

Player Name

Bookman 3 Wizard 2,250
 Character Name Level Class Paragon Path Epic Destiny Total XP
 Human Medium Old Male 5'11 188 Good
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
7	2	1	4

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
15	AC	11	4					

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

ABILITY SCORES

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

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
14	FORT	11	1			1	1	

CONDITIONAL BONUSES

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
17	REF	11	4			1	1	

CONDITIONAL BONUSES

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	WILL	11	1	2		1	1	

CONDITIONAL BONUSES

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
12	Passive Insight	10 +	2

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
12	Passive Perception	10 +	2

SPECIAL SENSES

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Magic Missile - Magic Wand +1

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 6	1	4				1	

ABILITY: Melee Basic Attack - Quarterstaff

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

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
31	15	7
	1/2 HP	1/4 HP
		7

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

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

DAMAGE WORKSPACE

ABILITY: Magic Missile - Magic Wand +1

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
2d4+5	4		1		

ABILITY: Melee Basic Attack - Quarterstaff

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8	0				

RACE FEATURES

Bonus Feat - Choose an extra feat at 1st level.

Bonus Skill - Trained in one additional class skill.

Bonus At-Will Power - Know one extra 1st-level attack power from your class.

Human Defense Bonuses - +1 to Fortitude, Reflex, and Will.

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
4	vs AC	Staff of the War Mage +1 (Melee)	1d8+1
6	vs Ref	Magic Missile (Staff of the War Mage)	2d4+5
6	vs Ref	Magic Missile (Magic Wand +1)	2d4+5
3	vs AC	Quarterstaff (Melee)	1d8

SKILLS

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

CLASS / PATH / DESTINY FEATURES

Arcane Implement Mastery - Choose Orb of Imposition, Staff of Defense, or Wand of Accuracy.

Wand of Accuracy - Encounter, free; with wand, add Dex mod to one attack roll.

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.

LANGUAGES KNOWN

Common, Draconic

FEATS

Action Surge - +3 to attacks when you spend an action point

Ritual Caster - Master and perform rituals

Improved Initiative - +4 to initiative checks

Human Perseverance - +1 to saving throws

Bookman

PLAYER NAME

RACE Human CLASS Wizard LEVEL 3

HP 31	STR 11	AC 15
Spd 6	CON 13	Fort 14
Init +7	DEX 14	Ref 17
	INT 18	Will 16
	WIS 12	
	CHA 10	
12 Passive Insight	12 Passive Perception	



Second Wind

KEYWORDS USED

Standard	↑	↗	Personal
ACTION	←	✳	RANGE
	vs		Self
ATTACK	DEFENSE	TARGET	

Effect: You spend a healing surge and regain 7 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK PH

PLAY DATA



ENCOUNTER SPECIAL



ENCOUNTER ACTION



Melee Basic Attack

KEYWORDS	Weapon	USED
Standard	* ↑ ↗	Melee weapon
ACTION	← ✳	RANGE
4	vs	AC
ATTACK	DEFENSE	TARGET

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+0) damage.
Increase damage to 2[W] + Strength modifier (+0) at 21st level.
Special: You can use an unarmed attack as a weapon to make a melee basic attack.
Staff of the War Mage +1: +4 attack, 1d8+1 damage
Quarterstaff: +3 attack, 1d8 damage
Unarmed: +1 attack, 1d4 damage
ADDITIONAL EFFECTS
+3 to attack rolls if this attack was gained by spending an action point - Action Surge.

CLASS LEVEL * BOOK

Ranged Basic Attack

KEYWORDS	Weapon	USED
Standard	↑ * ↗	Ranged weapon
ACTION	← ✳	RANGE
3	vs	AC
ATTACK	DEFENSE	TARGET

Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier (+2) damage.
Increase damage to 2[W] + Dexterity modifier (+2) at 21st level.
Special: Weapons with the heavy thrown property use Strength instead of Dexterity for attack rolls and damage rolls. Warlocks can use eldritch blast as a ranged basic attack, and wizards can use magic missile as a ranged basic attack.
Unarmed: +3 attack, 1d4+2 damage
ADDITIONAL EFFECTS
+3 to attack rolls if this attack was gained by spending an action point - Action Surge.

CLASS LEVEL * BOOK

Scorching Burst

KEYWORDS	Arcane, Fire, Implement	USED
Standard	↑ 10 ↗	Area burst 1 within 10 squares
ACTION	← 1 ✳	RANGE
6	vs	Reflex
ATTACK	DEFENSE	TARGET

Attack: Intelligence vs. Reflex
Hit: 1d6 + Intelligence modifier (+4) fire damage.
Increase damage to 2d6 + Intelligence modifier (+4) at 21st level.
Staff of the War Mage +1: +6 attack, 1d6+5 damage
Magic Wand +1: +6 attack, 1d6+5 damage
Quarterstaff: +5 attack, 1d6+4 damage
Unarmed: +5 attack, 1d6+4 damage
ADDITIONAL EFFECTS
+3 to attack rolls if this attack was gained by spending an action point - Action Surge.

CLASS Wizard LEVEL 1 BOOK PH

AT-WILL POWER



AT-WILL POWER



AT-WILL POWER



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

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

Mage Hand

KEYWORDS	Arcane, Conjuration	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



AT-WILL POWER



AT-WILL POWER



Prestidigitation

KEYWORDS		Arcane		USED
Standard		Ranged 2		
ACTION		RANGE		
6	vs	Reflex	One creature	
ATTACK	DEFENSE	TARGET		
Effect: Use this cantrip to accomplish one of the effects given below. <ul style="list-style-type: none"> • 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 prestidigitation effects active at one time.				
ADDITIONAL EFFECTS				
CLASS	Wizard	LEVEL	1	BOOK <i>PH</i>

AT-WILL POWER



Magic Missile

KEYWORDS		Arcane, Force, Implement		USED
Standard		Ranged 20		
ACTION		RANGE		
6	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.				
Staff of the War Mage +1: +6 attack, 2d4+5 damage Magic Wand +1: +6 attack, 2d4+5 damage Quarterstaff: +5 attack, 2d4+4 damage Unarmed: +5 attack, 2d4+4 damage				
ADDITIONAL EFFECTS				
+3 to attack rolls if this attack was gained by spending an action point - Action Surge.				
CLASS	Wizard	LEVEL	1	BOOK <i>PH</i>

AT-WILL POWER



Ray of Frost

KEYWORDS		Arcane, Cold, Implement		USED
Standard		Ranged 10		
ACTION		RANGE		
6	vs	Fort	One creature	
ATTACK	DEFENSE	TARGET		
Attack: Intelligence vs. Fortitude Hit: 1d6 + Intelligence modifier (+4) cold damage, and the target is slowed until the end of your next turn. Increase damage to 2d6 + Intelligence modifier (+4) at 21st level.				
Staff of the War Mage +1: +6 attack, 1d6+5 damage Magic Wand +1: +6 attack, 1d6+5 damage Quarterstaff: +5 attack, 1d6+4 damage Unarmed: +5 attack, 1d6+4 damage				
ADDITIONAL EFFECTS				
+3 to attack rolls if this attack was gained by spending an action point - Action Surge.				
CLASS	Wizard	LEVEL	1	BOOK <i>PH</i>

AT-WILL POWER



Wand of Accuracy

KEYWORDS		Implement		USED
Free				
ACTION		RANGE		
6	vs	Reflex	One creature	
ATTACK	DEFENSE	TARGET		
Effect: you gain a bonus to a single attack roll equal to your Dexterity modifier (+2). Requirement: You must wield your wand.				
ADDITIONAL EFFECTS				
CLASS		LEVEL	*	BOOK <i>PH</i>

ENCOUNTER POWER



Burning Hands

KEYWORDS		Arcane, Fire, Implement		USED
Standard		Close blast 5		
ACTION		RANGE		
6	vs	Reflex	Each creature in blast	
ATTACK	DEFENSE	TARGET		
Attack: Intelligence vs. Reflex Hit: 2d6 + Intelligence modifier (+4) fire damage.				
Staff of the War Mage +1: +6 attack, 2d6+5 damage Magic Wand +1: +6 attack, 2d6+5 damage Quarterstaff: +5 attack, 2d6+4 damage Unarmed: +5 attack, 2d6+4 damage				
ADDITIONAL EFFECTS				
+3 to attack rolls if this attack was gained by spending an action point - Action Surge.				
CLASS	Wizard	LEVEL	1	BOOK <i>PH</i>

ENCOUNTER POWER



Pinioning Vortex

KEYWORDS		Arcane, Implement		USED
Standard		Ranged 10		
ACTION		RANGE		
6	vs	Fort	One creature	
ATTACK	DEFENSE	TARGET		
Attack: Intelligence vs. Fortitude Hit: 2d6 + Intelligence modifier (+4) damage, and you slide the target 10 feet (2 squares) vertically. The target remains aloft until the start of its next turn; while aloft, it is dazed and immobilized, and it grants combat advantage to you and your allies. At the start of its next turn, it lands on its feet in the space it formerly occupied or in the nearest unoccupied space of its choice.				
Staff of the War Mage +1: +6 attack, 2d6+5 damage Magic Wand +1: +6 attack, 2d6+5 damage Quarterstaff: +5 attack, 2d6+4 damage Unarmed: +5 attack, 2d6+4 damage				
ADDITIONAL EFFECTS				
+3 to attack rolls if this attack was gained by spending an action point - Action Surge.				
CLASS	Wizard	LEVEL	3	BOOK <i>AP</i>

ENCOUNTER POWER



Acid Arrow

KEYWORDS		Acid, Arcane, Implement		USED
Standard		Ranged 20		
ACTION		RANGE		
6	vs	Reflex	One creature	
ATTACK	DEFENSE	TARGET		
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.				
Staff of the War Mage +1: +6 attack, 2d8+5 damage Magic Wand +1: +6 attack, 2d8+5 damage Quarterstaff: +5 attack, 2d8+4 damage Unarmed: +5 attack, 2d8+4 damage				
ADDITIONAL EFFECTS				
+3 to attack rolls if this attack was gained by spending an action point - Action Surge.				
CLASS	Wizard	LEVEL	1	BOOK <i>PH</i>

DAILY POWER



Sleep

KEYWORDS		Arcane, Implement, Sleep		USED
Standard		Area burst 2 within 20 squares		
ACTION		RANGE		
6	vs	Will	Each creature in burst	
ATTACK	DEFENSE	TARGET		
Attack: Intelligence vs. Will Hit: The target is slowed (save ends). If the target fails its first saving throw against this power, the target becomes unconscious (save ends). Miss: The target is slowed (save ends).				
Staff of the War Mage +1: +6 attack, 0 damage Magic Wand +1: +6 attack, 0 damage Quarterstaff: +5 attack, 0 damage Unarmed: +5 attack, 0 damage				
ADDITIONAL EFFECTS				
+3 to attack rolls if this attack was gained by spending an action point - Action Surge.				
CLASS	Wizard	LEVEL	1	BOOK <i>PH</i>

DAILY POWER



Expeditious Retreat

KEYWORDS		Arcane		USED
Move		Personal		
ACTION		RANGE		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY		
Effect: Shift up to twice your speed.				
ADDITIONAL EFFECTS				
CLASS	Wizard	LEVEL	2	BOOK <i>PH</i>

UTILITY POWER



Phantasmal Terrain

SPELLBOOK

KEYWORDS Arcane, Illusion, Implement, Zone USED

Standard	10	Area burst 2 within 10 squares
ACTION	2	RANGE

AT-WILL ENCOUNTER DAILY

Effect: Until the end of the encounter, difficult terrain in the designated area costs 2 extra squares of movement instead of the normal 1 extra square for your enemies. Additionally, hazards and traps within the area gain a bonus to attack rolls equal to your Intelligence modifier (+4) against your enemies.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 2 BOOK AP

UTILITY POWER



Quarterstaff

1d8	2	Staff	
DAMAGE	PROFICIENT	GROUP	RANGE

PROPERTIES

Simple two-handed melee weapon
 Cost: 5 gp
 Damage: 1d8
 Proficient: +2
 Weight: 4 lb.

Melee Basic Attack: +3 attack, 1d8 damage
 Magic Missile: +5 attack, 2d4+4 damage

NOTES

ITEM SLOT Two-Hands WEIGHT 4 PRICE 5 BOOK

WEAPON



Spellbook

			1
AC BONUS	CHECK	SPEED	QUANTITY

PROPERTIES

NOTES

ITEM SLOT WEIGHT 3 PRICE 50 BOOK

ITEM



Adventurer's Kit

			1
AC BONUS	CHECK	SPEED	QUANTITY

PROPERTIES

NOTES

ITEM SLOT WEIGHT 33 PRICE 15 BOOK

ITEM



Chain (10 ft.)

			1
AC BONUS	CHECK	SPEED	QUANTITY

PROPERTIES

NOTES

ITEM SLOT WEIGHT 2 PRICE 30 BOOK

ITEM



Pitons

			1
AC BONUS	CHECK	SPEED	QUANTITY

PROPERTIES

NOTES

ITEM SLOT WEIGHT 5 PRICE BOOK

ITEM



Sunrods

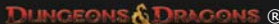
			1
AC BONUS	CHECK	SPEED	QUANTITY

PROPERTIES

NOTES

ITEM SLOT WEIGHT 2 PRICE 4 BOOK

ITEM



Hammer

			1
AC BONUS	CHECK	SPEED	QUANTITY

PROPERTIES

NOTES

ITEM SLOT WEIGHT 2 PRICE BOOK

ITEM



Candle

			1
AC BONUS	CHECK	SPEED	QUANTITY

PROPERTIES

NOTES

ITEM SLOT WEIGHT 0 PRICE BOOK

ITEM



Create Campsite

AC BONUS	CHECK	SPEED	QUANTITY
			1
PROPERTIES			
NOTES			
ITEM SLOT	WEIGHT 0	PRICE	BOOK

ITEM 

Gentle Repose

AC BONUS	CHECK	SPEED	QUANTITY
			1
PROPERTIES			
NOTES			
ITEM SLOT	WEIGHT 0	PRICE	BOOK

ITEM 

Tenser's Floating Disk

AC BONUS	CHECK	SPEED	QUANTITY
			1
PROPERTIES			
NOTES			
ITEM SLOT	WEIGHT 0	PRICE	BOOK

ITEM 

Rations, Trail

AC BONUS	CHECK	SPEED	QUANTITY
			3
PROPERTIES			
NOTES			
ITEM SLOT	WEIGHT 10	PRICE 5	BOOK

ITEM 

Magic Wand +1

AC BONUS	CHECK	SPEED	QUANTITY
			1
+1 attack rolls and damage rolls		1	Wand
ENHANCEMENT		LEVEL	TYPE
PROPERTIES			
Magic Missile: +6 attack, 2d4+5 damage Magic Missile: +6 attack, 2d4+5 damage			
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY			
POWER			
Item Slot: Off-hand			
ITEM SLOT	Off-hand	WEIGHT 0	PRICE 360
BOOK			

MAGIC ITEM 

Amulet of Health +1

AC BONUS	CHECK	SPEED	QUANTITY
			1
+1 Fortitude, Reflex, and Will		3	Neck Slot Item
ENHANCEMENT		LEVEL	TYPE
PROPERTIES			
Gain resist 5 poison.			
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY			
POWER			
Item Slot: Neck			
ITEM SLOT	Neck	WEIGHT 0	PRICE 680
BOOK			

MAGIC ITEM 

Potion of Healing (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
			1
		5	Potion
ENHANCEMENT		LEVEL	TYPE
PROPERTIES			
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY			
POWER			
Power (Consumable • Healing): Minor Action. Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.			
ITEM SLOT	WEIGHT 0	PRICE 50	BOOK

MAGIC ITEM 

Staff of the War Mage +1

AC BONUS	CHECK	SPEED	QUANTITY
			1
+1 attack rolls and damage rolls		3	Staff
ENHANCEMENT		LEVEL	TYPE
PROPERTIES			
Melee Basic Attack: +4 attack, 1d8+1 damage Magic Missile: +6 attack, 2d4+5 damage			
<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 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 680
BOOK			

MAGIC ITEM 