

Dungeons & Dragons

CHARACTER SHEET

Player Name **Alastair (GWJ-Cod)**

Character Name **Hadarvan of House Aravel**

Level **1** Class **Wizard**

Total XP **0**

Race **Eladrin**

Size **M**

Age **120**

Gender **M**

Height **6'**

Weight **160**

Alignment **Unaligned**

Paragon Path **Corellon**

Epic Destiny

INITIATIVE

SCORE	DEX	1/2 LEVEL	MISC
3	3	0	

CONDITIONAL MODIFIERS

DEFENSES

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

CONDITIONAL REMARKS

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	+0
13	CON Constitution	+1	+1
16	DEX Dexterity	+3	+3
18	INT Intelligence	+4	+4
12	WIS Wisdom	+1	+1
10	CHA Charisma	+0	+0

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

CONDITIONAL REMARKS

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

CONDITIONAL REMARKS

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

CONDITIONAL REMARKS

SENSES

SCORE	PASSIVE SCORE	SKILL BONUS
16	Passive Insight	10 + 6
11	Passive Perception	10 + 1

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: **Spell Attacks**

ATTACK BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+4	0	4					

ABILITY: **Melee Weapon Attacks**

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

DAMAGE WORKSPACE

ABILITY: **Magic Missile (range 20)**

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
2d4	+4				

ABILITY: **Chill Strike (range 10)**

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
2d8	+4				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
+4	REF	Magic Missile (basic ranged)	2d4+4
+3	AC	Longsword 1H (basic melee)	1d8

FEATS

Expanded Spellbook

Add additional Daily to spellbook

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
23	11	5

SURGE VALUE: **5** SURGES DAY: **7**

CURRENT HIT POINTS

CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODIFIERS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS

MILESTONES	ACTION POINTS
1	Action Points

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

ABILITY SCORE MODS +2 DEX, +2 INT

Eladrin Education: Extra Skill

Proficient in Longsword

Eladrin Will: +1 Will, +5 Charm Saves

Fey Origin

Trance: 4 Hours to rest, aware of surroundings

Fey Step: Teleport 5 1/Encounter

Low light vision

CLASS / PATH / DESTINY FEATURES

Arcane Implement Mastery

Cantrips

Ritual Casting

Spellbook

Wand of Accuracy (+DEX to attack 1/encounter)

LANGUAGES KNOWN

Common Elven

SKILLS **-1**

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

POWER INDEX

List your powers below.

Check the box when the power is used.

Clear the box when the power renews.

AT-WILL POWERS

Magic Missile (Standard, range 20, 2d4+INT, INT v reflex)

Scorching Burst (Standard, burst 1 within 10, 1d6+INT, INT v reflex)

Cantrip - Ghost Sound (Standard, range 10)

Cantrip - Light (Minor, range 5)

Cantrip - Mage Hand (Minor, range 5)

Cantrip - Prestidigitation (Standard, range 2)

ENCOUNTER POWERS

Chill Strike (Standard Action, range 10, 2d8+INT, INT v FORT)

DAILY POWERS

Sleep (Standard, burst 2 within 20, INT v WILL)

Acid Arrow (Standard, range 20, adjacent targets, INT v REFLEX)

UTILITY POWERS

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 Longsword

WEAPON

WEAPON

WEAPON

ARMOR Cloth

ARMS Bracers

FEET

HANDS

HEAD

NECK

RING

RING

WAIST

Daily Item Powers Per Day

Heroic (1-10) Milestone ///

Paragon (11-20) Milestone ///

Epic (21-30) Milestone ///

OTHER EQUIPMENT

Spellbook Alchemical Reagents (1x10GP)

Grappling hook

Hammer

Pitons (10)

Backpack

Bedroll

Pouch, belt

Rations, trail

Waterskin

Wand

RITUALS

Comprehend language

Make Whole

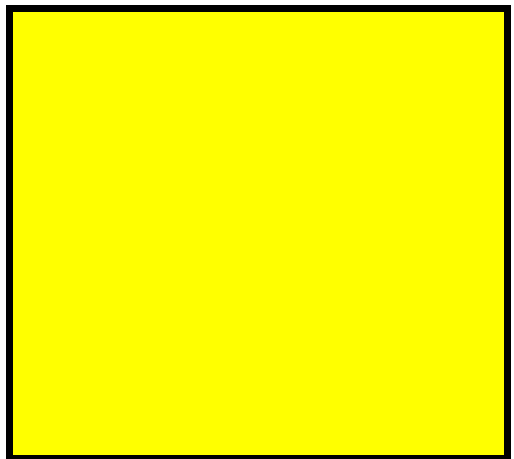
Tenser's Floating Disk

COINS AND OTHER WEALTH

GP:4

SP:10

CP:10



PERSONALITY TRAITS

Blank lines for personality traits.

MANNERISMS AND APPEARANCE

Blank lines for mannerisms and appearance.

CHARACTER BACKGROUND

Blank lines for character background.

COMPANIONS AND ALLIES

Table with columns for NAME and NOTES for companions and allies.

SESSION AND CAMPAIGN NOTES

DM - Can I dual wield a wand & 1H longsword?
DM - Do bracers actually do anything?!

Blank lines for session and campaign notes.

Currently carrying:
Normal carry 110, Lift 220, Drag 550 (STR)