
4	Religion	INT	4	0	n/a	
15	Stealth	DEX	6	5		4
5	Streetwise	CHA	5	0	n/a	
14	Thievery	DEX	6	5		3

CLASS / PATH / DESTINY FEATURES

First Strike - At encounter start, get combat advantage against foes that haven't acted yet.

Rogue Tactics - Choose one of the rogue tactics.

Artful Dodger - Add Cha mod to AC against opportunity attacks.

Rogue Weapon Talent - Damage die increases one size with shuriken; +1 on attacks with daggers.

Sneak Attack - Once per round, if you have combat advantage and hit with a crossbow, light blade, or sling, deal extra damage.

LANGUAGES KNOWN

Common, Elven

POWER INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

AT-WILL POWERS

Deft Strike	
Riposte Strike	

ENCOUNTER POWERS

Cloud of Darkness	<input type="checkbox"/>
Darkfire	<input type="checkbox"/>
Fox's Gambit	<input type="checkbox"/>
Setup Strike	<input type="checkbox"/>
Cloud of Steel	<input type="checkbox"/>
	<input type="checkbox"/>

DAILY POWERS

Handspring Assault	<input type="checkbox"/>
Flashy Riposte	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

UTILITY POWERS

Adaptable Flanker	<input type="checkbox"/>
Vexing Flanker	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

OTHER EQUIPMENT

Adventurer's Kit
Climber's Kit
Thieves' Tools
Crossbow Bolts (60)

COINS AND OTHER WEALTH

Money on hand: 0 gp
Stored money: 0 gp
Encumbrance: 70 / 160

MAGIC ITEM INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

MAGIC ITEMS

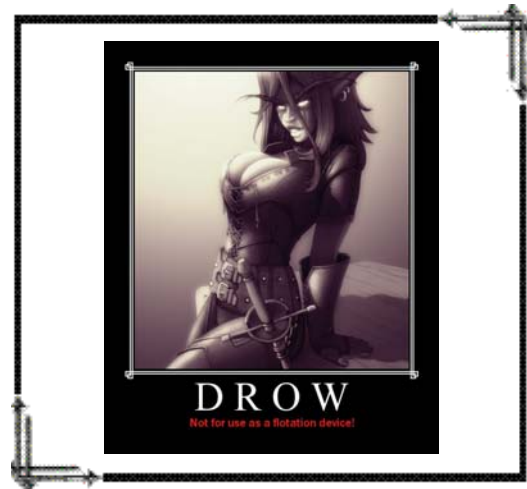
WEAPON	Cloaked Short sword +2 (E)	<input type="checkbox"/>
WEAPON	Distance Hand Crossbow +2 (E)	<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
ARMOR	Luring Withdrawal Leather Armor +2 (E)	<input type="checkbox"/>
ARMS		<input type="checkbox"/>
FEET	Sandals of Precise Stepping (heroic tier) (E)	<input type="checkbox"/>
HANDS	Burglar's Gloves (heroic tier) (E)	<input type="checkbox"/>
HEAD	Cannith Goggles (heroic tier) (E)	<input type="checkbox"/>
NECK		<input type="checkbox"/>
RING		<input type="checkbox"/>
RING		<input type="checkbox"/>
WAIST		<input type="checkbox"/>
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Daily Item Powers Per Day

Heroic (1-10)	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>		
Paragon (11-20)	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	
Epic (21-30)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>

RITUALS / ALCHEMY

CHARACTER PORTRAIT



PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

Occupation - Criminal
 You lived on the wrong side of the law. What sorts of crimes did you commit? Did you enter a life of crime by necessity or by choice? Did you belong to a gang? Do you still engage in occasional wrongdoing, or have you left that life behind? If the latter, what caused you to give up your criminal ways? Do you still have contacts among the criminal underworld? Do your former associates now consider you an enemy?

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

Deft Strike

KEYWORDS		USED	
Martial, Weapon			
Standard	* ↑ *	Melee or Ranged weapon	
ACTION	← *	RANGE	
10	vs	AC	One creature
ATTACK	DEFENSE	TARGET	
Requirement: You must be wielding a crossbow, a light blade, or a sling. Special: You can move 2 squares before the attack. Attack: Dexterity vs. AC Hit: 1[W] + Dexterity modifier (+3) damage. Increase damage to 2[W] + Dexterity modifier (+3) at 21st level.			
Distance Hand Crossbow +2: +10 attack, 1d6+5 damage Cloaked Short sword +2: +11 attack, 1d6+5 damage			
ADDITIONAL EFFECTS +2d8 to damage once per round (Sneak Attack)			
CLASS	Rogue	LEVEL	1
BOOK	PH		

AT-WILL POWER



Riposte Strike

KEYWORDS		USED	
Martial, Weapon			
Standard	* ↑ *	Melee weapon	
ACTION	← *	RANGE	
11	vs	AC	One creature
ATTACK	DEFENSE	TARGET	
Requirement: You must be wielding a light blade. Attack: Dexterity vs. AC Hit: 1[W] + Dexterity modifier (+3) damage. If the target attacks you before the start of your next turn, you make your riposte against the target as an immediate interrupt: a Strength vs. AC attack that deals 1[W] + Strength modifier (+3) damage. Increase damage to 2[W] + Dexterity modifier (+3) and riposte to 2[W] + Strength modifier (+3) at 21st level.			
Cloaked Short sword +2: +11 attack, 1d6+5 damage			
ADDITIONAL EFFECTS +2d8 to damage once per round (Sneak Attack)			
CLASS	Rogue	LEVEL	1
BOOK	PH		

AT-WILL POWER



Cloud of Darkness

KEYWORDS		USED	
Minor			
Standard	* ↑ *	Close burst 1	
ACTION	← 1 *	RANGE	
	vs		
ATTACK	DEFENSE	TARGET	
Effect: The burst creates a cloud of darkness that remains in place until the end of your next turn. The cloud blocks line of sight, squares within it are totally obscured, and creatures entirely within it are blinded until they exit. You are immune to these effects.			
ADDITIONAL EFFECTS			
CLASS	Racial Power	LEVEL	*
BOOK	FRPG		

ENCOUNTER POWER



Darkfire

KEYWORDS		USED	
Minor			
Standard	* ↑ 10 *	Ranged 10	
ACTION	← *	RANGE	
9	vs	Reflex	One creature
ATTACK	DEFENSE	TARGET	
Attack: Intelligence +4 vs. Reflex, Wisdom +4 vs. Reflex, or Charisma +4 vs. Reflex Increase to +6 bonus at 11th level and +8 bonus at 21st level. Hit: Until the end of your next turn, all attacks against the target have combat advantage, and the target cannot benefit from invisibility or concealment. Special: When you create your character, choose Intelligence, Wisdom, or Charisma as the ability score you use when making attack rolls with this power. This choice remains throughout your character's life and does not change the power's other effects.			
ADDITIONAL EFFECTS			
CLASS	Racial Power	LEVEL	*
BOOK	FRPG		

ENCOUNTER POWER



Fox's Gambit

KEYWORDS		USED	
Martial, Weapon			
Standard	* ↑ *	Melee weapon	
ACTION	← *	RANGE	
11	vs	Reflex	One creature
ATTACK	DEFENSE	TARGET	
Prerequisite: You must be trained in Acrobatics. Requirement: You must be wielding a light blade. Attack: Dexterity vs. Reflex Hit: 1[W] + Dexterity modifier (+3) damage, and you negate any marks the target has applied. The target cannot mark any targets until the end of your next turn. Effect: You can shift 1 square. Artful Dodger: You can instead shift a number of squares equal to your Dexterity modifier (+3).			
Cloaked Short sword +2: +11 attack, 1d6+5 damage			
ADDITIONAL EFFECTS +2d8 to damage once per round (Sneak Attack)			
CLASS	Rogue	LEVEL	1
BOOK	MP		

ENCOUNTER POWER



Setup Strike

KEYWORDS		USED	
Martial, Weapon			
Standard	* ↑ *	Melee weapon	
ACTION	← *	RANGE	
11	vs	AC	One creature
ATTACK	DEFENSE	TARGET	
Requirement: You must be wielding a light blade. Attack: Dexterity vs. AC Hit: 2[W] + Dexterity modifier (+3) damage, and the target grants you combat advantage until the end of your next turn.			
Cloaked Short sword +2: +11 attack, 2d6+5 damage			
ADDITIONAL EFFECTS +2d8 to damage once per round (Sneak Attack)			
CLASS	Rogue	LEVEL	3
BOOK	PH		

ENCOUNTER POWER



Cloud of Steel

KEYWORDS		USED	
Martial, Weapon			
Standard	* ↑ *	Close blast 5	
ACTION	5 ← *	RANGE	
10	vs	AC	Each enemy in blast you can see
ATTACK	DEFENSE	TARGET	
Requirement: You must be wielding a crossbow, a light thrown weapon, or a sling. Attack: Dexterity vs. AC Hit: 1[W] + Dexterity modifier (+3) damage.			
Distance Hand Crossbow +2: +10 attack, 1d6+5 damage			
ADDITIONAL EFFECTS +2d8 to damage once per round (Sneak Attack)			
CLASS	Rogue	LEVEL	7
BOOK	PH		

ENCOUNTER POWER



Handspring Assault

KEYWORDS		USED	
Martial, Reliable, Weapon			
Standard	* ↑ *	Melee weapon	
ACTION	← *	RANGE	
11	vs	AC	One creature
ATTACK	DEFENSE	TARGET	
Prerequisite: You must be trained in Acrobatics. Requirement: You must be wielding a light blade. Attack: Dexterity vs. AC Hit: 3[W] + Dexterity modifier (+3) damage, and you can shift 2 squares. Special: When charging, you can use this power in place of a melee basic attack.			
Cloaked Short sword +2: +11 attack, 3d6+5 damage			
ADDITIONAL EFFECTS +2d8 to damage once per round (Sneak Attack)			
CLASS	Rogue	LEVEL	1
BOOK	MP		

DAILY POWER



Flashy Riposte

KEYWORDS		USED	
Martial, Rattling, Weapon			
Imm React	* ↑ *	Melee weapon	
ACTION	← *	RANGE	
11	vs	AC	The triggering enemy
ATTACK	DEFENSE	TARGET	
Trigger: An enemy makes a melee attack against you Requirement: You must be wielding a light blade. Attack: Dexterity vs. AC Hit: 2[W] + Dexterity modifier (+3) damage. Effect: The target grants combat advantage to you and your allies until the end of your next turn.			
Cloaked Short sword +2: +11 attack, 2d6+5 damage			
ADDITIONAL EFFECTS +2d8 to damage once per round (Sneak Attack)			
CLASS	Rogue	LEVEL	5
BOOK	MP		

DAILY POWER



Adaptable Flanker

KEYWORDS Martial		USED
Minor	Personal	
ACTION	RANGE	
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Requirement: You and an ally must be adjacent to the same enemy.
Effect: You gain combat advantage against the enemy until the start of your next turn.

ADDITIONAL EFFECTS

CLASS Rogue	LEVEL 2	BOOK MP
-------------	---------	---------

UTILITY POWER



Vexing Flanker

KEYWORDS Martial		USED
Imm React	Personal	
ACTION	RANGE	
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: An ally enters a square adjacent to an enemy adjacent to you
Effect: You can shift to any other square adjacent to the enemy.

ADDITIONAL EFFECTS

CLASS Rogue	LEVEL 6	BOOK MP
-------------	---------	---------

UTILITY POWER



Cloaked Short sword +2

1d6	3	Light Blade	
DAMAGE	PROFICIENT	GROUP	RANGE
+2 attack rolls and damage rolls		8	+2d6 damage
ENHANCEMENT		LEVEL	CRITICAL

PROPERTIES
This weapon is invisible to everyone but the creature possessing it. As the wielder of the weapon, you gain combat advantage with melee attacks made using the weapon until you successfully hit, at which point the weapon becomes visible to everyone. A cloaked weapon turns invisible again after being sheathed for a short rest (5 minutes).
Off-hand

Melee Basic Attack: +11 attack, 1d6+5 damage

<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
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POWER

ITEM SLOT Off-hand	WEIGHT 2	PRICE 3400	BOOK
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MAGIC WEAPON



Distance Hand Crossbow +2

1d6	2	Crossbow	10/20
DAMAGE	PROFICIENT	GROUP	RANGE
+2 attack rolls and damage rolls		6	
ENHANCEMENT		LEVEL	CRITICAL

PROPERTIES
Increase the weapon's normal range by 5 squares and the long range by 10 squares.
Load Free

Ranged Basic Attack: +10 attack, 1d6+5 damage

<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
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POWER

ITEM SLOT One-hand	WEIGHT 2	PRICE 1800	BOOK
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MAGIC WEAPON



Luring Withdrawal Leather Armor +2

2	-	-	1
AC BONUS	CHECK	SPEED	QUANTITY
+2 AC		7	Armor
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
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POWER (Daily): Immediate Reaction. Trigger: An enemy misses you with a melee attack. Effect: You shift 1 square and slide the triggering enemy into the space you vacated.

ITEM SLOT Body	WEIGHT 15	PRICE 2600	BOOK
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MAGIC ITEM



Cannith Goggles (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		1	Head Slot Item
ENHANCEMENT		LEVEL	TYPE

PROPERTIES
You gain a +2 item bonus to Perception checks.

<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
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POWER
Item Slot: Head
Power (Daily): Minor action. Expend an arcane encounter or daily power to use this power. You gain darkvision until the end of the encounter or for 5 minutes if you expended an encounter power or until the end of your next extended rest if you expended a daily power.

ITEM SLOT Head	WEIGHT 0	PRICE 360	BOOK
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MAGIC ITEM



Burglar's Gloves (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		1	Hands Slot Item
ENHANCEMENT		LEVEL	TYPE

PROPERTIES
Gain a +1 item bonus to Thievery checks.

<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
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POWER
Item Slot: Hands

ITEM SLOT Hands	WEIGHT 0	PRICE 360	BOOK
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MAGIC ITEM



Sandals of Precise Stepping (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		6	Feet Slot Item
ENHANCEMENT		LEVEL	TYPE

PROPERTIES
Gain a +2 item bonus to Acrobatics, Athletics, and Stealth checks.

<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
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POWER
Item Slot: Feet

ITEM SLOT Feet	WEIGHT 0	PRICE 1800	BOOK
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MAGIC ITEM



Player Name

Character Name: **Drow** Level: **7** Class: **Sorcerer** Paragon Path: **Chaotic Evil** Epic Destiny: **Loth** Total XP: **10,000**
 Race: **Drow** Size: **Medium** Age: **94** Gender: **Female** Height: **5'10"** Weight: **134** Alignment: **Chaotic Evil** Deity: **Loth**
 Adventuring Company: _____ RPGA Number: _____

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
6	3	3	

CONDITIONAL MODIFIERS

DEFENSES

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

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
10	STR Strength	0	3
13	CON Constitution	1	4
16	DEX Dexterity	3	6
12	INT Intelligence	1	4
10	WIS Wisdom	0	3
20	CHA Charisma	5	8

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

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
19	REF	13	3			2	1	

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
23	WILL	13	5	2		2	1	

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
18	Passive Insight	10 +	8

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
13	Passive Perception	10 +	3

SPECIAL SENSES
Darkvision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 3	3	0					

ABILITY: Ranged Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 6	3	3					

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4	0				

ABILITY: Ranged Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+3	3				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
8	vs AC	Hand Crossbow	1d6+3
7	vs AC	Defensive Staff +2	1d8+2
5	vs AC	Mace	1d8
3	vs AC	Unarmed (Melee)	1d4

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
55	27	13
	1/2 HP	1/4 HP

HEALING SURGES	SURGE VALUE	SURGES/DAY
7	13	7

CURRENT HIT POINTS	CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

USED
<input type="checkbox"/>

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES
Resist 10 Force

CURRENT CONDITIONS AND EFFECTS

SKILLS

BONUS	SKILL NAME	ABIL	MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
6	Acrobatics	DEX	6	0		
11	Arcana	INT	4	5	n/a	2
3	Athletics	STR	3	0		
13	Bluff	CHA	8	5	n/a	
8	Diplomacy	CHA	8	0	n/a	
8	Dungeoneering	WIS	3	5	n/a	
4	Endurance	CON	4	0		
3	Heal	WIS	3	0	n/a	
4	History	INT	4	0	n/a	
8	Insight	WIS	3	5	n/a	
10	Intimidate	CHA	8	0	n/a	2
3	Nature	WIS	3	0	n/a	
3	Perception	WIS	3	0	n/a	
4	Religion	INT	4	0	n/a	
8	Stealth	DEX	6	0		2
8	Streetwise	CHA	8	0	n/a	
6	Thievery	DEX	6	0		

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Trance (Drow) - Meditate aware 4 hours instead of sleep.

Lothtouched - Use either cloud of darkness or darkfire once per encounter.

Darkfire Charisma - Use CHA for Darkfire

Fey Origin - Your origin is fey, not natural

CLASS / PATH / DESTINY FEATURES

Spell Source - Choose a Spell Source option

Wild Magic - Gain the Wild Magic class features

LANGUAGES KNOWN

Common, Elven

Acid Orb

KEYWORDS Acid, Arcane, Implement USED

Standard	10	Ranged 20
ACTION	RANGE	
10 vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Attack: Charisma vs. Reflex
 Hit: 1d10 + Charisma modifier (+5) acid damage.
 Level 21: 2d10 + Charisma modifier (+5) acid damage.
 Special: This power can be used as a ranged basic attack.

Defensive Staff +2: +10 attack, 1d10+10 damage
 Unarmed: +8 attack, 1d10+8 damage

ADDITIONAL EFFECTS
 +1 to attack rolls against that enemy until the end of your next turn when you hit any enemy with a sorcerer at-will attack power - Arcane Spellfury.

CLASS Sorcerer LEVEL 1 BOOK PH2

AT-WILL POWER DUNGEONS & DRAGONS

Chaos Bolt

KEYWORDS Arcane, Implement, Psychic USED

Standard	10	Ranged 10
ACTION	RANGE	
10 vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 1d10 + Charisma modifier (+5) psychic damage.
 Level 21: 2d10 + Charisma modifier (+5) psychic damage.
 Wild Magic: If you rolled an even number for the primary attack roll, make a secondary attack.
 Secondary Target: One creature within 5 squares of the target last hit by this power
 Secondary Attack: Charisma vs. Will
 Hit: 1d6 psychic damage. If you rolled an even number for the secondary attack roll, repeat the secondary attack. You can attack a creature only once with a single use of this power.

Defensive Staff +2: +10 attack, 1d10+10 damage
 Unarmed: +8 attack, 1d10+8 damage

ADDITIONAL EFFECTS
 +1 to attack rolls against that enemy until the end of your next turn when you hit any enemy with a sorcerer at-will attack power - Arcane Spellfury.

CLASS Sorcerer LEVEL 1 BOOK PH2

AT-WILL POWER DUNGEONS & DRAGONS

Cloud of Darkness

KEYWORDS USED

Minor	1	Close burst 1
ACTION	RANGE	
vs		
ATTACK	DEFENSE	TARGET

Effect: The burst creates a cloud of darkness that remains in place until the end of your next turn. The cloud blocks line of sight, squares within it are totally obscured, and creatures entirely within it are blinded until they exit. You are immune to these effects.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL * BOOK FRPG

ENCOUNTER POWER DUNGEONS & DRAGONS

Darkfire

KEYWORDS USED

Minor	10	Ranged 10
ACTION	RANGE	
12 vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Attack: Intelligence +4 vs. Reflex, Wisdom +4 vs. Reflex, or Charisma +4 vs. Reflex
 Increase to +6 bonus at 11th level and +8 bonus at 21st level.
 Hit: Until the end of your next turn, all attacks against the target have combat advantage, and the target cannot benefit from invisibility or concealment.
 Special: When you create your character, choose Intelligence, Wisdom, or Charisma as the ability score you use when making attack rolls with this power. This choice remains throughout your character's life and does not change the power's other effects.

ADDITIONAL EFFECTS
 +1 to attack rolls against that enemy until the end of your next turn when you hit any enemy with a sorcerer at-will attack power - Arcane Spellfury.

CLASS Racial Power LEVEL * BOOK FRPG

ENCOUNTER POWER DUNGEONS & DRAGONS

Bedeaving Burst

KEYWORDS Arcane, Implement, Psychic USED

Standard	3	Close burst 3
ACTION	RANGE	
10 vs Will		One or two creatures in burst
ATTACK	DEFENSE	TARGET

Attack: Charisma vs. Will
 Hit: 1d10 + Charisma modifier (+5) psychic damage, and you push the target a number of squares equal to your Dexterity modifier (+3).
 Wild Magic: If you rolled an even number on the attack roll, you slide the target instead of pushing it.

Defensive Staff +2: +10 attack, 1d10+10 damage
 Unarmed: +8 attack, 1d10+8 damage

ADDITIONAL EFFECTS
 +1 to attack rolls against that enemy until the end of your next turn when you hit any enemy with a sorcerer at-will attack power - Arcane Spellfury.

CLASS Sorcerer LEVEL 1 BOOK PH2

ENCOUNTER POWER DUNGEONS & DRAGONS

Essence Prism

KEYWORDS Arcane, Force, Implement USED

Standard	20	Ranged 20
ACTION	RANGE	
10 vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Attack: Charisma vs. Reflex
 Hit: 2d8 + Charisma modifier (+5) force damage.
 Wild Magic: If you rolled an even number on the attack roll, the target loses all resistances until the end of your next turn.

Defensive Staff +2: +10 attack, 2d8+10 damage
 Unarmed: +8 attack, 2d8+8 damage

ADDITIONAL EFFECTS
 +1 to attack rolls against that enemy until the end of your next turn when you hit any enemy with a sorcerer at-will attack power - Arcane Spellfury.

CLASS Sorcerer LEVEL 3 BOOK AP

ENCOUNTER POWER DUNGEONS & DRAGONS

Chaos Storm

KEYWORDS Arcane, Implement, Lightning, Teleportation USED

Standard	10	Area burst 1 within 10 squares
ACTION	RANGE	
10 vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

Attack: Charisma vs. Reflex
 Hit: 2d6 + Charisma modifier (+5) lightning damage.
 Effect: You teleport each target hit by the attack so that it swaps positions with another target hit by the attack.
 Wild Magic: You instead teleport each target hit by the attack to any other space within the burst.

Defensive Staff +2: +10 attack, 2d6+10 damage
 Unarmed: +8 attack, 2d6+8 damage

ADDITIONAL EFFECTS
 +1 to attack rolls against that enemy until the end of your next turn when you hit any enemy with a sorcerer at-will attack power - Arcane Spellfury.

CLASS Sorcerer LEVEL 7 BOOK PH2

ENCOUNTER POWER DUNGEONS & DRAGONS

Dazzling Ray

KEYWORDS Arcane, Implement, Radiant USED

Standard	10	Ranged 10
ACTION	RANGE	
10 vs Will		One creature
ATTACK	DEFENSE	TARGET

Attack: Charisma vs. Will
 Hit: 6d6 + Charisma modifier (+5) radiant damage.
 Wild Magic: If you rolled an even number on the attack roll, the target takes a penalty to attack rolls against you equal to your Dexterity modifier (+3) (save ends).
 Miss: Half damage.

Defensive Staff +2: +10 attack, 6d6+10 damage
 Unarmed: +8 attack, 6d6+8 damage

ADDITIONAL EFFECTS
 +1 to attack rolls against that enemy until the end of your next turn when you hit any enemy with a sorcerer at-will attack power - Arcane Spellfury.

CLASS Sorcerer LEVEL 1 BOOK PH2

DAILY POWER DUNGEONS & DRAGONS

Acidic Implantation

KEYWORDS Acid, Arcane, Implement USED

Standard	10	Ranged 10
ACTION	RANGE	
10 vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: You slide the primary target 3 squares.
 Effect: The primary target takes 2d6 acid damage. Make a secondary attack that is an area burst 1 centered on the primary target.
 Secondary Target: Each creature in burst
 Secondary Attack: Charisma vs. Reflex
 Hit: 2d6 acid damage.

Defensive Staff +2: +10 attack, 0 damage
 Unarmed: +8 attack, 0 damage

ADDITIONAL EFFECTS
 +1 to attack rolls against that enemy until the end of your next turn when you hit any enemy with a sorcerer at-will attack power - Arcane Spellfury.

CLASS Sorcerer LEVEL 5 BOOK PH2

DAILY POWER DUNGEONS & DRAGONS

Elemental Shift

KEYWORDS Arcane		USED
Minor	Personal	
ACTION	RANGE	
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
<p>Effect: You can change the resistance granted by your Dragon Soul or Wild Soul to one of the other damage types for the rest of the encounter. In addition, one ally adjacent to you gains resist 5 to the damage type that you resist until the end of the encounter.</p> <p>Level 11: Resist 10. Level 21: Resist 15.</p>		
ADDITIONAL EFFECTS		
CLASS Sorcerer	LEVEL 2	BOOK PH2

UTILITY POWER



Lightning Shift

KEYWORDS Arcane		USED
Move	Personal	
ACTION	RANGE	
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
<p>Effect: You shift your speed. You ignore difficult terrain during the shift.</p>		
ADDITIONAL EFFECTS		
CLASS Sorcerer	LEVEL 6	BOOK AP

UTILITY POWER



Defensive Staff +2

			1
AC BONUS	CHECK	SPEED	QUANTITY
+2 attack rolls and damage rolls		7	Staff
ENHANCEMENT	LEVEL	TYPE	
<p>PROPERTIES</p> <p>Gain a +1 item bonus to your Fortitude, Reflex, and Will defenses. If you have the Staff of Defense class feature, you also gain a +1 item bonus to your AC.</p> <p>Melee Basic Attack: +7 attack, 1d8+2 damage</p>			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	
<p>POWER</p> <p>Item Slot: Off-hand</p>			
ITEM SLOT Off-hand	WEIGHT 0	PRICE 2600	BOOK

MAGIC ITEM



Repulsion Leather Armor +2

2	-	-	1
AC BONUS	CHECK	SPEED	QUANTITY
+2 AC		7	Armor
ENHANCEMENT	LEVEL	TYPE	
<p>PROPERTIES</p>			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY	
<p>POWER</p> <p>Power (Daily): Minor Action. Whenever an enemy moves into an adjacent square, you can push that enemy 1 square as an immediate reaction. This power lasts until the end of the encounter.</p>			
ITEM SLOT Body	WEIGHT 15	PRICE 2600	BOOK

MAGIC ITEM



Brooch of Shielding +2

			1
AC BONUS	CHECK	SPEED	QUANTITY
+2 Fortitude, Reflex, and Will		8	Neck Slot Item
ENHANCEMENT	LEVEL	TYPE	
<p>PROPERTIES</p> <p>Gain resist 10 force.</p>			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY	
<p>POWER</p> <p>Item Slot: Neck</p> <p>Power (Daily): Immediate Interrupt. Use this power when you are hit by an area, close, or ranged attack. Gain resist to all damage equal to the brooch's resist force value against that attack.</p>			
ITEM SLOT Neck	WEIGHT 0	PRICE 3400	BOOK

MAGIC ITEM



Arcanist's Glasses (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		3	Head Slot Item
ENHANCEMENT	LEVEL	TYPE	
<p>PROPERTIES</p> <p>Gain a +3 item bonus to Arcana checks to detect magic.</p>			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	
<p>POWER</p> <p>Item Slot: Head</p>			
ITEM SLOT Head	WEIGHT 0	PRICE 680	BOOK

MAGIC ITEM



Power Jewel (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		5	Wondrous Item
ENHANCEMENT	LEVEL	TYPE	
<p>PROPERTIES</p>			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY	
<p>POWER</p> <p>Power (Daily): Minor Action. This power allows you to regain the use of an encounter power of 1st or 3rd level.</p> <p>Special: You must have reached at least one milestone today to activate this item.</p>			
ITEM SLOT	WEIGHT 0	PRICE 1000	BOOK

MAGIC ITEM



Player Name

Character Name: **7** Warlock Level Class: **Paragon Path** Epic Destiny: **10,000** Total XP
 Race: **Drow** Size: **Medium** Age: **83** Gender: **5'8"** Height: **130** Weight: **Evil** Alignment: **Loth** Deity: **Adventuring Company** RPGA Number:

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
4	1	3	

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + ARMOR/ 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
19	AC	13	4			2		

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
10	STR Strength	0	3
18	CON Constitution	4	7
12	DEX Dexterity	1	4
14	INT Intelligence	2	5
10	WIS Wisdom	0	3
16	CHA Charisma	3	6

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
19	FORT	13	4			2		

CONDITIONAL BONUSES

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
19	WILL	13	3	1		2		

CONDITIONAL BONUSES

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
13	Passive Insight	10 +	3

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
18	Passive Perception	10 +	8

SPECIAL SENSES
Darkvision

ATTACK WORKSPACE

ABILITY: Eldritch Blast - Mercurial Rod +2

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 9	3	4				2	

ABILITY: Eldritch Blast - Quickcourse Rod +1

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 8	3	4				1	

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
60	30	15
	1/2 HP	1/4 HP

HEALING SURGES	SURGE VALUE	SURGES/DAY
10		

CURRENT HIT POINTS

CURRENT SURGE USES

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

- Trance (Drow)** - Meditate aware 4 hours instead of sleep.
- Lothtouched** - Use either cloud of darkness or darkfire once per encounter.
- Darkfire Charisma** - Use CHA for Darkfire
- Fey Origin** - Your origin is fey, not natural

DAMAGE WORKSPACE

ABILITY: Eldritch Blast - Mercurial Rod +2

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10+6	4		2		

ABILITY: Eldritch Blast - Quickcourse Rod +1

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10+5	4		1		

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
9	vs Ref	Eldritch Blast (Mercurial Rod)	1d10+6
8	vs Ref	Eldritch Blast (Quickcourse Rod)	1d10+5
6	vs AC	Hand Crossbow	1d6+1
5	vs AC	Mace	1d8

SKILLS

BONUS	SKILL NAME	DEX	INT	STR	CHA	WIS	CON	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
4	Acrobatics							4	0		
10	Arcana							5	5	n/a	
3	Athletics							3	0		
6	Bluff							6	0	n/a	
6	Diplomacy							6	0	n/a	
3	Dungeoneering							3	0	n/a	
7	Endurance							7	0		
3	Heal							3	0	n/a	
5	History							5	0	n/a	
3	Insight							3	0	n/a	
8	Intimidate							6	0	n/a	2
3	Nature							3	0	n/a	
8	Perception							3	5	n/a	
10	Religion							5	5	n/a	
6	Stealth							4	0		2
6	Streetwise							6	0	n/a	
10	Thievery							4	5		1

CLASS / PATH / DESTINY FEATURES

- Eldritch Blast** - Use eldritch blast as an at-will power and as a basic attack.
- Eldritch Blast Constitution** - Use CON for Eldritch Blast
- Eldritch Pact** - Choose a pact, which determines an at-will spell, your pact boon, and bonuses to certain powers.
- Infernal Pact** - Hellish rebuke spell; Dark One's Blessing boon: When cursed foe is dropped to 0 hp, gain temporary hp equal to your level.
- Prime Shot** - If no allies are closer to target than you, get +1 on ranged attacks against that target.
- Shadow Walk** - On your turn, if you move 3+ squares from starting square, gain concealment until end of your next turn.
- Warlock's Curse** - Once per turn (minor), curse nearest foe you can see; deal extra damage to cursed foes.

LANGUAGES KNOWN

Common, Elven

FEATS

- Improved Dark One's Blessing** - Pact boon grants 3 additional temporary hit points
- Dooming Action** - Deal curse damage again with action point
- Accursed Accuracy** - Ignore concealment for cursed enemies
- Sacrifice to Caiphon** - Recover encounter power that misses all targets but damage self, damage = level

POWER INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

AT-WILL POWERS

Eldritch Blast	<input type="checkbox"/>
Hellish Rebuke	<input type="checkbox"/>
Dark One's Blessing	<input type="checkbox"/>
Warlock's Curse	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

ENCOUNTER POWERS

Cloud of Darkness	<input type="checkbox"/>
Darkfire	<input type="checkbox"/>
Chains of Levistus	<input type="checkbox"/>
Fiery Bolt	<input type="checkbox"/>
Howl of Doom	<input type="checkbox"/>
	<input type="checkbox"/>

DAILY POWERS

Decree of Khirad	<input type="checkbox"/>
Avernian Eruption	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

UTILITY POWERS

Fiendish Resilience	<input type="checkbox"/>
Life Siphon	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

OTHER EQUIPMENT

Adventurer's Kit	<input type="checkbox"/>
Climber's Kit	<input type="checkbox"/>
Thieves' Tools	<input type="checkbox"/>
Hand Crossbow	<input type="checkbox"/>
Crossbow Bolts (40)	<input type="checkbox"/>
Mace	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

COINS AND OTHER WEALTH

Money on hand: 0 gp
Stored money: 0 gp
Encumbrance: 72 / 100

MAGIC ITEM INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

MAGIC ITEMS

WEAPON	Mercurial Rod +2 (Off-hand) (E)	<input type="checkbox"/>
WEAPON	Quickcourse Rod +1 (Off-hand) (2) (E)	<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
ARMOR	Repulsion Leather Armor +2 (E)	<input type="checkbox"/>
ARMS		<input type="checkbox"/>
FEET		<input type="checkbox"/>
HANDS	Burglar's Gloves (heroic tier) (E)	<input type="checkbox"/>
HEAD		<input type="checkbox"/>
NECK	Brooch of Shielding +2 (E)	<input type="checkbox"/>
RING		<input type="checkbox"/>
RING		<input type="checkbox"/>
WAIST		<input type="checkbox"/>
	Power Jewel (heroic tier) ()	<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
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		<input type="checkbox"/>
		<input type="checkbox"/>

Daily Item Powers Per Day

Heroic (1-10)	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>
Paragon (11-20)	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>
Epic (21-30)	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>

RITUALS / ALCHEMY

	<input type="checkbox"/>
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	<input type="checkbox"/>
	<input type="checkbox"/>

CHARACTER PORTRAIT



PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

Drow - Outcast
You were cast out from the city of your birth, most likely because of your failure to comply with the evil customs of your people or the terrible whims of Lolth's priests. Do you dream of returning and gaining revenge, or are you fleeing for your life?

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

Eldritch Blast

KEYWORDS		Arcane, Implement	USED
Standard		Ranged 10	
ACTION		RANGE	
9	vs	Reflex	One creature
ATTACK	DEFENSE	TARGET	
<p>Attack: Charisma or Constitution vs. Reflex Hit: 1d10 + Charisma or Constitution modifier damage. Increase damage to 2d10 + Charisma or Constitution modifier at 21st level. Special: At 1st level, you determine whether you use Charisma or Constitution to attack with this power. Once you make that choice, you can't change it later. This power counts as a ranged basic attack. When a power allows you to make a ranged basic attack, you can use this power.</p> <p>Mercurial Rod +2: +9 attack, 1d10+6 damage Quickcourse Rod +1: +8 attack, 1d10+5 damage Unarmed: +7 attack, 1d10+4 damage</p>			
ADDITIONAL EFFECTS			
+1d6 to damage once per round (Warlock's Curse)			
CLASS	Warlock	LEVEL 1	BOOK PH

AT-WILL POWER



Hellish Rebuke

KEYWORDS		Arcane, Fire, Implement	USED
Standard		Ranged 10	
ACTION		RANGE	
9	vs	Reflex	One creature
ATTACK	DEFENSE	TARGET	
<p>Attack: Constitution vs. Reflex Hit: 1d6 + Constitution modifier (+4) fire damage. If you take damage before the end of your next turn, the target takes an extra 1d6 + Constitution modifier (+4) fire damage. Increase damage and extra damage to 2d6 + Constitution modifier (+4) at 21st level.</p> <p>Mercurial Rod +2: +9 attack, 1d6+6 damage Quickcourse Rod +1: +8 attack, 1d6+5 damage Unarmed: +7 attack, 1d6+4 damage</p>			
ADDITIONAL EFFECTS			
+1d6 to damage once per round (Warlock's Curse)			
CLASS	Warlock	LEVEL 1	BOOK PH

AT-WILL POWER



Dark One's Blessing

KEYWORDS			USED
Free		Personal	
ACTION		RANGE	
	vs		
ATTACK	DEFENSE	TARGET	
<p>Prerequisite: Infernal Pact Trigger: An enemy under your Warlock's Curse is reduced to 0 hit points or fewer Effect: You immediately gain temporary hit points equal to your level.</p>			
ADDITIONAL EFFECTS			
CLASS	Warlock	LEVEL 1	BOOK PH

AT-WILL POWER



Warlock's Curse

KEYWORDS			USED
Minor			
ACTION		RANGE	
	vs		
ATTACK	DEFENSE	TARGET	
<p>You can place a Warlock's Curse on the enemy nearest to you that you can see. A cursed enemy is more vulnerable to your attacks. If you hit a cursed enemy with an attack, you deal extra damage. You decide whether to apply the extra damage after making the damage roll. You can deal this extra damage once per round, so if you have dealt Warlock's Curse damage since the start of your turn, you cannot deal it again until the start of your next turn. : A Warlock's Curse remains in effect until the end of the encounter or until the cursed enemy is defeated. : You can place a Warlock's Curse on multiple targets over the course of an encounter; each curse requires the use of a minor action. You can't place a Warlock's Curse on a creature that is already affected by your or another character's Warlock's Curse.</p> <p>As you advance in level, your extra damage increases. Level : Warlock's Curse Extra Damage 1st-10th : +1d6 11th-20th : +2d6 21st-30th : +3d6</p>			
ADDITIONAL EFFECTS			
CLASS		LEVEL *	BOOK PH

AT-WILL POWER



Cloud of Darkness

KEYWORDS			USED
Minor		Close burst 1	
ACTION		RANGE	
	vs		
ATTACK	DEFENSE	TARGET	
<p>Effect: The burst creates a cloud of darkness that remains in place until the end of your next turn. The cloud blocks line of sight, squares within it are totally obscured, and creatures entirely within it are blinded until they exit. You are immune to these effects.</p>			
ADDITIONAL EFFECTS			
CLASS	Racial Power	LEVEL *	BOOK FRPG

ENCOUNTER POWER



Darkfire

KEYWORDS			USED
Minor		Ranged 10	
ACTION		RANGE	
10	vs	Reflex	One creature
ATTACK	DEFENSE	TARGET	
<p>Attack: Intelligence +4 vs. Reflex, Wisdom +4 vs. Reflex, or Charisma +4 vs. Reflex Increase to +6 bonus at 11th level and +8 bonus at 21st level. Hit: Until the end of your next turn, all attacks against the target have combat advantage, and the target cannot benefit from invisibility or concealment. Special: When you create your character, choose Intelligence, Wisdom, or Charisma as the ability score you use when making attack rolls with this power. This choice remains throughout your character's life and does not change the power's other effects.</p>			
ADDITIONAL EFFECTS			
CLASS	Racial Power	LEVEL *	BOOK FRPG

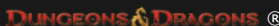
ENCOUNTER POWER



Chains of Levistus

KEYWORDS		Arcane, Cold, Implement	USED
Standard		Ranged 10	
ACTION		RANGE	
9	vs	Fort	One creature
ATTACK	DEFENSE	TARGET	
<p>Attack: Constitution vs. Fortitude Hit: 2d6 + Constitution modifier (+4) cold damage. If the target moves before the end of your next turn, it takes 2d6 extra cold damage. Infernal Pact: If the target moves before the end of your next turn, you also gain a +2 power bonus to your next attack roll against the target before the end of your next turn.</p> <p>Mercurial Rod +2: +9 attack, 2d6+6 damage Quickcourse Rod +1: +8 attack, 2d6+5 damage Unarmed: +7 attack, 2d6+4 damage</p>			
ADDITIONAL EFFECTS			
+1d6 to damage once per round (Warlock's Curse)			
CLASS	Warlock	LEVEL 1	BOOK AP

ENCOUNTER POWER



Fiery Bolt

KEYWORDS		Arcane, Fire, Implement	USED
Standard		Ranged 10	
ACTION		RANGE	
9	vs	Reflex	One creature
ATTACK	DEFENSE	TARGET	
<p>Attack: Constitution vs. Reflex Hit: 3d6 + Constitution modifier (+4) fire damage, and creatures adjacent to the target take 1d6 + Constitution modifier (+4) fire damage. Infernal Pact: Creatures adjacent to the target take extra fire damage equal to your Intelligence modifier (+2).</p> <p>Mercurial Rod +2: +9 attack, 3d6+6 damage Quickcourse Rod +1: +8 attack, 3d6+5 damage Unarmed: +7 attack, 3d6+4 damage</p>			
ADDITIONAL EFFECTS			
+1d6 to damage once per round (Warlock's Curse)			
CLASS	Warlock	LEVEL 3	BOOK PH

ENCOUNTER POWER



Howl of Doom

KEYWORDS		Arcane, Fear, Implement, Thunder	USED
Standard		Close blast 3	
ACTION		RANGE	
9	vs	Fort	Each creature in blast
ATTACK	DEFENSE	TARGET	
<p>Attack: Constitution vs. Fortitude Hit: 2d6 + Constitution modifier (+4) thunder damage, and you push the target 2 squares. Infernal Pact: You push the target a number of squares equal to 1 + your Intelligence modifier (+2).</p> <p>Mercurial Rod +2: +9 attack, 2d6+6 damage Quickcourse Rod +1: +8 attack, 2d6+5 damage Unarmed: +7 attack, 2d6+4 damage</p>			
ADDITIONAL EFFECTS			
+1d6 to damage once per round (Warlock's Curse)			
CLASS	Warlock	LEVEL 7	BOOK PH

ENCOUNTER POWER



Decree of Khirad

KEYWORDS Arcane, Charm, Implement, Psychic USED

Standard **ACTION** 3 vs Will RANGE Close blast 3

ATTACK 8 vs Will **DEFENSE** Each enemy in blast **TARGET**

Effect: Before the attack, you slide the target 2 squares.
 Attack: Charisma vs. Will
 Hit: The target makes a melee basic attack as a free action against a creature of your choice. If the target misses with the attack, it takes 1d6 + your Charisma modifier (+3) psychic damage.
 Miss: 1d6 + Charisma modifier (+3) psychic damage.

Mercurial Rod +2: +8 attack, 0 damage
 Quickcourse Rod +1: +7 attack, 0 damage
 Unarmed: +6 attack, 0 damage

ADDITIONAL EFFECTS

CLASS Warlock LEVEL 1 BOOK AP

DAILY POWER **DUNGEONS & DRAGONS**

Avernian Eruption

KEYWORDS Arcane, Fire, Implement USED

Standard **ACTION** 9 vs Reflex RANGE Area burst 1 within 10 squares

ATTACK 9 vs Reflex **DEFENSE** Each creature in burst **TARGET**

Attack: Constitution vs. Reflex
 Hit: 2d10 + Constitution modifier (+4) fire damage.
 Effect: The targets take ongoing 5 fire damage (save ends).

Mercurial Rod +2: +9 attack, 2d10+6 damage
 Quickcourse Rod +1: +8 attack, 2d10+5 damage
 Unarmed: +7 attack, 2d10+4 damage

ADDITIONAL EFFECTS
 +1d6 to damage once per round (Warlock's Curse)

CLASS Warlock LEVEL 5 BOOK PH

DAILY POWER **DUNGEONS & DRAGONS**

Fiendish Resilience

KEYWORDS Arcane USED

Minor **ACTION** vs Will RANGE Personal

AT-WILL ENCOUNTER DAILY

Effect: You gain temporary hit points equal to 5 + your Constitution modifier (+4).

ADDITIONAL EFFECTS

CLASS Warlock LEVEL 2 BOOK PH

UTILITY POWER **DUNGEONS & DRAGONS**

Life Siphon

KEYWORDS Arcane, Healing USED

Imm React **ACTION** 10 vs Will RANGE Ranged 10

AT-WILL ENCOUNTER DAILY

Trigger: An ally within 10 squares of you takes damage
 Effect: You gain a +2 power bonus to one attack roll before the end of your next turn.
 Dark Pact: You regain hit points equal to your Charisma modifier (+3).
 Infernal Pact: You gain temporary hit points equal to twice your Constitution modifier (+4).

ADDITIONAL EFFECTS

CLASS Warlock LEVEL 6 BOOK AP

UTILITY POWER **DUNGEONS & DRAGONS**

Repulsion Leather Armor +2

AC BONUS	CHECK	SPEED	QUANTITY
2	-	-	1
+2 AC		7	Armor
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

AT-WILL ENCOUNTER DAILY

POWER
 Power (Daily): Minor Action. Whenever an enemy moves into an adjacent square, you can push that enemy 1 square as an immediate reaction. This power lasts until the end of the encounter.

ITEM SLOT Body WEIGHT 15 PRICE 2600 BOOK

MAGIC ITEM **DUNGEONS & DRAGONS**

Mercurial Rod +2

AC BONUS	CHECK	SPEED	QUANTITY
+2 attack rolls and damage rolls		6	1
ENHANCEMENT	LEVEL	TYPE	
		Rod	

PROPERTIES
 Eldritch Blast: +9 attack, 1d10+6 damage
 Eldritch Blast: +9 attack, 1d10+6 damage

AT-WILL ENCOUNTER DAILY

POWER
 Item Slot: Off-hand
 Power (Daily): Free Action. Use this power when you deal your Warlock's Curse damage. Deal an additional two dice of damage, but after the attack, the target is no longer cursed by you. You can curse the target again normally. If this attack drops the target to 0 or fewer hit points, your pact boon triggers normally.

ITEM SLOT Off-hand WEIGHT 0 PRICE 1800 BOOK

MAGIC ITEM **DUNGEONS & DRAGONS**

Quickcourse Rod +1

AC BONUS	CHECK	SPEED	QUANTITY
+1 attack rolls and damage rolls		2	2
ENHANCEMENT	LEVEL	TYPE	
		Rod	

PROPERTIES
 Eldritch Blast: +8 attack, 1d10+5 damage
 Eldritch Blast: +8 attack, 1d10+5 damage

AT-WILL ENCOUNTER DAILY

POWER
 Item Slot: Off-hand
 Power (Encounter): Free Action. Place a Warlock's Curse on any target in sight.

ITEM SLOT Off-hand WEIGHT 0 PRICE 520 BOOK

MAGIC ITEM **DUNGEONS & DRAGONS**

Brooch of Shielding +2

AC BONUS	CHECK	SPEED	QUANTITY
+2 Fortitude, Reflex, and Will		8	1
ENHANCEMENT	LEVEL	TYPE	
		Neck Slot Item	

PROPERTIES
 Gain resist 10 force.

AT-WILL ENCOUNTER DAILY

POWER
 Item Slot: Neck
 Power (Daily): Immediate Interrupt. Use this power when you are hit by an area, close, or ranged attack. Gain resist to all damage equal to the brooch's resist force value against that attack.

ITEM SLOT Neck WEIGHT 0 PRICE 3400 BOOK

MAGIC ITEM **DUNGEONS & DRAGONS**

Burglar's Gloves (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
		1	1
ENHANCEMENT	LEVEL	TYPE	
		Hands Slot Item	

PROPERTIES
 Gain a +1 item bonus to Thievery checks.

AT-WILL ENCOUNTER DAILY

POWER
 Item Slot: Hands

ITEM SLOT Hands WEIGHT 0 PRICE 360 BOOK

MAGIC ITEM **DUNGEONS & DRAGONS**

Power Jewel (heroic tier)

		1	
AC BONUS	CHECK	SPEED	QUANTITY
		5	Wondrous Item
ENHANCEMENT	LEVEL	TYPE	
PROPERTIES			
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input checked="" type="checkbox"/> DAILY			
POWER			
Power (Daily): Minor Action. This power allows you to regain the use of an encounter power of 1st or 3rd level.			
Special: You must have reached at least one milestone today to activate this item.			
ITEM SLOT	WEIGHT 0	PRICE 1000	BOOK

MAGIC ITEM



Player Name

Character Name: **7** Warlord Level Class: **7** Paragon Path: **Warlord** Epic Destiny: **Warlord** Total XP: **10,000**
 Race: **Drow** Size: **Medium** Age: **94** Gender: **Female** Height: **5'10"** Weight: **145** Alignment: **Evil** Deity: **Loth**
 Adventuring Company: **None** RPGA Number: **None**

INITIATIVE			
SCORE	DEX	1/2 LVL	MISC
5	Initiative	3	2
CONDITIONAL MODIFIERS			

DEFENSES							
SCORE	DEFENSE	10 + ARMOR/1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC
23	AC	13	7			2	1
CONDITIONAL BONUSES							

MOVEMENT				
SCORE	BASE	ARMOR	ITEM	MISC
5	Speed (Squares)	6	-1	
SPECIAL MOVEMENT				

ABILITY SCORES			
SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
16	STR Strength	3	6
13	CON Constitution	1	4
10	DEX Dexterity	0	3
16	INT Intelligence	3	6
10	WIS Wisdom	0	3
16	CHA Charisma	3	6

FORT							
SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC
19	FORT	13	3	1		2	
CONDITIONAL BONUSES							

REF							
SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC
19	REF	13	3			2	1
CONDITIONAL BONUSES							

WILL							
SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC
19	WILL	13	3	1		2	
CONDITIONAL BONUSES							

SENSES			
SCORE	PASSIVE SENSE	BASE	SKILL BONUS
13	Passive Insight	10	3
13	Passive Perception	10	3
SPECIAL SENSES Darkvision			

ATTACK WORKSPACE							
ABILITY:	Melee Basic Attack - Subtle Flail +2						
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+10	3	3		2		2	
ABILITY: Ranged Basic Attack - Hand Crossbow							
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+5	3	0		2			

DAMAGE WORKSPACE							
ABILITY:	Melee Basic Attack - Subtle Flail +2						
DAMAGE	ABIL	FEAT	ENH	MISC	MISC		
1d10+5	3		2				
ABILITY:	Ranged Basic Attack - Hand Crossbow						
DAMAGE	ABIL	FEAT	ENH	MISC	MISC		
1d6	0						

HIT POINTS			
MAX HP	BLOODIED	HEALING SURGES	SURGES/DAY
55	27	13	8
CURRENT HIT POINTS		CURRENT SURGE USES	

ACTION POINTS		
Action Points	MILESTONES	ACTION POINTS
1	0	1
	1	2
	2	3
ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS		

DAMAGE WORKSPACE							
ABILITY:	Melee Basic Attack - Subtle Flail +2						
DAMAGE	ABIL	FEAT	ENH	MISC	MISC		
1d10+5	3		2				
ABILITY:	Ranged Basic Attack - Hand Crossbow						
DAMAGE	ABIL	FEAT	ENH	MISC	MISC		
1d6	0						

SECOND WIND 1/ENCOUNTER		USED
		<input type="checkbox"/>
TEMPORARY HIT POINTS		
DEATH SAVING THROW FAILURES		
SAVING THROW MODS		
RESISTANCES		
CURRENT CONDITIONS AND EFFECTS		

RACE FEATURES	
Trance (Drow)	Meditate aware 4 hours instead of sleep.
Lothtouched	Use either cloud of darkness or darkfire once per encounter.
Darkfire Charisma	Use CHA for Darkfire
Fey Origin	Your origin is fey, not natural

BASIC ATTACKS				
ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE	
10	vs AC	Subtle Flail +2	1d10+5	
5	vs AC	Hand Crossbow	1d6	
6	vs AC	Unarmed (Melee)	1d4+3	
3	vs AC	Unarmed (Range)	1d4	

SKILLS						
BONUS	SKILL NAME	DEX	INT	STR	CHA	WIS
2	Acrobatics	3	0	-1		
6	Arcana	6	0	n/a		
10	Athletics	6	5	-1		
6	Bluff	6	0	n/a		
11	Diplomacy	6	5	n/a		
8	Dungeoneering	3	5	n/a		
5	Endurance	4	0	-1	2	
3	Heal	3	0	n/a		
6	History	6	0	n/a		
3	Insight	3	0	n/a		
13	Intimidate	6	5	n/a	2	
3	Nature	3	0	n/a		
3	Perception	3	0	n/a		
6	Religion	6	0	n/a		
4	Stealth	3	0	-1	2	
6	Streetwise	6	0	n/a		
2	Thievery	3	0	-1		

CLASS / PATH / DESTINY FEATURES	
Combat Leader	You, and allies within 10 that see and hear you, gain +2 to initiative.
Commanding Presence	Choose a Presence benefit; provides bonuses with certain powers.
Inspiring Presence	Ally that sees you and spends an action point for extra action regains lost hp: 1/2 your level + Cha mod.
Inspiring Word	Use inspiring word as an encounter (special) power, minor action.
LANGUAGES KNOWN	
Common, Elven	

FEATS	
Improved Inspiring Word	Add Cha modifier to inspiring word hp restored
Impending Doom Style	
Daring Performer	Augment at-will exploits
Harlequin Style	

POWER INDEX
List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

AT-WILL POWERS

Furious Smash	<input type="checkbox"/>
Brash Assault	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

ENCOUNTER POWERS

Cloud of Darkness	<input type="checkbox"/>
Darkfire	<input type="checkbox"/>
Inspiring Word	<input type="checkbox"/>
Hammer and Anvil	<input type="checkbox"/>
Shielding Retaliation	<input type="checkbox"/>
Surround Foe	<input type="checkbox"/>

DAILY POWERS

Bastion of Defense	<input type="checkbox"/>
Staggering Spin	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
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UTILITY POWERS

Aid the Injured	<input type="checkbox"/>
Stand Tough	<input type="checkbox"/>
	<input type="checkbox"/>
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	<input type="checkbox"/>

OTHER EQUIPMENT

Adventurer's Kit
Climber's Kit
Hand Crossbow
Crossbow Bolts (40)

COINS AND OTHER WEALTH

Money on hand: 0 gp
 Stored money:
 Encumbrance: 101 / 160

MAGIC ITEM INDEX
List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

MAGIC ITEMS

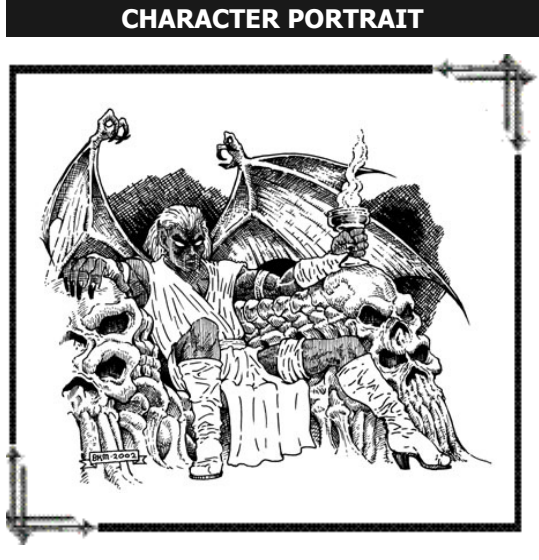
WEAPON Subtle Flail +2 (E)	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
ARMOR Dwarven Finemail +2 (E)	<input type="checkbox"/>
ARMS	<input type="checkbox"/>
FEET	<input type="checkbox"/>
HANDS	<input type="checkbox"/>
HEAD	<input type="checkbox"/>
NECK Amulet of Resolution +2 (E)	<input type="checkbox"/>
RING	<input type="checkbox"/>
RING	<input type="checkbox"/>
WAIST	<input type="checkbox"/>

Battle Standard of Might (heroic tier) ()	<input type="checkbox"/>
Shield of Speed and Evasion Light Shield (heroic)	<input type="checkbox"/>
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Daily Item Powers Per Day

Heroic (1-10)	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Paragon (11-20)	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Epic (21-30)	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

RITUALS / ALCHEMY



PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

Drow - Orphan
 The drow community in which you were born no longer exists. Perhaps an army of dwarves or elves wiped it from the Underdark, or it was exterminated by another drow city. Somehow, you survived this event. Did something about you prompt a member of the invading force to spare you and bring you to the surface?

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

Furious Smash

KEYWORDS Martial, Weapon USED

Standard	* ↑ ↘	Melee weapon
ACTION	↖ ✖	RANGE
10	vs Fort	One creature
ATTACK	DEFENSE	TARGET

Attack: Strength vs. Fortitude
Hit: Deal damage equal to your Strength modifier (+3), and then choose one ally adjacent to either you or the target. This ally applies your Charisma modifier (+3) as a power bonus to the attack roll and the damage roll on his or her next attack against the target. If the ally does not attack the target by the end of his or her next turn, the bonus is lost.

Subtle Flail +2: +10 attack, 5 damage
Unarmed: +6 attack, 3 damage

ADDITIONAL EFFECTS
+2 to damage rolls when attacking with combat advantage - Subtle Weapon +2.

CLASS Warlord LEVEL 1 BOOK PH

AT-WILL POWER



Brash Assault

KEYWORDS Martial, Weapon USED

Standard	* ↑ ↘	Melee weapon
ACTION	↖ ✖	RANGE
10	vs AC	One creature
ATTACK	DEFENSE	TARGET

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+3) damage. Increase damage to 2[W] + Strength modifier (+3) at 21st level.
Effect: The target can make a melee basic attack against you as a free action and has combat advantage for the attack. If the target makes this attack, an ally of your choice within 5 squares of the target can make a basic attack against the target as a free action and has combat advantage for the attack.

Subtle Flail +2: +10 attack, 1d10+5 damage
Unarmed: +6 attack, 1d4+3 damage

ADDITIONAL EFFECTS
+2 to damage rolls when attacking with combat advantage - Subtle Weapon +2.

CLASS Warlord LEVEL 1 BOOK MP

AT-WILL POWER



Cloud of Darkness

KEYWORDS USED

Minor	↑ ↘	Close burst 1
ACTION	↖ 1 ✖	RANGE
	vs	
ATTACK	DEFENSE	TARGET

Effect: The burst creates a cloud of darkness that remains in place until the end of your next turn. The cloud blocks line of sight, squares within it are totally obscured, and creatures entirely within it are blinded until they exit. You are immune to these effects.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL * BOOK FRPG

ENCOUNTER POWER



Darkfire

KEYWORDS USED

Minor	↑ 10 ↘	Ranged 10
ACTION	↖ ✖	RANGE
10	vs Reflex	One creature
ATTACK	DEFENSE	TARGET

Attack: Intelligence +4 vs. Reflex, Wisdom +4 vs. Reflex, or Charisma +4 vs. Reflex
Increase to +6 bonus at 11th level and +8 bonus at 21st level.
Hit: Until the end of your next turn, all attacks against the target have combat advantage, and the target cannot benefit from invisibility or concealment.
Special: When you create your character, choose Intelligence, Wisdom, or Charisma as the ability score you use when making attack rolls with this power. This choice remains throughout your character's life and does not change the power's other effects.

ADDITIONAL EFFECTS
+2 to damage rolls when attacking with combat advantage - Subtle Weapon +2.

CLASS Racial Power LEVEL * BOOK FRPG

ENCOUNTER POWER



Inspiring Word

KEYWORDS Healing, Martial USED

Minor	↑ ↘	Close burst 5 (10 at 11th level, 15 at 16th level)
ACTION	↖ 5 ✖	RANGE
	vs	You or one ally in burst
ATTACK	DEFENSE	TARGET

Special: You can use this power twice per encounter, but only once per round. At 16th level, you can use inspiring word three times per encounter.
Effect: The target can spend a healing surge and regain an additional 1d6 hit points. The amount of additional hit points regained is 2d6 at 6th level, 3d6 at 11th level, 4d6 at 16th level, 5d6 at 21st level, and 6d6 at 26th level.

ADDITIONAL EFFECTS
+2 to damage rolls when attacking with combat advantage - Subtle Weapon +2.

CLASS Warlord LEVEL BOOK PH

ENCOUNTER POWER



Hammer and Anvil

KEYWORDS Martial, Weapon USED

Standard	* ↑ ↘	Melee weapon
ACTION	↖ ✖	RANGE
10	vs Reflex	One creature
ATTACK	DEFENSE	TARGET

Attack: Strength vs. Reflex
Hit: 1[W] + Strength modifier (+3) damage. One ally adjacent to the target makes a melee basic attack against it as a free action. The ally adds your Charisma modifier (+3) to the damage.

Subtle Flail +2: +10 attack, 1d10+5 damage
Unarmed: +6 attack, 1d4+3 damage

ADDITIONAL EFFECTS
+2 to damage rolls when attacking with combat advantage - Subtle Weapon +2.

CLASS Warlord LEVEL 1 BOOK PH

ENCOUNTER POWER



Shielding Retaliation

KEYWORDS Martial, Weapon USED

Imm Interr	* ↑ ↘	Melee 1
ACTION	↖ ✖	RANGE
10	vs AC	The triggering enemy
ATTACK	DEFENSE	TARGET

Trigger: An adjacent enemy hits an ally with an opportunity attack
Effect: The opportunity attack hits you instead.
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier (+3) damage, and the ally can shift 2 squares.

Subtle Flail +2: +10 attack, 2d10+5 damage
Unarmed: +6 attack, 2d4+3 damage

ADDITIONAL EFFECTS
+2 to damage rolls when attacking with combat advantage - Subtle Weapon +2.

CLASS Warlord LEVEL 3 BOOK MP

ENCOUNTER POWER



Surround Foe

KEYWORDS Martial, Weapon USED

Standard	* ↑ ↘	Melee weapon
ACTION	↖ ✖	RANGE
10	vs AC	One creature
ATTACK	DEFENSE	TARGET

Attack: Strength vs. AC
Hit: 2[W] + Strength modifier (+3) damage.
Effect: You slide one willing ally who is adjacent to the target to any other square adjacent to the target. The ally can move through the target's space.

Subtle Flail +2: +10 attack, 2d10+5 damage
Unarmed: +6 attack, 2d4+3 damage

ADDITIONAL EFFECTS
+2 to damage rolls when attacking with combat advantage - Subtle Weapon +2.

CLASS Warlord LEVEL 7 BOOK PH

ENCOUNTER POWER



Bastion of Defense

KEYWORDS Martial, Weapon USED

Standard	* ↑ ↘	Melee weapon
ACTION	↖ ✖	RANGE
10	vs AC	One creature
ATTACK	DEFENSE	TARGET

Attack: Strength vs. AC
Hit: 3[W] + Strength modifier (+3) damage. Allies within 5 squares of you gain a +1 power bonus to all defenses until the end of the encounter.
Effect: Allies within 5 squares of you gain temporary hit points equal to 5 + your Charisma modifier (+3).

Subtle Flail +2: +10 attack, 3d10+5 damage
Unarmed: +6 attack, 3d4+3 damage

ADDITIONAL EFFECTS
+2 to damage rolls when attacking with combat advantage - Subtle Weapon +2.

CLASS Warlord LEVEL 1 BOOK PH

DAILY POWER



Staggering Spin

KEYWORDS Martial, Weapon USED

Standard	↓	↗	Close burst 1
ACTION	←	1	RANGE
10	vs	Fort	Each enemy in burst
ATTACK		DEFENSE	TARGET

Attack: Strength vs. Fortitude
Hit: 1[W] + Strength modifier (+3) damage, and you push the target 1 square. If the target is then adjacent to any of your allies, those allies can make a melee basic attack against the target as an opportunity action.
Miss: Half damage, and no push.

Subtle Flail +2: +10 attack, 1d10+5 damage
Hand Crossbow: +8 attack, 1d6+3 damage
Unarmed: +6 attack, 1d4+3 damage

ADDITIONAL EFFECTS
+2 to damage rolls when attacking with combat advantage - Subtle Weapon +2.

CLASS Warlord LEVEL 5 BOOK MP

DAILY POWER



Aid the Injured

KEYWORDS Healing, Martial USED

Standard	*	↓	↗	Melee touch
ACTION	←			RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY		

Target: You or one adjacent ally
Effect: The target can spend a healing surge.

ADDITIONAL EFFECTS
+2 to damage rolls when attacking with combat advantage - Subtle Weapon +2.

CLASS Warlord LEVEL 2 BOOK PH

UTILITY POWER



Stand Tough

KEYWORDS Healing, Martial USED

Minor	↓	↗	Close burst 5
ACTION	←	5	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY	

Targets: You and each ally in burst
Effect: The targets regain hit points equal to 10 + your Charisma modifier (+3).

ADDITIONAL EFFECTS
+2 to damage rolls when attacking with combat advantage - Subtle Weapon +2.

CLASS Warlord LEVEL 6 BOOK PH

UTILITY POWER



Subtle Flail +2

1d10	2	Flail	
DAMAGE	PROFICIENT	GROUP	RANGE
+2 attack rolls and damage rolls	8	+2d6 damage	
ENHANCEMENT	LEVEL	CRITICAL	

PROPERTIES
Deal extra damage equal to this weapon's enhancement bonus when attacking with combat advantage.
Versatile

Melee Basic Attack: +10 attack, 1d10+5 damage

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT One-hand WEIGHT 5 PRICE 3400 BOOK

MAGIC WEAPON



Battle Standard of Might (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		4	Wondrous Item
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

AT-WILL ENCOUNTER DAILY

POWER

Power (Encounter • Zone): Standard Action. When you plant the battle standard in your space or an adjacent square, it creates a zone in a close burst 5. While within the zone, you and your allies gain a +1 power bonus on damage rolls. This effect lasts until the end of the encounter or until the battle standard is removed from the ground. Any character in or adjacent to a battle standard's square can remove it from the ground as a standard action.

ITEM SLOT WEIGHT 0 PRICE 840 BOOK

MAGIC ITEM



Dwarven Finemail +2

7	-1	-1	1
AC BONUS	CHECK	SPEED	QUANTITY
+2 AC	7	Armor	
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

Gain a +2 item bonus to Endurance checks.

AT-WILL ENCOUNTER DAILY

POWER

Power (Daily • Healing): Free Action. Regain hit points as if you had spent a healing surge.

ITEM SLOT Body WEIGHT 40 PRICE 2600 BOOK

MAGIC ITEM



Shield of Speed and Evasion Light Shield

1	-	-	1
AC BONUS	CHECK	SPEED	QUANTITY
		4	Arms Slot Item
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

AT-WILL ENCOUNTER DAILY

POWER

Item Slot: Arms
Power (Daily): Immediate Reaction. Use this power when an attacker scores a critical hit against your AC or Reflex defense. Regain the use of an encounter power, or spend an action point to regain the use of a daily power. The power regained must be of a level equal to or lower than the level of this item.

ITEM SLOT Off-hand WEIGHT 6 PRICE 840 BOOK

MAGIC ITEM



Amulet of Resolution +2

			1
AC BONUS	CHECK	SPEED	QUANTITY
+2 Fortitude, Reflex, and Will	7	Neck Slot Item	
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

AT-WILL ENCOUNTER DAILY

POWER

Item Slot: Neck
Power (Daily): No Action. Use this power when you fail a saving throw. Reroll the saving throw, using the second result even if it's lower.

ITEM SLOT Neck WEIGHT 0 PRICE 2600 BOOK

MAGIC ITEM



Player Name _____

Character Name	7	Wizard	Level	Class	Paragon Path	Epic Destiny	Total XP
Drow	Medium	137	5'4"	115	Evil	Loth	10,000
Race	Size	Age	Gender	Height	Weight	Alignment	Deity
						Adventuring Company	RPGA Number

INITIATIVE			
SCORE	DEX	1/2 LVL	MISC
4	1	3	
CONDITIONAL MODIFIERS			

DEFENSES							
SCORE	DEFENSE	10 + ARMOR/ 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC
23	AC	13	6			2	1
CONDITIONAL BONUSES							

MOVEMENT			
SCORE	BASE	ARMOR	ITEM
6	Speed (Squares)	6	
SPECIAL MOVEMENT			

ABILITY SCORES			
SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
10	STR Strength	0	3
12	CON Constitution	1	4
13	DEX Dexterity	1	4
18	INT Intelligence	4	7
16	WIS Wisdom	3	6
10	CHA Charisma	0	3

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC
17	FORT	13	1			2	1
CONDITIONAL BONUSES							

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC
20	REF	13	4			2	1
CONDITIONAL BONUSES							

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC
21	WILL	13	3	2		2	1
CONDITIONAL BONUSES							

SENSES			
SCORE	PASSIVE SENSE	BASE	SKILL BONUS
16	Passive Insight	10	+
16	Passive Perception	10	+
SPECIAL SENSES			
Darkvision			

ATTACK WORKSPACE							
ABILITY: Ranged Basic Attack - Hand Crossbow							
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 4	3	1					
ABILITY: Melee Basic Attack - Defensive Staff +2							
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 7	3	0		2		2	

HIT POINTS			
MAX HP	BLOODIED	HEALING SURGES SURGE VALUE	SURGES/DAY
46	23	11	7
CURRENT HIT POINTS		CURRENT SURGE USES	
SECOND WIND 1/ENCOUNTER		USED	
TEMPORARY HIT POINTS			
DEATH SAVING THROW FAILURES			
SAVING THROW MODS			
RESISTANCES Resist 10 Force			
CURRENT CONDITIONS AND EFFECTS			

ACTION POINTS		
MILESTONES	ACTION POINTS	
0	1	2
1	2	3
2	3	3
ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS		

RACE FEATURES	
Trance (Drow)	Meditate aware 4 hours instead of sleep.
Lothtouched	Use either cloud of darkness or darkfire once per encounter.
Darkfire Intelligence	Use INT for Darkfire
Fey Origin	Your origin is fey, not natural

DAMAGE WORKSPACE					
ABILITY: Ranged Basic Attack - Hand Crossbow					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d6+1	1				
ABILITY: Melee Basic Attack - Defensive Staff +2					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+2	0	2			

SKILLS						
BONUS	SKILL NAME		ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
4	Acrobatics	DEX	4	0		
14	Arcana	INT	7	5	n/a	2
3	Athletics	STR	3	0		
3	Bluff	CHA	3	0	n/a	
3	Diplomacy	CHA	3	0	n/a	
11	Dungeoneering	WIS	6	5	n/a	
4	Endurance	CON	4	0		
6	Heal	WIS	6	0	n/a	
12	History	INT	7	5	n/a	
6	Insight	WIS	6	0	n/a	
5	Intimidate	CHA	3	0	n/a	2
6	Nature	WIS	6	0	n/a	
6	Perception	WIS	6	0	n/a	
12	Religion	INT	7	5	n/a	
6	Stealth	DEX	4	0		2
3	Streetwise	CHA	3	0	n/a	
4	Thievery	DEX	4	0		

CLASS / PATH / DESTINY FEATURES	
Arcane Implement Mastery	Choose Orb of Imposition, Staff of Defense, or Wand of Accuracy.
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.

BASIC ATTACKS			
ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
4	vs AC	Hand Crossbow	1d6+1
7	vs AC	Defensive Staff +2 (Melee)	1d8+2
9	vs Ref	Magic Missile (Defensive Staff)	2d4+6
3	vs AC	Unarmed (Melee)	1d4

FEATS	
Ritual Caster	Master and perform rituals
Armor Proficiency (Leather)	Training with leather armor
Expanded Spellbook	Add additional daily spell to spellbook
Destructive Wizardry	+2 to damage if you hit two or more creatures
Enlarge Spell	-2 to damage to increase size of blast or burst

LANGUAGES KNOWN	
Common, Elven	

POWER INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

AT-WILL POWERS

Ghost Sound	<input type="checkbox"/>
Light	<input type="checkbox"/>
Mage Hand	<input type="checkbox"/>
Prestidigitation	<input type="checkbox"/>
Magic Missile	<input type="checkbox"/>
Scorching Burst	<input type="checkbox"/>

ENCOUNTER POWERS

Cloud of Darkness	<input type="checkbox"/>
Darkfire	<input type="checkbox"/>
Staff of Defense	<input type="checkbox"/>
Force Orb	<input type="checkbox"/>
Icy Rays	<input type="checkbox"/>
Fire Burst	<input type="checkbox"/>

DAILY POWERS

Stinking Cloud	<input type="checkbox"/>
Phantom Chasm	<input type="checkbox"/>
Acid Arrow	<input type="checkbox"/>
Phantasmal Assailant	<input type="checkbox"/>
Flaming Sphere	<input type="checkbox"/>
Fireball	<input type="checkbox"/>

UTILITY POWERS

Dispel Magic	<input type="checkbox"/>
Shield	<input type="checkbox"/>
Arcane Insight	<input type="checkbox"/>
Wizard's Escape	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

OTHER EQUIPMENT

Spellbook
Adventurer's Kit
Climber's Kit
Alchemical Reagents (Arcana) (500)
Ritual Book
Hand Crossbow (E)
Crossbow Bolts (20)

CHARACTER BACKGROUND

Birth - Omen
Your birth was marked by an unusual occurrence—perhaps a great storm, an eclipse, or the start or end of a battle. What was the omen? How was it interpreted? Were others born under the same omen, and if so, do you have any special relationships with them?

MAGIC ITEM INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

MAGIC ITEMS

WEAPON	Defensive Staff +2 (Off-hand) (E)	<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
ARMOR	Repulsion Leather Armor +2 (E)	<input type="checkbox"/>
ARMS		<input type="checkbox"/>
FEET		<input type="checkbox"/>
HANDS		<input type="checkbox"/>
HEAD	Arcanist's Glasses (heroic tier) (E)	<input type="checkbox"/>
NECK	Brooch of Shielding +2 (E)	<input type="checkbox"/>
RING		<input type="checkbox"/>
RING		<input type="checkbox"/>
WAIST		<input type="checkbox"/>
	Power Jewel (heroic tier) ()	<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>

Daily Item Powers Per Day

Heroic (1-10)	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>		
Paragon (11-20)	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	
Epic (21-30)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>

CHARACTER PORTRAIT**COINS AND OTHER WEALTH**

Money on hand: 0 gp
Stored money:
Encumbrance: 69 / 100

RITUALS / ALCHEMY

Comprehend Language
Make Whole
Unseen Servant
Tenser's Floating Disk
Simbul's Conversion
Silence
Secret Page
Purify Water
Corpse Light
Delver's Fire
Amanuensis
Arcane Mark
Brew Potion
Explorer's Fire
Fastidiousness
Magic Mouth
Wizard's Curtain
Endure Elements
Eye of Alarm
Last Sight Vision
Preservation
Pyrotechnics
Seek Rumor
Affect Normal Fire
Detect Secret Doors
Fool's Gold
Undead Ward
Arcane Lock
Enchant Magic Item
Knock
Skull Watch
Transfer Enchantment
Hallucinatory Item
Magic Circle
Object Reading
Bolster Object
Deathly Shroud
Disenchant Magic Item
Duplicate
Earthen Ramparts
Excavation
Fey Passage
Mordenkainen's Ascent
Mordenkainen's Joining
Phantom Steed
Preserve Flame
Sending
Tiny Lanterns
Undead Servitor
Wizard's Escape
Wyvern Watch

Ghost Sound

KEYWORDS Arcane, Illusion USED

Standard		10	Ranged 10
ACTION		RANGE	
vs			One object or unoccupied square
ATTACK	DEFENSE	TARGET	

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

CLASS Wizard LEVEL 1 BOOK PH

AT-WILL POWER

DUNGEONS & DRAGONS

Light

KEYWORDS Arcane USED

Minor		5	Ranged 5
ACTION		RANGE	
vs			One object or unoccupied square
ATTACK	DEFENSE	TARGET	

Effect: You cause the target to shed bright light. The light fills the target's square and all squares within 4 squares of it. The light lasts for 5 minutes. Putting out the light is a free action. Special: You can have only one light cantrip active at a time. If you create a new light, your previously cast light winks out.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK PH

AT-WILL POWER

DUNGEONS & DRAGONS

Mage Hand

KEYWORDS Arcane, Conjuraton USED

Minor		5	Ranged 5
ACTION		RANGE	
vs			
ATTACK	DEFENSE	TARGET	

Effect: You conjure a spectral, floating hand in an unoccupied square within range. The hand picks up, moves, or manipulates an adjacent object weighing 20 pounds or less and carries it up to 5 squares. If you are holding the 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. As a move action, you can move the hand up to 5 squares. As a free action, you can cause the hand to drop an object it is holding, and as a minor action, you can cause the hand to pick up or manipulate a different object. Sustain Minor: You can sustain the hand indefinitely. Special: You can create only one hand at a time.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK PH

AT-WILL POWER

DUNGEONS & DRAGONS

Prestidigitation

KEYWORDS Arcane USED

Standard		2	Ranged 2
ACTION		RANGE	
vs			
ATTACK	DEFENSE	TARGET	

Effect: Use this cantrip to accomplish one of the effects given below.
 • Move up to 1 pound of material.
 • Create a harmless sensory effect, such as a shower of sparks, a puff of wind, faint music, or a strong odor.
 • Color, clean, or soil items in 1 cubic foot for up to 1 hour.
 • 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.
 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.
 Special: You can have as many as three prestidigitatation effects active at one time.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK PH

AT-WILL POWER

DUNGEONS & DRAGONS

Magic Missile

KEYWORDS Arcane, Force, Implement USED

Standard		20	Ranged 20
ACTION		RANGE	
9	vs	Reflex	One creature
ATTACK	DEFENSE	TARGET	

Attack: Intelligence vs. Reflex
 Hit: 2d4 + Intelligence modifier (+4) force damage.
 Increase damage to 4d4 + Intelligence modifier (+4) at 21st level.
 Special: This power counts as a ranged basic attack. When a power allows you to make a ranged basic attack, you can use this power.
 Defensive Staff +2: +9 attack, 2d4+6 damage
 Unarmed: +7 attack, 2d4+4 damage

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK PH

AT-WILL POWER

DUNGEONS & DRAGONS

Scorching Burst

KEYWORDS Arcane, Fire, Implement USED

Standard		10	Area burst 1 within 10 squares
ACTION		1	RANGE
9	vs	Reflex	Each creature in burst
ATTACK	DEFENSE	TARGET	

Attack: Intelligence vs. Reflex
 Hit: 1d6 + Intelligence modifier (+4) fire damage.
 Increase damage to 2d6 + Intelligence modifier (+4) at 21st level.
 Defensive Staff +2: +9 attack, 1d6+6 damage
 Unarmed: +7 attack, 1d6+4 damage

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK PH

AT-WILL POWER

DUNGEONS & DRAGONS

Cloud of Darkness

KEYWORDS USED

Minor			Close burst 1
ACTION		1	RANGE
vs			
ATTACK	DEFENSE	TARGET	

Effect: The burst creates a cloud of darkness that remains in place until the end of your next turn. The cloud blocks line of sight, squares within it are totally obscured, and creatures entirely within it are blinded until they exit. You are immune to these effects.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL * BOOK FRPG

ENCOUNTER POWER

DUNGEONS & DRAGONS

Darkfire

KEYWORDS USED

Minor		10	Ranged 10
ACTION		RANGE	
11	vs	Reflex	One creature
ATTACK	DEFENSE	TARGET	

Attack: Intelligence +4 vs. Reflex, Wisdom +4 vs. Reflex, or Charisma +4 vs. Reflex
 Increase to +6 bonus at 11th level and +8 bonus at 21st level.
 Hit: Until the end of your next turn, all attacks against the target have combat advantage, and the target cannot benefit from invisibility or concealment.
 Special: When you create your character, choose Intelligence, Wisdom, or Charisma as the ability score you use when making attack rolls with this power. This choice remains throughout your character's life and does not change the power's other effects.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL * BOOK FRPG

ENCOUNTER POWER

DUNGEONS & DRAGONS

Staff of Defense

KEYWORDS Implement USED

Imm Interr			
ACTION		RANGE	
vs			
ATTACK	DEFENSE	TARGET	

Effect: you gain a bonus to defense against one attack equal to your Constitution 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

CLASS LEVEL * BOOK PH

ENCOUNTER POWER

DUNGEONS & DRAGONS

Force Orb

KEYWORDS Arcane, Force, Implement		USED
Standard	20	Ranged 20
ACTION		RANGE
9	vs Reflex	One creature or object
ATTACK	DEFENSE	TARGET
<p>Attack: Intelligence vs. Reflex Hit: 2d8 + Intelligence modifier (+4) force damage. Make a secondary attack. Secondary Target: Each enemy adjacent to the primary target Secondary Attack: Intelligence vs. Reflex Hit: 1d10 + Intelligence modifier (+4) force damage.</p> <p>Defensive Staff +2: +9 attack, 2d8+6 damage Unarmed: +7 attack, 2d8+4 damage</p>		
ADDITIONAL EFFECTS		
CLASS Wizard	LEVEL 1	BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS

Icy Rays

KEYWORDS Arcane, Cold, Implement		USED
Standard	10	Ranged 10
ACTION		RANGE
9	vs Reflex	One or two creatures
ATTACK	DEFENSE	TARGET
<p>Attack: Intelligence vs. Reflex, one attack per target Hit: 1d10 + Intelligence modifier (+4) cold damage, and the target is immobilized until the end of your next turn.</p> <p>Defensive Staff +2: +9 attack, 1d10+6 damage Unarmed: +7 attack, 1d10+4 damage</p>		
ADDITIONAL EFFECTS		
CLASS Wizard	LEVEL 3	BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS

Fire Burst

KEYWORDS Arcane, Fire, Implement		USED
Standard	20	Area burst 2 within 20 squares
ACTION	2	RANGE
9	vs Reflex	Each creature in burst
ATTACK	DEFENSE	TARGET
<p>Attack: Intelligence vs. Reflex Hit: 3d6 + Intelligence modifier (+4) fire damage.</p> <p>Defensive Staff +2: +9 attack, 3d6+6 damage Unarmed: +7 attack, 3d6+4 damage</p>		
ADDITIONAL EFFECTS		
CLASS Wizard	LEVEL 7	BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS

Acid Arrow

KEYWORDS Acid, Arcane, Implement		USED
Standard	20	Ranged 20
ACTION		RANGE
9	vs Reflex	One creature
ATTACK	DEFENSE	TARGET
<p>Attack: Intelligence vs. Reflex Hit: 2d8 + Intelligence modifier (+4) acid damage, and ongoing 5 acid damage (save ends). Make a secondary attack. Secondary Target: Each creature adjacent to the primary target Secondary Attack: Intelligence vs. Reflex Hit: 1d8 + Intelligence modifier (+4) acid damage, and ongoing 5 acid damage (save ends). Miss: Half damage, and ongoing 2 acid damage to primary target (save ends), and no secondary attack.</p> <p>Defensive Staff +2: +9 attack, 2d8+6 damage Unarmed: +7 attack, 2d8+4 damage</p>		
ADDITIONAL EFFECTS		
CLASS Wizard	LEVEL 1	BOOK PH

DAILY POWER DUNGEONS & DRAGONS

Fireball

KEYWORDS Arcane, Fire, Implement		USED
Standard	20	Area burst 3 within 20 squares
ACTION	3	RANGE
9	vs Reflex	Each creature in burst
ATTACK	DEFENSE	TARGET
<p>Attack: Intelligence vs. Reflex Hit: 3d6 + Intelligence modifier (+4) fire damage. Miss: Half damage.</p> <p>Defensive Staff +2: +9 attack, 3d6+6 damage Unarmed: +7 attack, 3d6+4 damage</p>		
ADDITIONAL EFFECTS		
CLASS Wizard	LEVEL 5	BOOK PH

DAILY POWER DUNGEONS & DRAGONS

Phantom Chasm

KEYWORDS Arcane, Illusion, Implement, Psychic		USED
SPELLBOOK		
Standard	20	Area burst 1 within 20 squares
ACTION	1	RANGE
9	vs Will	Each creature in burst
ATTACK	DEFENSE	TARGET
<p>Attack: Intelligence vs. Will Hit: 2d6 + Intelligence modifier (+4) psychic damage, and the target is prone and immobilized until the end of its next turn. Miss: The target is immobilized until the end of your next turn.</p> <p>Defensive Staff +2: +9 attack, 2d6+6 damage Unarmed: +7 attack, 2d6+4 damage</p>		
ADDITIONAL EFFECTS		
CLASS Wizard	LEVEL 1	BOOK AP

DAILY POWER DUNGEONS & DRAGONS

Stinking Cloud

KEYWORDS Arcane, Implement, Poison, Zone		USED
SPELLBOOK		
Standard	20	Area burst 2 within 20 squares
ACTION	2	RANGE
9	vs Fort	Each creature in burst
ATTACK	DEFENSE	TARGET
<p>Attack: Intelligence vs. Fortitude Hit: 1d10 + Intelligence modifier (+4) poison damage. Effect: The burst creates a zone of poisonous vapor that blocks line of sight until the end of your next turn. Creatures that enter the zone or start their turns there take 1d10 + Intelligence modifier (+4) poison damage. As a move action, you can move the zone up to 6 squares. Sustain Minor: The zone persists.</p> <p>Defensive Staff +2: +9 attack, 1d10+6 damage Unarmed: +7 attack, 1d10+4 damage</p>		
ADDITIONAL EFFECTS		
CLASS Wizard	LEVEL 5	BOOK PH

DAILY POWER DUNGEONS & DRAGONS

Flaming Sphere

KEYWORDS Arcane, Conjuraton, Fire, Implement		USED
SPELLBOOK		
Standard	10	Ranged 10
ACTION		RANGE
9	vs Reflex	One creature adjacent to the flaming
ATTACK	DEFENSE	TARGET
<p>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 + Intelligence modifier (+4) fire damage. As a move action, you can move the sphere 6 squares. Attack: Intelligence vs. Reflex Hit: 2d6 + Intelligence 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.</p> <p>Defensive Staff +2: +9 attack, 2d6+6 damage Unarmed: +7 attack, 2d6+4 damage</p>		
ADDITIONAL EFFECTS		
CLASS Wizard	LEVEL 1	BOOK PH

DAILY POWER DUNGEONS & DRAGONS

Phantasmal Assailant

KEYWORDS Arcane, Illusion, Implement, Psychic		USED
SPELLBOOK		
Standard	20	Ranged 20
ACTION		RANGE
9	vs Will	One creature
ATTACK	DEFENSE	TARGET
<p>Attack: Intelligence vs. Will Hit: 2d10 + Intelligence modifier (+4) psychic damage. Effect: The target takes ongoing 5 psychic damage and grants combat advantage to all your allies (save ends both).</p> <p>Defensive Staff +2: +9 attack, 2d10+6 damage Unarmed: +7 attack, 2d10+4 damage</p>		
ADDITIONAL EFFECTS		
CLASS Wizard	LEVEL 5	BOOK AP

DAILY POWER DUNGEONS & DRAGONS

Arcane Insight

KEYWORDS Arcane USED

Free Personal
ACTION RANGE

AT-WILL ENCOUNTER DAILY

Prerequisite: You must be trained in Arcana
 Trigger: You make an Arcana check and dislike the result.
 Effect: Roll an additional Arcana check, keeping the better of the two results. You decide to make this extra roll before the DM announces the result.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 2 BOOK *Dragon 366*

UTILITY POWER



Wizard's Escape

KEYWORDS Arcane, Teleportation USED

Imm Interr Personal
ACTION RANGE

AT-WILL ENCOUNTER DAILY

Trigger: An enemy hits you with a melee attack
 Effect: You teleport 5 squares to a space that is not adjacent to an enemy.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 6 BOOK *AP*

UTILITY POWER



Shield

SPELLBOOK

KEYWORDS Arcane, Force USED

Imm Interr Personal
ACTION RANGE

AT-WILL ENCOUNTER DAILY

Trigger: You are hit by an attack
 Effect: You gain a +4 power bonus to AC and Reflex defense until the end of your next turn.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 2 BOOK *PH*

UTILITY POWER



Dispel Magic

SPELLBOOK

KEYWORDS Arcane, Implement USED

Standard Ranged 10
ACTION RANGE

AT-WILL ENCOUNTER DAILY

Target: One conjuration or zone
 Attack: Intelligence vs. the Will defense of the creator of the conjuration or the zone
 Hit: The conjuration or the zone is destroyed. All its effects end, including those that normally last until a target saves.

Defensive Staff +2: +9 attack, 0 damage
 Unarmed: +7 attack, 0 damage

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 6 BOOK *PH*

UTILITY POWER



Repulsion Leather Armor +2

AC BONUS	CHECK	SPEED	QUANTITY
2	-	-	1
+2 AC		7	Armor
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

AT-WILL ENCOUNTER DAILY

POWER

Power (Daily): Minor Action. Whenever an enemy moves into an adjacent square, you can push that enemy 1 square as an immediate reaction. This power lasts until the end of the encounter.

ITEM SLOT Body WEIGHT 15 PRICE 2600 BOOK

MAGIC ITEM



Power Jewel (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
		5	1
		Wondrous Item	
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

AT-WILL ENCOUNTER DAILY

POWER

Power (Daily): Minor Action. This power allows you to regain the use of an encounter power of 1st or 3rd level.
 Special: You must have reached at least one milestone today to activate this item.

ITEM SLOT WEIGHT 0 PRICE 1000 BOOK

MAGIC ITEM



Brooch of Shielding +2

AC BONUS	CHECK	SPEED	QUANTITY
+2 Fortitude, Reflex, and Will		8	1
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

Gain resist 10 force.

AT-WILL ENCOUNTER DAILY

POWER

Item Slot: Neck
 Power (Daily): Immediate Interrupt. Use this power when you are hit by an area, close, or ranged attack. Gain resist to all damage equal to the brooch's resist force value against that attack.

ITEM SLOT Neck WEIGHT 0 PRICE 3400 BOOK

MAGIC ITEM



Arcanist's Glasses (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
		3	1
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

Gain a +3 item bonus to Arcana checks to detect magic.

AT-WILL ENCOUNTER DAILY

POWER

Item Slot: Head

ITEM SLOT Head WEIGHT 0 PRICE 680 BOOK

MAGIC ITEM



Defensive Staff +2

AC BONUS	CHECK	SPEED	QUANTITY
+2 attack rolls and damage rolls		7	1
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

Gain a +1 item bonus to your Fortitude, Reflex, and Will defenses. If you have the Staff of Defense class feature, you also gain a +1 item bonus to your AC.

Melee Basic Attack: +7 attack, 1d8+2 damage
 Magic Missile: +9 attack, 2d4+6 damage

AT-WILL ENCOUNTER DAILY

POWER

Item Slot: Off-hand

ITEM SLOT Off-hand WEIGHT 0 PRICE 2600 BOOK

MAGIC ITEM

