

DUNGEONS & DRAGONS

Character Sheet

Player Name /RPGA Number

1

Level

Liana Sunstar

Good Female Eladrin Mage

20 5' 7" 145 lb. Medium Corellon
Age Height Weight Size Deity

0

Total XP Next Level at: 2250

Defenses



Conditional Bonuses:

Hit Points

Max HP
(Bloodied 10) 20

Temp HP

Current Hit Points

Healing Surges

Surge Value Surges/day

5

6

Surges Left

Current Conditions:

Combat Statistics and Senses

Initiative

0

Conditional Modifiers

Speed

6

Special Movement

Passive Insight

10

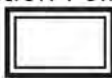
Passive Perception

15

Special Senses
Low-light

Action Points

Action Points Milestones Action Points

0 1
1 2
2 3

Effect: Gain a standard action this turn.

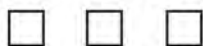
Special: You are reset to one action point when you take an extended rest. You gain an action point each milestone.

Second Wind (one per encounter)

☐ Used

Effect: You spend a healing surge and regain hit points equal to your surge value. You gain a +2 bonus to all defenses until the start of your next turn.

Death Saving Throw Failures



Saving Throw Mods 0

+5 Saving Throws against charm effects

Resistances

Current Conditions and Effects

Basic Attacks

Melee

Staff Implement

1

Strength vs. AC

1d8-1

Damage

Ranged

Unarmed

0

Dexterity vs. AC

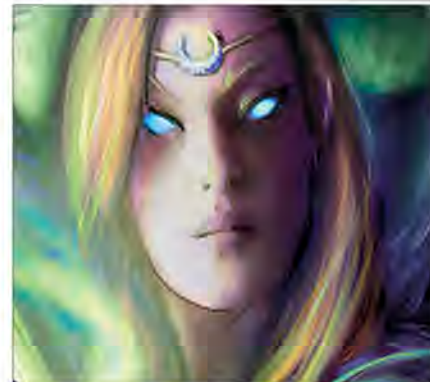
1d4

Damage

Language(s) known

Common, Elven

Portrait



Ability	Score	Check
STR Strength	8	-1
CON Constitution	10	0
DEX Dexterity	10	0
INT Intelligence	20	5
WIS Wisdom	11	0
CHA Charisma	16	3

Skills

Skill	Assoc. Ability	Trained	Score
Acrobatics	Dexterity		0
Arcana	Intelligence	✓	12
Athletics	Strength		-1
Bluff	Charisma		3
Diplomacy	Charisma		3
Dungeoneering	Wisdom	✓	5
Endurance	Constitution		0
Heal	Wisdom		0
History	Intelligence	✓	12
Insight	Wisdom		0
Intimidate	Charisma		3
Nature	Wisdom	✓	5
Perception	Wisdom	✓	5
Religion	Intelligence		5
Stealth	Dexterity		0
Streetwise	Charisma		3
Thievery	Dexterity		0

Player Name

Liana Sunstar

Character Name



Racial Features

- Trance**
Meditate aware 4 hours instead of sleep.

Eladrin Weapon Proficiency
Proficient with longsword.

Eladrin Education
Training in any one additional skill.
- Eladrin Will**
+1 Will; +5 to saving throws against charm.

Fey Step
Use fey step as an encounter power.

Fey Origin
Your origin is fey, not natural
- Arcana Bonus**

History Bonus

Class/Other Features

- Enchantment Apprentice**
+2 to allowed maximum distance of forced movement from arcane enchantment powers' pulls, pushes, or slides
- Mage Cantrips**
Choose three cantrips.

Mage's Spellbook
Gain mage's spellbook
- Magic Missile**
Gain the magic missile power.

Feats

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

Player Name

Character Details

Adventuring Company

Theme

Background

Myth Drannor

This ancient elven kingdom was once the foremost power north of the Sea of Fallen Stars before it fell into darkness seven centuries ago. It remained a monster-haunted ruin for hundreds of years until the sun and moon elves reclaimed the kingdom shortly before the Year of Blue Fire. Myth Drannor has flourished since its refounding.

Personality Traits

Aloof, deliberate, manipulative

Companions and Allies

Mannerisms and Appearance

Slim, with finely-made robes

Session and Campaign Notes

Other Notes

Liana Sunstar

Character Name



Equipment

Head Slot

Neck Slot

Arm Slot

Hand Slot

Ring Slot

Ring Slot

Off Hand Slot

Main Hand

Waist Slot

Body Slot

Tattoo Slot

Feet Slot

Ki Slot

Other Equipment

Adventurer's Kit

Total Weight (lbs.)

41

Carrying Capacity (lbs.)

Normal

80

Heavy

160

Max

400

Coins and Other Wealth

79 Gold

Melee Basic Attack
At-Will ♦ Standard action

Staff Implement: +1 vs. AC, 1d8-1 damage

Melee weapon **Target:** One creature

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

Keyword: Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (-1) damage.

Level 21: 2[W] + Str modifier (-1) damage.

Additional Effects

Basic Attack

Ranged Basic Attack
At-Will ♦ Standard action

Unarmed: +0 vs. AC, 1d4 damage

Ranged weapon **Target:** One creature

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

Keyword: Weapon

Attack: Dexterity vs. AC

Hit: 1[W] + Dex modifier (+0) damage.

Level 21: 2[W] + Dex modifier (+0) damage.

Additional Effects

Basic Attack

Fey Step
Encounter ♦ Move Action

Personal

You step through the boundary between the planes, disappearing for a moment before reappearing somewhere else.

Keyword: Teleportation

Effect: Teleport up to 5 squares.

Additional Effects

Eladrin Racial Power
Used ☐

Phantom Chasm
Daily ♦ Standard action

Staff Implement: +6 vs. Will, 2d6+5 damage

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

Your enemies shriek in terror as, at least in their mind's eye, a bottomless pit opens beneath their feet.

Keywords: Arcane, Illusion, Implement, Psychic, Zone

Attack: Intelligence vs. Will

Hit: 2d6 + Int modifier (+5) psychic damage, and the target falls prone. The target is immobilized until the end of its next turn.

Miss: Half damage, and the target falls prone.

Effect: The burst creates a zone that lasts until the end of the encounter. Any enemy that enters the zone falls prone.

Additional Effects

Wizard Attack 1
Used ☐

Sleep
Daily ♦ Standard action

Staff Implement: +6 vs. Will, damage

Area burst 2 within 20 squares **Target:** Each creature in the burst

You exert your will against your foes, seeking to overwhelm them with a tide of magical weariness.

Keywords: Arcane, Charm, Enchantment, Implement

Attack: Intelligence vs. Will

Hit: The target is slowed (save ends).

First Failed Saving Throw: The target is unconscious instead of slowed (save ends).

Miss: The target is slowed (save ends).

Additional Effects

Wizard Attack 1
Used ☐

Grasping Shadows
Encounter ♦ Standard action

Staff Implement: +6 vs. Will, 1d8+5 damage

Area burst 1 within 10 squares **Target:** Each creature in burst

At your command, the shadows reach out, grab hold of your foes, and wreath the area in darkness.

Keywords: Arcane, Illusion, Implement, Psychic

Attack: Intelligence vs. Will

Hit: 1d8 + Int modifier (+5) psychic damage, and target is slowed until the end of your next turn.

Effect: Shadows writhe in the designated area and continue until the end of your next turn. Any creature that enters the area of the grasping shadows takes psychic damage equal to your Int modifier (+5) and is slowed until the end of its next turn.

Additional Effects

Wizard Attack 1
Used ☐

Charm of Misplaced Wrath
Encounter ♦ Standard action

Staff Implement: +6 vs. Will, damage

Ranged 10 **Target:** One enemy

You bend your foe's mind, filling it with wrath even as you twist its senses.

Keywords: Arcane, Charm, Enchantment, Implement

Attack: Intelligence vs. Will

Hit: You slide the target up to 3 squares. The target is then dazed until the end of your next turn.

Effect: The target makes a basic attack against a creature of your choice as a free action. The basic attack gains a +2 power bonus to the damage roll.

Additional Effects

Wizard Attack 1
Used ☐

Hypnotism
At-Will ♦ Standard action

Staff Implement: +6 vs. Will, damage

Ranged 10 **Target:** One enemy

Your piercing gaze and whispered word let you seize momentary control of your enemy's mind.

Keywords: Arcane, Charm, Enchantment, Implement

Attack: Intelligence vs. Will

Hit: Choose one of the following effects:

- * The target uses a free action to make a melee basic attack against a creature of your choice, with a +4 power bonus to the attack roll.
- * You slide the target up to 3 squares.

Additional Effects

Wizard Attack 1

Beguiling Strands
At-Will ♦ Standard action

Staff Implement: +6 vs. Will, 5 damage

Close blast 5 **Target:** Each enemy in the blast

A strand of scintillating colors and gleaming lights clouds your enemies' minds and forces them to move away.

Keywords: Arcane, Charm, Enchantment, Implement, Psychic

Attack: Intelligence vs. Will

Hit: Int modifier (+5) psychic damage, and you push the target up to 3 squares.

Additional Effects

Wizard Attack 1

Prestidigitation
At-Will ♦ Standard action

Ranged 2

You perform an amusing magical trick, such as creating a dancing wisp of light, freshening a wilting flower, making a coin invisible, or warming a cold drink.

Keyword: Arcane

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

- * Change the color of items in 1 cubic foot.
- * Create a harmless sensory effect, such as a shower of sparks, a puff of wind, faint music, or a strong odor.
- * Clean or soil items in 1 cubic foot.
- * Instantly light (or snuff out) a candle, a torch, or a small campfire.
- * Chill, warm, or flavor up to 1 pound of nonliving material for up to 1 hour.
- * Make a small mark or symbol appear on a surface for up to 1 hour.
- * Produce out of nothingness a small item or image that exists until the end of your next turn.
- * Make a small, handheld item invisible until the end of your next turn.

Special: You can have as many as three prestidigitation effects active at one time. Nothing you create with this cantrip can deal damage, serve as a weapon or a tool, or hinder another creature's actions. This cantrip cannot duplicate the effect of any other power.

Additional Effects

Wizard Utility

Suggestion
Encounter ♦ Free Action

Personal

You weave arcane power through your words, infusing each phrase with persuasive magic.

Keyword: Arcane

Trigger: You make a Diplomacy check.

Effect: You make an Arcana check instead, using that result to determine the outcome of the Diplomacy check.

Additional Effects

Wizard Utility

Mage Hand
At-Will ♦ Minor Action

Ranged 5

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

Keywords: Arcane, Conjuraton

Effect: You conjure a spectral, floating hand in an unoccupied square within range. The hand lasts until the end of your next turn or until you use this power again. If you are holding an object when you use this power, the hand can move the object into a pack, a pouch, a sheath, or a similar container and simultaneously move any one object carried or worn anywhere on your body into your hand. While the hand persists, you can take the following actions.

Minor Action: The hand picks up or manipulates an object weighing 20 pounds or less. It can hold only one object at a time.

Move Action: The hand moves up to 5 squares in any direction, carrying the object it holds.

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

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

Additional Effects

Wizard Utility

Used ☐

Magic Missile
At-Will ♦ Standard action

Ranged 20

Target: One creature

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

Keywords: Arcane, Evocation, Force, Implement

Effect: 2 + Int modifier (+5) force damage.

Special: If the implement used with this power has an enhancement bonus, add that bonus to the damage. In addition, you can use this power as a ranged basic attack.

Additional Effects

Wizard Attack 1