

DUNGEONS & DRAGONS

Character Sheet

Player Name /RPGA Number

5
Level

Liana Sunstar
Good Female Eladrin Mage

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

5500
Total XP Next Level at: 10000

Defenses

20 AC
13 FORT
18 REF
20 WILL

Conditional Bonuses:

Hit Points

Max HP (Bloodied 18) **36**
Temp HP

Current Hit Points

Healing Surges

Surge Value Surges/day Surges Left

Current Conditions:

Combat Statistics and Senses

Initiative
 Conditional Modifiers

Speed
 Special Movement

Passive Insight

Passive Perception
 Special Senses
 Low-light

Action Points

Action Points	Milestones	Action Points
<input type="text"/>	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

+5 Saving Throws against charm effects

Resistances

Current Conditions and Effects

Basic Attacks

Melee

Magic Staff +2

 Strength vs. AC Damage

Ranged

Unarmed

 Dexterity vs. AC Damage

Language(s) known

Common, Elven

Portrait



Ability	Score	Check
STR Strength	<input type="text" value="8"/>	<input type="text" value="1"/>
CON Constitution	<input type="text" value="10"/>	<input type="text" value="2"/>
DEX Dexterity	<input type="text" value="10"/>	<input type="text" value="2"/>
INT Intelligence	<input type="text" value="20"/>	<input type="text" value="7"/>
WIS Wisdom	<input type="text" value="13"/>	<input type="text" value="3"/>
CHA Charisma	<input type="text" value="18"/>	<input type="text" value="6"/>

Skills

Skill	Assoc. Ability	Trained	Score
Acrobatics	Dexterity		<input type="text" value="2"/>
Arcana	Intelligence	✓	<input type="text" value="14"/>
Athletics	Strength		<input type="text" value="1"/>
Bluff	Charisma		<input type="text" value="6"/>
Diplomacy	Charisma		<input type="text" value="6"/>
Dungeoneering	Wisdom	✓	<input type="text" value="8"/>
Endurance	Constitution		<input type="text" value="2"/>
Heal	Wisdom		<input type="text" value="3"/>
History	Intelligence	✓	<input type="text" value="14"/>
Insight	Wisdom		<input type="text" value="3"/>
Intimidate	Charisma		<input type="text" value="6"/>
Nature	Wisdom	✓	<input type="text" value="8"/>
Perception	Wisdom	✓	<input type="text" value="8"/>
Religion	Intelligence		<input type="text" value="7"/>
Stealth	Dexterity		<input type="text" value="2"/>
Streetwise	Charisma		<input type="text" value="6"/>
Thievery	Dexterity		<input type="text" value="2"/>

Liana Sunstar



Player Name

Character Name

Racial Features

Trance Meditate aware 4 hours instead of sleep.	Eladrin Will +1 Will; +5 to saving throws against charm.	Arcana Bonus History Bonus
Eladrin Weapon Proficiency Proficient with longsword.	Fey Step Use fey step as an encounter power.	
Eladrin Education Training in any one additional skill.	Fey Origin Your origin is fey, not natural	

Class/Other Features

Enchantment Apprentice +2 to allowed maximum distance of forced movement from arcane enchantment powers' pulls, pushes, or slides	Magic Missile Gain the magic missile power.	Enchantment School Expert Become an expert in the Enchantment School
Mage Cantrips Choose three cantrips.	Illusion Apprentice Target hit w/ arcane illusion power takes a -2 penalty to next attack roll it makes vs. you before your next turn's end	
Mage's Spellbook Gain mage's spellbook	Expert Mage Gain Expert Mage	

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	Improved Initiative +4 to initiative checks
	Unarmored Agility +2 AC while wearing cloth armor or no armor



Liana Sunstar

Player Name

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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

Equipment

Head Slot

Neck Slot

Collar of Recovery +1

Arm Slot

Hand Slot

Gloves of Grace (heroic tier)

Ring Slot

Ring Slot

Off Hand Slot

Main Hand

Magic Staff +2

Waist Slot

Body Slot

Magic Cloth Armor (Basic...)

Tattoo Slot

Feet Slot

Ki Slot

Other Equipment

Adventurer's Kit
Potion of Healing (heroic tier)

Total Weight (lbs.)

37

Carrying Capacity (lbs.)

Coins and Other Wealth
5 Platinum, 15 Gold

Normal 80

Heavy 160

Max 400

Melee Basic Attack

At-Will ♦ Standard action

Magic Staff +2: +5 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: +2 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

Magic Staff +2: +10 vs. Will, 2d6+7 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

Magic Staff +2: +10 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

Magic Staff +2: +10 vs. Will, 1d8+7 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

Magic Staff +2: +10 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

Magic Staff +2: +10 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

Magic Staff +2: +10 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 Used

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, Conjunction

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

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

Memory to Mist

Daily ♦ Minor Action

Ranged 2 **Target:** One creature that is not involved in combat and that is lower level than you

Your magic settles into a creature's mind, causing it to forget what it just witnessed.

Keyword: Arcane

Effect: The creature forgets everything that happened in the past 10 minutes and for the next 1 minute.

Additional Effects

Wizard Utility 2 Used

Instant Friends

Daily ♦ Standard action

Ranged 10 **Target:** One creature

Your magic infuses your words with the power of persuasion, clouding a creature's mind and tricking it into thinking of you as its dearest friend.

Keywords: Arcane, Charm, Enchantment

Requirement: You must use this power outside a combat encounter.

Effect: The target makes a saving throw. The saving throw has a +5 bonus if the target is the same level as you or a higher level. It takes a -5 penalty if the target is a lower level than you or does not have a level.

If the saving throw succeeds, this power has no effect. The target is aware that you used this power on it if it is the same level as you or a higher level. Otherwise, it does not know you used this power.

On a failed saving throw, the target treats you as a trusted friend for 1d4 hours. It truthfully answers all questions you ask and aids you in any way it can as long as doing so does not risk its life or property. While the target is under this effect, you gain a +5 power bonus to Bluff checks against it.

This effect ends if you or any of your allies attacks the target or any of its allies. Afterward, the target doesn't remember that you used this power on it.

Additional Effects

Wizard Utility 2 Used

Maze of Mirrors

Encounter ♦ Standard action

Magic Staff +2: +10 vs. Will, damage

Area burst 1 within **Target:** Each creature in the burst

You envelop your enemies in an illusory labyrinth of mirrors, which conceals the world around them.

Keywords: Arcane, Illusion, Implement

Attack: Intelligence vs. Will

Hit: The target is immobilized and takes a -4 penalty to attack rolls until the end of your next turn.

Miss: The target is slowed until the end of your next turn.

Additional Effects

Wizard Attack 3 Used

Blissful Ignorance

Encounter ♦ Standard action

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

A tangle of fey magic soothes and distracts your enemies, leaving them vulnerable as they chase after pleasant dreams.

Keywords: Arcane, Charm, Enchantment

Effect: Each target is slowed and can't take opportunity actions or immediate actions until the end of your next turn.

Additional Effects

Wizard Attack 3 Used

Potion of Healing (heroic tier)

Potion ♦ Level 5

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.

Phantasmal Assailant
Daily ♦ Standard action

Magic Staff +2: +10 vs. Will, 2d10+7 damage

Ranged 20 **Target:** One creature

You craft an elaborate image of a deadly assassin whose blade cuts deeply into your foes.

Keywords: Arcane, Illusion, Implement, Psychic

Attack: Intelligence vs. Will

Hit: 2d10 + Int modifier (+5) psychic damage.

Effect: The target takes ongoing 5 psychic damage and grants combat advantage to all your allies (save ends both).

Additional Effects

Wizard Attack 5 Used

Tasha's Forcible...
Daily ♦ Standard action

Magic Staff +2: +10 vs. Will, damage

Ranged 10 **Target:** One enemy

By digging deep into an enemy's mind, you unleash crippling pain that causes it to lash out blindly.

Keywords: Arcane, Charm, Enchantment, Implement

Attack: Intelligence vs. Will

Hit: The target is stunned until the start of your next turn. This effect also ends if the target is attacked.

Aftereffect: The target makes a basic attack against a target of your choice as a free action.

Miss: The target is dazed until the end of your next turn. This effect also ends if the target is attacked.

Additional Effects

Wizard Attack 5 Used

Magic Staff +2
Staff ♦ Level 6

Enhancement: +2 attack rolls and damage rolls

Critical: +2d6 damage

Magic Cloth Armor (Basic...
Armor ♦ Level 1

Enhancement: +1 AC

Collar of Recovery +1
Neck Slot Item ♦ Level 4

Enhancement: +1 Fortitude, Reflex, and Will

Property: Gain extra hit points equal to this item's enhancement bonus when you spend a healing surge to regain hit points.

Gloves of Grace (heroic tier)
Hands Slot Item ♦ Level 5

Power (Daily): Minor Action. An ally adjacent to you makes a saving throw.