

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

Mephit James

1

Level

Naivara

Unaligned female Eladrin Wizard (Witch)

52 Age 5' 3" Height 110 lb. Weight Medium Size Corellon Deity

0

Total XP 1000

Defenses

14	11	14	15
AC	FORT	REF	WILL

Conditional Bonuses

Hit Points

Max HP
(Bloodied 10) **21**

Temp HP

Current Hit Points

Healing Surges

Surge Value **5** Surges/Day **6**

Current Conditions:

Combat Statistics and Senses

Initiative **0**

Conditional Modifiers:

Speed **6**

Passive Insight **12**

Passive Perception **17**

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 **0**

+5 Saving Throws against charm effects

Resistances/Vulnerabilities

Current Conditions and Effects

Basic Attacks

Melee

Staff Implement

3

Strength vs. AC

1d8+1

Damage

Ranged

Dagger

3

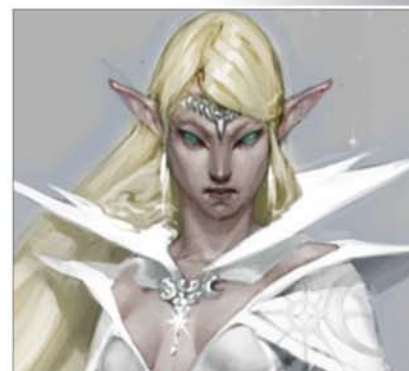
Dexterity vs. AC

1d4

Damage

Languages

Common, Elven



Abilities

Ability	Score	Check
STR Strength	12	1
CON Constitution	11	0
DEX Dexterity	10	0
INT Intelligence	18	4
WIS Wisdom	14	2
CHA Charisma	15	2

Skills

Acrobatics	Dexterity	0
Arcana	Intelligence	13 ✓
Athletics	Strength	1
Bluff	Charisma	2
Diplomacy	Charisma	7 ✓
Dungeoneering	Wisdom	2
Endurance	Constitution	0
Heal	Wisdom	7 ✓
History	Intelligence	11 ✓
Insight	Wisdom	2
Intimidate	Charisma	2
Nature	Wisdom	11 ✓
Perception	Wisdom	7 ✓
Religion	Intelligence	4
Stealth	Dexterity	0
Streetwise	Charisma	2
Thievery	Dexterity	0

Mephit James

Player Name

Naivara

Character Name



Character Details

Background

Witch

Theme

Seer

Mannerisms and Appearance

Personality Traits

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Arms

Hands

Rings

Rings

Off Hand

Dagger

Main Hand

Staff Implement

Waist

Armor

Cloth Armor (Basic Clothing)

Tattoo

Ki Focus

Feet

Other Equipment

Adventurer's Kit
Journeybreads (10)
Orb Implement

Total Weight (lbs.)

45

Carrying Capacity (lbs.)

Treasure

13 gp
0 gp banked

Normal

120

Heavy

240

Max

600

Mephit James

Player Name

Naivara

Character Name



Racial Features

Eladrin Education

Training in any one additional skill.

Eladrin Weapon Proficiency

Proficient with longsword.

Eladrin Will

+1 Will; +5 to saving throws against charm.

Fey Origin

Your origin is fey, not natural

Fey Step

Use fey step as an encounter power.

Trance

Meditate aware 4 hours instead of sleep.

Class/Other Features

Augury

Gain the augury utility power

Full Moon Coven

Gain glorious presence power, training in Heal skill and at 5th level gain +2 bonus to Heal and Diplomacy checks

Moon Coven

Gain the benefits of a coven

Seer Starting Feature

Gain the Cast Fortune power

Witch Cantrips

Gain three cantrips of your choice

Witch's Familiar

Gain Arcane Familiar Feat; after an extended rest replace one wizard daily or utility powers; at 24th level use an action point to regain the use of a wizard encounter attack power

Feats

Arcane Familiar

You gain a familiar

Fey Familiar

If familiar is within 10 squares of you when fey step is used, familiar may teleport up to 5squares

Naivara

Level 1 Eladrin Wizard (Witch)

	SCORE	ABILITY	MOD	
HP	12	STR	1	AC
21				14
	11	CON	0	Fort
				11
Spd	10	DEX	0	Ref
6				14
	18	INT	4	Will
				15
Init	14	WIS	2	
+0	15	CHA	2	

12 Passive Insight

17 Passive Perception

Player Name: Mephit James

Skills

Acrobatics	Dexterity	0
Arcana	Intelligence	• 13
Athletics	Strength	1
Bluff	Charisma	2
Diplomacy	Charisma	• 7
Dungeoneering	Wisdom	2
Endurance	Constitution	0
Heal	Wisdom	• 7
History	Intelligence	• 11
Insight	Wisdom	2
Intimidate	Charisma	2
Nature	Wisdom	• 11
Perception	Wisdom	• 7
Religion	Intelligence	4
Stealth	Dexterity	0
Streetwise	Charisma	2
Thievery	Dexterity	0

• indicates a trained skill.

Action Point

Base action points: 1



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.

Encounter Special

Melee Basic Attack

At-Will ♦ Standard Action

Staff Implement: +3 vs. AC, 1d8+1 damage
Dagger: +4 vs. AC, 1d4+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

Dagger: +3 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

Winged Horde

At-Will ♦ Standard Action

Staff Implement: +4 vs. Will, 1d6+0 damage
Area burst 1 within 10 **Target:** Each enemy in the burst

A horde of flesh-devouring sprites appears in your foes' minds. The enemies shriek in horror and swat at the menace, leaving them unable to react to your allies' maneuvers.

Keywords: Arcane, Illusion, Implement, Psychic
Attack: Intelligence vs. Will

Hit: 1d6 psychic damage, and the target cannot take opportunity actions until the end of your next turn.

Additional Effects

Wizard Attack 1

Witch Bolt

At-Will ♦ Standard Action

Staff Implement: +4 vs. Reflex, 1d10+4 damage
Ranged 5 **Target:** One creature

You hurl a bolt of crackling energy, forming a line of lightning between you and your foe.

Keywords: Arcane, Evocation, Implement, Lightning
Attack: Intelligence vs. Reflex
Hit: 1d10 + Int modifier (+4) lightning damage.

Sustain Standard: Reroll the damage and deal it to the target again. Once the target is out of range, you can't sustain this power.

Additional Effects

Wizard Attack 1

Glorious Presence

Encounter ♦ Standard Action

Staff Implement: +4 vs. Will, 2d6+4 damage
Close burst 2 **Target:** Each enemy in the burst

Radiant moonlight streams from you in all directions, and those who behold you are stricken with awe.

Keywords: Arcane, Charm, Enchantment, Implement, Radiant
Attack: Intelligence vs. Will
Hit: 2d6 + Int modifier (+4) radiant damage, and you push the target up to a number of squares equal to your Wis modifier (+2).

Effect: You and each ally in the burst gain temporary hit points equal to your Wis modifier (+2).

Additional Effects

Wizard Attack 1

Used

Bewitching Charm

Daily ♦ Standard Action

Staff Implement: +4 vs. Will
Area burst 1 within 10 squares **Target:** Each creature in the burst

You chant the twisting words of the bewitching charm, lulling your foes into a waking dream.

Keywords: Arcane, Charm, Enchantment, Implement
Attack: Intelligence vs. Will
Hit: The target is dazed (save ends).

First Failed Saving Throw: The target is instead dazed and immobilized (save ends both).

Miss: The target cannot make opportunity attacks until the end of your next turn.

Additional Effects

Wizard Attack 1

Used

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

Cast Fortune

Encounter ♦ Standard Action

Ranged 5

Target: One ally

You perform a minor augury or reading that reveals to you what fortune holds for the subject this day.

Keyword: Arcane

Effect: Roll a d20 three times when you use this power, and note the results, in order. These results replace, in order, the next three d20 rolls the target makes for any of the following types of rolls: attack rolls, saving throws, and skill checks. At the DM's discretion, trivial rolls and rolls that the target makes in nondangerous or nonstressful situations can't be replaced by your recorded results. When all three results have been used or when you next take an extended rest, the effect ends. The target doesn't know if his or her fortune is good or bad unless you tell the target.

Special: Once anyone has used this power on an ally, that ally cannot be targeted by the power again until after he or she finishes an extended rest.

Additional Effects

Seer Utility

Used

Chameleon's Mask

Encounter ♦ Free Action

Personal

You pull strands of shadow, blending your colors and sounds with your surroundings to help you hide from your enemy's sight and hearing.

Keywords: Arcane, Illusion

Trigger: You make a Stealth check.

Effect: You make an Arcana check instead, using that result to determine the outcome of the Stealth check.

Additional Effects

Wizard Utility

Used

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.

Fey Familiar: When you use your fey step racial power and your familiar is within 10 squares of you, you can also teleport your familiar up to 5 squares.

Additional Effects

Eladrin Racial Power

Used

Water Stride

Encounter ♦ Minor Action

Personal

You speed across a liquid surface as if it were solid ground.

Keyword: Arcane

Effect: Until the end of your next turn, you can treat liquid surfaces as if they were solid ground but difficult terrain.

Additional Effects

Wizard Utility

Used

Augury

Daily ♦ Standard Action

Personal

You read the mystic signs and glean a notion of the future.

Keyword: Arcane

Requirement: You must use this power during an extended rest.

Effect: You ask a question and receive a vague notion of the future. You might receive a clue as to whether a specific course of action is likely to have positive or negative results. This notion can take the form of a single image, a hint about a danger that might be faced, or just a positive or negative feeling about the current course of destiny.

Additional Effects

Wizard Utility

Used