

Hozair Khaak		3		Wizard				Player Name		KP(DM)	
Character Name		Level		Class		Paragon Path		Epic Destiny		Total XP	
Human		Medium		30		Male		170 cm		69 kg	
Race		Size		Age		Gender		Height		Weight	
						Unaligned		Alignment		Deity	
								Adventuring Company		RPGA Number	

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
8	3	1	4

CONDITIONAL MODIFIERS

DEFENSES

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

CONDITIONAL BONUSES

+2 AC against the first attack made against you in each encounter

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	1
10	CON Constitution	0	1
16	DEX Dexterity	3	4
18	INT Intelligence	4	5
11	WIS Wisdom	0	1
8	CHA Charisma	-1	0

HIT POINTS

MAX HP	BLOODIED	SURGE VALUE	HEALING SURGES SURGES/DAY
28	14	7	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 +1 to all saving throws

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS

MILESTONES	ACTION POINTS
0	1
1	2
2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

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.

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

SENSSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS	
11	Passive Insight	10	+	1
11	Passive Perception	10	+	1

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Quarterstaff

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

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Quarterstaff

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8	0				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
4	vs AC	Dagger (Melee)	1d4
7	vs AC	Dagger (Range)	1d4+3
1	vs AC	Unarmed (Melee)	1d4

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

SKILLS

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

CHARACTER NAME

Hozair Khaak

PLAYER NAME

KP(DM)

RACE

Human

CLASS

Wizard

LEVEL

3

SCORE ABILITY MOD

HP

28

STR

10

MOD

+0

AC

16

Spd

6

CON

10

MOD

+0

Fort

13

Init

+8

DEX

16

MOD

+3

Ref

17

WIS

11

MOD

+0

Will

15

CHA

8

MOD

-1

11

Passive

Insight

11

Passive

Perception

Skills

4

Acrobatics

DEX

12

Arcana

INT

(Trained)

1

Athletics

STR

0

Bluff

CHA

0

Diplomacy

CHA

6

Dungeoneering

WIS

(Trained)

1

Endurance

CON

1

Heal

WIS

10

History

INT

(Trained)

1

Insight

WIS

0

Intimidate

CHA

6

Nature

WIS

(Trained)

1

Perception

WIS

10

Religion

INT

(Trained)

4

Stealth

DEX

0

Streetwise

CHA

4

Thievery

DEX

ADDITIONAL EFFECTS

Action Point

ADDITIONAL EFFECTS

Action Surge: You gain a +3 bonus to attack rolls you make during any action you gain by spending an action point.

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.

PLAY DATA

DUNGEONS & DRAGONS

Second Wind

KEYWORDS

USED

Standard

Personal

ACTION

RANGE

AT-WILL

ENCOUNTER

DAILY

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

DUNGEONS & DRAGONS

Scorching Burst

KEYWORDS

Arcane, Fire, Implement

USED

Standard

Area burst 1 within 10 squares

ACTION

RANGE

6

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.

Thunder Wand +1: +6 attack, 1d6+5 damage

FLAVOR TEXT

A vertical column of golden flames burns all within.

CLASS

Wizard

LEVEL

1

BOOK

PH

ENCOUNTER SPECIAL

DUNGEONS & DRAGONS

Ghost Sound

KEYWORDS

Arcane, Illusion

USED

Standard

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.

FLAVOR TEXT

With a wink, you create an illusory sound that emanates from somewhere close by.

CLASS

Wizard

LEVEL

1

BOOK

PH

UTILITY POWER

DUNGEONS & DRAGONS

Light

KEYWORDS

Arcane

USED

Minor

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.

FLAVOR TEXT

With a wave of your hand, you cause a bright light to appear on the tip of your staff, upon some other object, or in a nearby space.

CLASS

Wizard

LEVEL

1

BOOK

PH

AT-WILL POWER

DUNGEONS & DRAGONS

Mage Hand

KEYWORDS

Arcane, Conjuration

USED

Minor

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.

FLAVOR TEXT

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

CLASS

Wizard

LEVEL

1

BOOK

PH

AT-WILL POWER

DUNGEONS & DRAGONS

Prestidigitation

KEYWORDS

Arcane

USED

Standard

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 prestidigitation effects active at one time.

FLAVOR TEXT

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.

CLASS

Wizard

LEVEL

1

BOOK

PH

Ray of Frost

KEYWORDS

Arcane, Cold, Implement

USED

Standard

↓

10

↔

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.

Thunder Wand +1: +6 attack, 1d6+5 damage

FLAVOR TEXT

A blisteringly cold ray of white frost streaks to your target.

CLASS

Wizard

LEVEL

1

BOOK

PH

AT-WILL POWER

Magic Missile

KEYWORDS

Arcane, Force, Implement

USED

Standard

↓

20

↔

Ranged 20

ACTION

↔

↔

RANGE

vs

One creature

ATTACK

DEFENSE

TARGET

Effect: 2 + Intelligence modifier (+4) force damage.
Level 11: 3 + Intelligence modifier (+4) force damage.
Level 21: 5 + Intelligence modifier (+4) force damage.
Special: If the implement used with this power has an enhancement bonus, add that bonus to the damage. In addition, you can use this power as a ranged basic attack.

FLAVOR TEXT
You launch a silvery bolt of force at an enemy.

CLASS

Wizard

LEVEL

1

BOOK

PH

AT-WILL POWER

Burning Hands

KEYWORDS

Arcane, Fire, Implement

USED

Standard

↓

↔

Close blast 5

ACTION

5

↔

↔

RANGE

6

vs

Reflex

Each creature in blast

ATTACK

DEFENSE

TARGET

Attack: Intelligence vs. Reflex
Hit: 2d6 + Intelligence modifier (+4) fire damage.

Thunder Wand +1: +6 attack, 2d6+5 damage

FLAVOR TEXT

A fierce burst of flame erupts from your hands and scorches nearby foes.

CLASS

Wizard

LEVEL

1

BOOK

PH

ENCOUNTER POWER

Fire Shroud

KEYWORDS

Arcane, Fire, Implement

USED

Standard

↓

↔

Close burst 3

ACTION

3

↔

↔

RANGE

6

vs

Fort

Each enemy in burst

ATTACK

DEFENSE

TARGET

Attack: Intelligence vs. Fortitude
Hit: 1d8 + Intelligence modifier (+4) fire damage, and ongoing 5 fire damage (save ends).

Thunder Wand +1: +6 attack, 1d8+5 damage

FLAVOR TEXT

With a subtle gesture, you wreath nearby enemies in flames.

CLASS

Wizard

LEVEL

3

BOOK

PH

ENCOUNTER POWER

Wand of Accuracy

KEYWORDS

Implement

USED

Free

↓

↔

ACTION

↔

↔

RANGE

vs

ATTACK

DEFENSE

TARGET

Effect: you gain a bonus to a single attack roll equal to your Dexterity modifier (+3).
Requirement: You must wield your wand.

FLAVOR TEXT
This form of mastery is good for war wizards because it helps increase their accuracy with damaging powers.

CLASS

LEVEL

*

BOOK

PH

ENCOUNTER POWER

Thunderwave

KEYWORDS

Arcane, Implement, Thunder

USED

Standard

↓

↔

Close blast 3

ACTION

3

↔

↔

RANGE

6

vs

Fort

Each creature in blast

ATTACK

DEFENSE

TARGET

Attack: Intelligence vs. Fortitude
Hit: 1d6 + Intelligence modifier (+4) thunder damage, and you push the target a number of squares equal to your Wisdom modifier (+0). Increase damage to 2d6 + Intelligence modifier (+4) at 21st level.

Thunder Wand +1: +6 attack, 1d6+6 damage

FLAVOR TEXT

You create a whip-crack of sonic power that lashes up from the ground.

CLASS

Wizard

LEVEL

1

BOOK

PH

ENCOUNTER POWER

Acid Arrow

KEYWORDS

Acid, Arcane, Implement

USED

Standard

↓

20

↔

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.

Thunder Wand +1: +6 attack, 2d8+5 damage

FLAVOR TEXT

A shimmering arrow of green, glowing liquid streaks to your target and bursts in a spray of sizzling acid.

CLASS

Wizard

LEVEL

1

BOOK

PH

DAILY POWER

Sleep

KEYWORDS

Arcane, Implement, Sleep

USED

Standard

↓

20

↔

Area burst 2 within 20 squares

ACTION

↔

2

↔

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).

Thunder Wand +1: +6 attack

FLAVOR TEXT

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

CLASS

Wizard

LEVEL

1

BOOK

PH

DAILY POWER

Expeditious Retreat

KEYWORDS

Arcane

USED

Move

↓

↔

Personal

ACTION

↔

↔

RANGE

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

Effect: Shift up to twice your speed.

ADDITIONAL EFFECTS

Your form blurs as you hastily withdraw from the battlefield.

CLASS

Wizard

LEVEL

2

BOOK

PH

UTILITY POWER

Shield

SPELLBOOK

KEYWORDS Arcane, ForceUSED

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

You throw up your hand, and a shield of arcane energy springs into existence, protecting you against imminent attacks.

CLASS Wizard

LEVEL 2

BOOK PH

UTILITY POWER

Thunder Wand +1

DAMAGE	PROFICIENT	GROUP	RANGE
+1 attack rolls and damage rolls		3	+1d8 thunder damage
ENHANCEMENT	LEVEL	CRITICAL	

PROPERTIES

Gain a +1 item bonus to damage rolls when you use this wand to attack with a power that has the implement and thunder keywords.

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

Power (Encounter • Arcane, Implement, Thunder): Standard Action. As the wizard's thunderwave power.

ITEM SLOT Off-hand

WEIGHT 0

PRICE 680

BOOK AV

MAGIC WEAPON

Darkleaf Cloth Armor (Basic Clothing) -

AC BONUS	CHECK	SPEED	QUANTITY
+1 AC		4	Armor
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

Gain a +2 item bonus to AC against the first attack made against you in each encounter.

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

ITEM SLOT Body

WEIGHT 4

PRICE 840

BOOK PH

MAGIC ITEM

Cloak of Resistance +1

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

PROPERTIES

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

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

ITEM SLOT Neck

WEIGHT 0

PRICE 520

BOOK PH

MAGIC ITEM