1/2 LVI

10

0

Character Sheet Wizard Tharvor Paragon Path Epic Destiny Dragonborn Medium 16 Male Good Bahamut Weight Adventuring Company RPGA Number Race Height Age Gender Alignment Deity **INITIATIVE DEFENSES MOVEMENT** SC<u>ORE</u> 0 **Initiative** 6 6 Speed (Squares) 14 10 4 CONDITIONAL BONUSES

SENSES 12 10 **Passive Insight** 10 **FORT** CONDITIONAL BONUSES 10 **Passive Perception REF** CONDITIONAL BONUSES ABILITY: Melee Basic Attack - Unarmed

2 WILL 10 CONDITIONAL BONUSES

ACTION POINTS

**Action Points** ADDITIONAL FEFFCTS FOR SPENDING ACTION POINTS

Dragon Breath Constitution - Use CON for Dragon **Breath** 

Dragon Breath Cold - Dragon Breath deals cold

RACE FEATURES

Dragon Breath - Use dragon breath as an encounter

**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** 

Tharvor

0

**Endurance** 13

0

3

0

0

0

1

Heal

History **Insight Intimidate** 

Nature

Perception

Religion

Stealth

Streetwise

Thievery

WIS CHA

**ABILITY SCORES** 

HIT POINTS

**HEALING SURGES** 

8

**CURRENT SURGE USES** 

**USED** 

ARMOR PENALTY MISC

n/a

n/a

n/a

n/a

n/a

n/a

n/a

n/a

(+5)

0

0

0

5

0

0

0

5

0

damage

8

1/4 HF

0

SCORE

10

14

10

18

11

12

MAX HP

24

CURRENT HIT POINTS

RESISTANCES

BONUS

0

0

1

6

0

CURRENT CONDITIONS AND EFFECTS

**Acrobatics** 

Arcana

Athletics

**Diplomacy** 

**Dungeoneering** 

Bluff

STR

CON

DEX

INT

WIS

CHA

BLOODIE

12

1/2 HF

SECOND WIND 1/ENCOUNTER

**DEATH SAVING THROW FAILURES** 

**SKILLS** 

STR

CHA

CHA

CON

WIS

WIS

INT

DEX

0 n/a 0 n/a

5 n/a

n/a

0

0

СНА

Common, Draconic

10 ATTACK WORKSPACE

0

ABILITY: Ranged Basic Attack - Unarmed ABIL 0 0 0

DAMAGE WORKSPACE ABILITY: Melee Basic Attack - Unarmed

ABILITY: Ranged Basic Attack - Unarmed

DAMAGE

0

vs

DAMAGE

0 1d4

BASIC ATTACKS

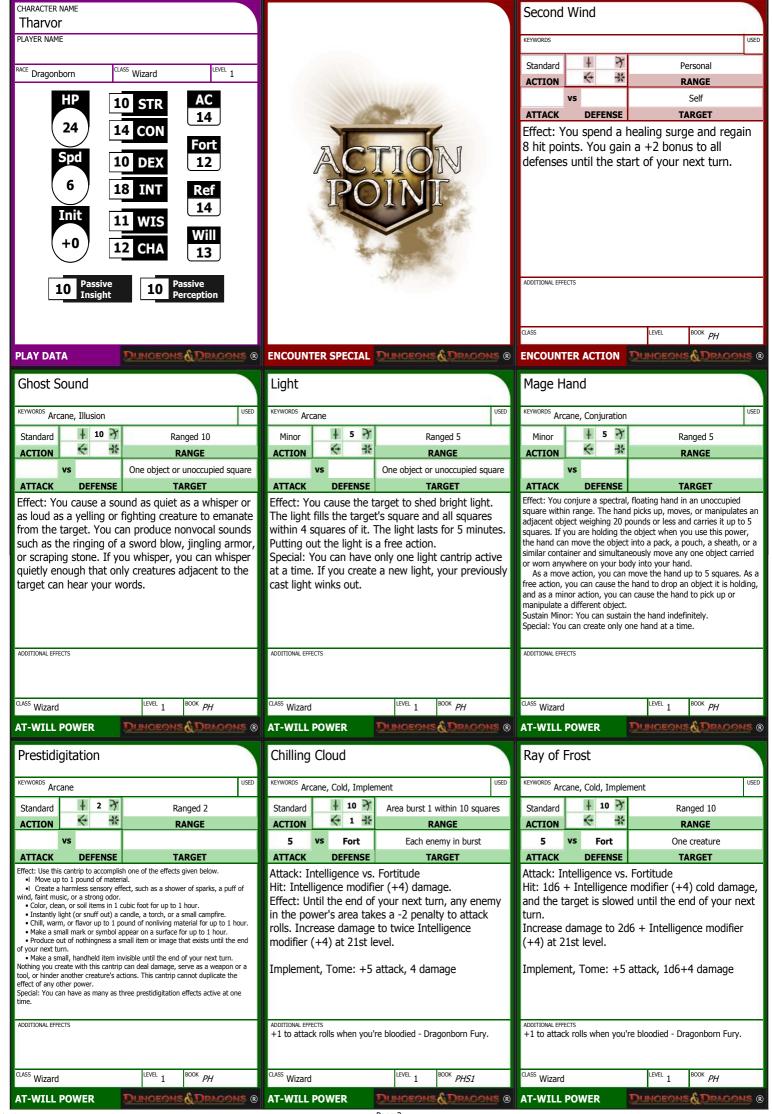
AC Unarmed (Melee) 1d4 AC 1d4 Unarmed (Range)

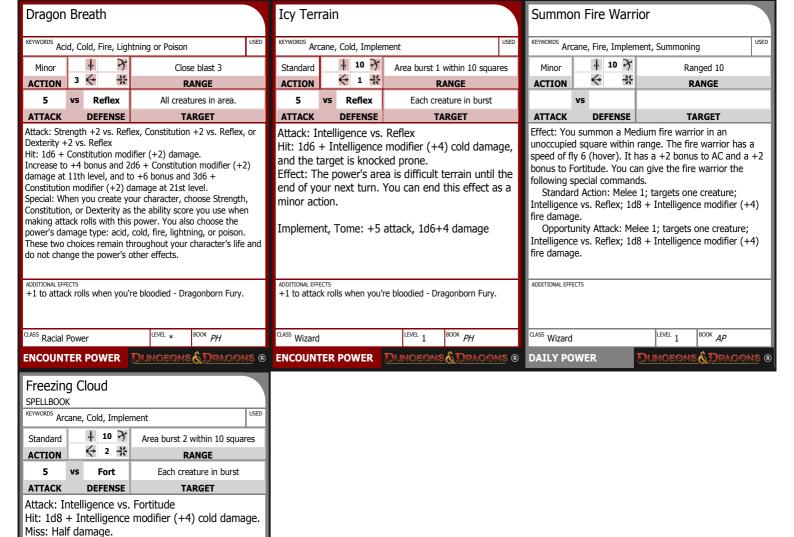
**FEATS** Ritual Caster - Master and perform rituals

**Draconic Spellcaster** - +1 to attacks that have same damage type as your breath weapon

## **POWER INDEX MAGIC ITEM INDEX CHARACTER PORTRAIT** List your powers below. List your powers below. Check the box when the power is used. Clear the box when the power renews. Check the box when the power is used. Clear the box when the power renews **AT-WILL POWERS MAGIC ITEMS** WEAPON Ghost Sound Implement, Tome (Off-hand) (E) Light WEAPON Mage Hand WEAPON Prestidigitation ARMOR Chilling Cloud ARMS Ray of Frost **ENCOUNTER POWERS** HANDS Dragon Breath HEAD Icy Terrain NECK RING RING **PERSONALITY TRAITS** WAIST Calm, pensative, instrospect. **DAILY POWERS** Freezing Cloud Summon Fire Warrior **MANNERISMS AND APPEARANCE** Speaks in a low tone, moves slowly. Small for a dragonborn. **UTILITY POWERS** Bluish tone of skin. Daily Item Powers Per Day **CHARACTER BACKGROUND** Heroic (1-10) Milestone Paragon (11-20) Milestone Birth - Prophecy Your birth was foretold in a prophecy. What does the Epic (21-30) Milestone prophecy say about you and about your future? Who, if **OTHER EQUIPMENT RITUALS / ALCHEMY** anyone, believes the prophecy? Are you trying to fulfill the prophecy or to thwart it? The details of the prophecy might Spellbook Comprehend Language suggest further adventures to the DM. Cloth Armor (Basic Clothing) (E) Silence Adventurer's Kit Tenser's Floating Disk **COMPANIONS AND ALLIES** Residuum (Any) **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. **COINS AND OTHER WEALTH** Money on hand: 27 gp Stored money: 0 gp Encumbrance: 41 / 100

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Tharvor Page 4

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

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

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

LEVEL 1

BOOK PH

Dungeons&Dragons ®

dismiss the cloud as a minor action.

CLASS Wizard

**DAILY POWER**