

Player Name

Tharvor 1 Wizard 0
 Character Name Level Class Paragon Path Epic Destiny Total XP
 Dragonborn Medium 16 Male Good Bahamut
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
0			

INITIATIVE

DEFENSES

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

DEFENSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

MOVEMENT

ABILITY SCORES

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

ABILITY SCORES

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

DEFENSES

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

DEFENSES

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

DEFENSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
10	Passive Insight	10	0

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
10	Passive Perception	10	0

SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

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

ABILITY: Ranged Basic Attack - Unarmed

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

ATTACK WORKSPACE

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	0				

DAMAGE WORKSPACE

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
0	vs AC	Unarmed (Melee)	1d4
0	vs AC	Unarmed (Range)	1d4
	vs		
	vs		

BASIC ATTACKS

FEATS

Ritual Caster - Master and perform rituals
Draconic Spellcaster - +1 to attacks that have same damage type as your breath weapon

HIT POINTS

MAX HP	BLOODED	SURGE VALUE	SURGES/DAY
24	12	8	8

HIT POINTS

CURRENT HIT POINTS	CURRENT SURGE USES

HIT POINTS

SECOND WIND 1/ENCOUNTER

TEMPORARY HIT POINTS	USED

SECOND WIND 1/ENCOUNTER

DEATH SAVING THROW FAILURES

SAVING THROW MODS	RESISTANCES

DEATH SAVING THROW FAILURES

CURRENT CONDITIONS AND EFFECTS

SKILLS

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

SKILLS

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ACTION POINTS

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Dragon Breath - Use dragon breath as an encounter power.
Dragon Breath Constitution - Use CON for Dragon Breath
Dragon Breath Cold - Dragon Breath deals cold damage
Dragonborn Fury - +1 to attacks while bloodied.
Draconic Heritage - Add Con mod to healing surge value.

CLASS / PATH / DESTINY FEATURES

Arcane Implement Mastery - Choose Orb of Imposition, Staff of Defense, or Wand of Accuracy.
Tome of Binding - Encounter, free; with tome, creatures summoned gain a bonus to damage rolls.
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

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	
Light	
Mage Hand	
Prestidigitation	
Chilling Cloud	
Ray of Frost	

ENCOUNTER POWERS

Dragon Breath	<input type="checkbox"/>
Icy Terrain	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

DAILY POWERS

Freezing Cloud	<input type="checkbox"/>
Summon Fire Warrior	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

UTILITY POWERS

	<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

Spellbook
Cloth Armor (Basic Clothing) (E)
Adventurer's Kit
Residium (Any)

COINS AND OTHER WEALTH

Money on hand: 27 gp
Stored money: 0 gp
Encumbrance: 41 / 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	Implement, Tome (Off-hand) (E)	<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
ARMOR		<input type="checkbox"/>
ARMS		<input type="checkbox"/>
FEET		<input type="checkbox"/>
HANDS		<input type="checkbox"/>
HEAD		<input type="checkbox"/>
NECK		<input type="checkbox"/>
RING		<input type="checkbox"/>
RING		<input type="checkbox"/>
WAIST		<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"/>	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

Comprehend Language
Silence
Tenser's Floating Disk

CHARACTER PORTRAIT



PERSONALITY TRAITS

Calm, pensative, instrospect.

MANNERISMS AND APPEARANCE

Speaks in a low tone, moves slowly. Small for a dragonborn. Bluish tone of skin.

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

Tharvor is the prophet of Bahamut. Born under an aspiced moon, he was one the few wizards in the history of the clan. He'll bring balance to the forces of the dragonborns.

CHARACTER NAME

Tharvor

PLAYER NAME

RACE Dragonborn CLASS Wizard LEVEL 1

HP 24	10 STR	AC 14
Spd 6	14 CON	Fort 12
Init +0	10 DEX	Ref 14
	18 INT	Will 13
	11 WIS	
	12 CHA	

10 Passive Insight	10 Passive Perception
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PLAY DATA DUNGEONS & DRAGONS



ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Second Wind

KEYWORDS USED

Standard	+	+	+	Personal
ACTION	←	→	*	RANGE
	vs			Self
ATTACK		DEFENSE		TARGET

Effect: You spend a healing surge and regain 8 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK PH

ENCOUNTER ACTION DUNGEONS & DRAGONS

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, Conjunction 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 prestidigitation effects active at one time.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

Chilling Cloud

KEYWORDS Arcane, Cold, Implement USED

Standard	+	10	→	Area burst 1 within 10 squares
ACTION	←	1	*	RANGE
5	vs	Fort		Each enemy in burst
ATTACK		DEFENSE		TARGET

Attack: Intelligence vs. Fortitude
 Hit: Intelligence modifier (+4) damage.
 Effect: Until the end of your next turn, any enemy in the power's area takes a -2 penalty to attack rolls. Increase damage to twice Intelligence modifier (+4) at 21st level.

Implement, Tome: +5 attack, 4 damage

ADDITIONAL EFFECTS
 +1 to attack rolls when you're bloodied - Dragonborn Fury.

CLASS Wizard LEVEL 1 BOOK PHS1

AT-WILL POWER DUNGEONS & DRAGONS

Ray of Frost

KEYWORDS Arcane, Cold, Implement USED

Standard	+	10	→	Ranged 10
ACTION	←		*	RANGE
5	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.

Implement, Tome: +5 attack, 1d6+4 damage

ADDITIONAL EFFECTS
 +1 to attack rolls when you're bloodied - Dragonborn Fury.

CLASS Wizard LEVEL 1 BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

Dragon Breath

KEYWORDS Acid, Cold, Fire, Lightning or Poison USED

Minor	↓ 10 ↻	Close blast 3
ACTION	3 ↻	RANGE
5	vs Reflex	All creatures in area.
ATTACK	DEFENSE	TARGET

Attack: Strength +2 vs. Reflex, Constitution +2 vs. Reflex, or Dexterity +2 vs. Reflex
 Hit: 1d6 + Constitution modifier (+2) damage.
 Increase to +4 bonus and 2d6 + Constitution modifier (+2) damage at 11th level, and to +6 bonus and 3d6 + Constitution modifier (+2) damage at 21st level.
 Special: When you create your character, choose Strength, Constitution, or Dexterity as the ability score you use when making attack rolls with this power. You also choose the power's damage type: acid, cold, fire, lightning, or poison. These two choices remain throughout your character's life and do not change the power's other effects.

ADDITIONAL EFFECTS
 +1 to attack rolls when you're bloodied - Dragonborn Fury.

CLASS Racial Power LEVEL * BOOK *PH*

ENCOUNTER POWER 

Icy Terrain

KEYWORDS Arcane, Cold, Implement USED

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

Attack: Intelligence vs. Reflex
 Hit: 1d6 + Intelligence modifier (+4) cold damage, and the target is knocked prone.
 Effect: The power's area is difficult terrain until the end of your next turn. You can end this effect as a minor action.

Implement, Tome: +5 attack, 1d6+4 damage

ADDITIONAL EFFECTS
 +1 to attack rolls when you're bloodied - Dragonborn Fury.

CLASS Wizard LEVEL 1 BOOK *PH*

ENCOUNTER POWER 

Summon Fire Warrior

KEYWORDS Arcane, Fire, Implement, Summoning USED

Minor	↓ 10 ↻	Ranged 10
ACTION	↻ ↻	RANGE
	vs	
ATTACK	DEFENSE	TARGET

Effect: You summon a Medium fire warrior in an unoccupied square within range. The fire warrior has a speed of fly 6 (hover). It has a +2 bonus to AC and a +2 bonus to Fortitude. You can give the fire warrior the following special commands.

Standard Action: Melee 1; targets one creature; Intelligence vs. Reflex; 1d8 + Intelligence modifier (+4) fire damage.

Opportunity Attack: Melee 1; targets one creature; Intelligence vs. Reflex; 1d8 + Intelligence modifier (+4) fire damage.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK *AP*

DAILY POWER 

Freezing Cloud

SPELLBOOK

KEYWORDS Arcane, Cold, Implement USED

Standard	↓ 10 ↻	Area burst 2 within 10 squares
ACTION	↻ 2 ↻	RANGE
5	vs Fort	Each creature in burst
ATTACK	DEFENSE	TARGET

Attack: Intelligence vs. Fortitude
 Hit: 1d8 + Intelligence modifier (+4) cold damage.
 Miss: Half damage.
 Effect: The cloud lasts until the end of your next turn. Any creature that enters the cloud or starts its turn there is subject to another attack. You can dismiss the cloud as a minor action.

Implement, Tome: +5 attack, 1d8+4 damage

ADDITIONAL EFFECTS
 +1 to attack rolls when you're bloodied - Dragonborn Fury.

CLASS Wizard LEVEL 1 BOOK *PH*

DAILY POWER 