CHARACTER SHEET For Oungeons and Oragons 4th Edicion

* GNOgaming

CHARACTER NAME Lynnburger	PLAYER NAME Lynn	D	ОЕІТУ А	LIGNMENT Good
RACE Elf AGE 50	Gender Female Size Me	edium Hi	EIGHT 6'0" WEIGHT 15	50 CURRENT EXPERIENCE 60,000
CLASS Wizard	ARAGON Spellstorm Mage	EPIC DESTINY	LEVE	L 15 NEEDED 69,000
Ability Scores STR 15 14 1 2 9 BASE RACIAL EMAANCE MODERIK MOD-1/2 LVI.	NICIACINE Speed 12 = 11 + 1 7 = 7 OCCENSES AC 10-1/2 LVL ARMOR ARL CLASS 33 = 17 + 6 + + FORTITUDE 21 = 17 + 6 + REFLEX 23 = 17 + 6 + WILL 24 = 17 + 5 + 2	ABMOR ITEM MIsc + + + + FRAT ENH MIsc PRAT ENH MIsc + + + + + + + + + + + +	MISC CONDITIONAL BONUSES 4 4 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5	Condicions
MAX HP CURRENT DAMAGE AND. EFFECTS WHILE BLOODED SUR 81 DEATH SAVE H 40 EVALUARS TEMP HP BCODED (1/2 HP) CURRENT CURR		PASSIVE 27 INSIGHT 27 SPECIAL SENSES	PASSIVE PERCEPTION 22 O Additional Eff	ACTION POINTS USED MILESTONES ECTS FOR SPENDING ACTION POINTS
WEAPON OR POWER USAGE ATTACK Stipe Staff Basic Attack	DEFENSE RANGE 1/2 LVL ABIL CLASS PRO	FEAT ENH MISC DAMAGE D	ABIL FEAT ENH MISC	PROPERTIES (HIGH CRIT, MAGICAL EFFECTS, ETC.) +Spore Burst, +6 vs FOR, 10', 1d10+3 necrotic dam
Staff of Demon Shredding Basic Attack Int	Ref 20 7 6	7 1d10		+7 vs Reflex, 1d10+2 dam + 1d12 on-going bleed damage
	5 7 7		+ 0	
· · · · · · · · · · · · · · · · · · ·	77		+ 0	
· · · · · · · · · · · · · · · · · · ·	77		+ 0	
	5 7 7		+ 0	
Equipment	Skills	1/2 TRAINED	LEACS	AT-WILL DOWERS
ITEM QTY WEIGHT LOCATION Standard Adventurer's Kit Image: Constraint of the second seco	SKILL NAME ABILITY TOTAL ABILITY ACROBATICS DEX 12 11 ARCANA INT 20 13 ATHLETICS STR 9 9 BLUFF CHA 10 10 DIPLOMACY CHA 10 10 DUNGEONEERING WIS 12 12 ENDURANCE CON 11 11 HEAL WIS 12 12	(+5) MISC ARMOR 1 X 2 	Armor: Cloth Weapons: Dagger, quarterstaff Implements: orbs, staffs, wands Ritual Caster Expanded Spellbook x6 Lightstep Second Implement Resounding thunder	Ghost Sound Light Mage Hand Prestidigitation Magic Missile Ray of Frost Extra Damage Action (paragon)
	HISTORY INT 18 13 INSIGHT WIS 17 12		Racial Feacures	Encouncer Powers
	INTIMIDATE CHA 10 10 NATURE WIS 17 12 PERCEPTION WIS 12 12 RELIGION INT 13 13 STEALTH DEX 12 11 STREETWISE CHA 10 10 THEVERY DEX 11 11	X	Elven (PHB 40), fey Low light vision Prof: short & long bow group awareness, grant non-elf allies within 5 sq. +1 Perception Wild Step - ignore difficult terrain Elven Accuracy	Elven Accuracy Burning Hands Shield Shock Sphere Lightning Bolt Storm Cage (paragon) Frostburn
Total Weight	common, elven		Class/Path/Destiny	Oally Powers
Uteral.ch Other Vi Astral Diamond 100,000 gp (dl)	LUABLES eposited in a bank in Sigil) ental coin (non-magical)		Wizard (PHB 157) Arcane, Controller Spellstorm Mage (PHB 170) Cantrips	Sleep Flaming Sphere Web Bigby's Icy Grasp Invisibility Dispel Magic Ice Storm Mordenkainen's Sword Storm Spell (paragon) Sudden Storm (paragon) Wall of Ice

MAGICAL ITEMS For Oungeons and Oragons 4ch Edicion

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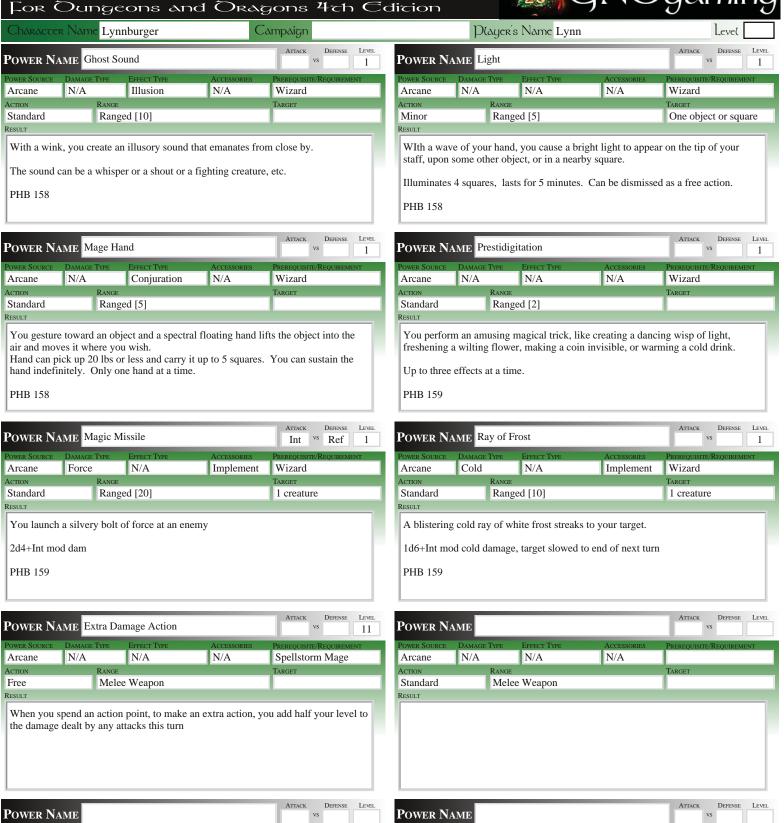
Marical Irems

Item Name	Qty	WEIGHT	LOCATION	VALUE	LEVEL	DESCRIPTION			
Stipe Staff +3						+3, +6 to AC, 2d10+3 dam, +Phosphorescent Glow upon command			
						Fungal infection, shoots Spore Burst - +6 vs FOR, 10', 1d10+3 necrotic dam			
Orb of Indisputable Gravity						+5 attack,damage, hit forces flying creatures to land			
Onyx Star Implement						Summons Rage Devil (MM3 P 62)			
ring - speak to animals			finger 1						
ring of undead appearance			finger			vampire			
wand of paralysis						8 charges			
helm of reading languages									
dagger + 1									
Bag of Cold Holding									
Staff of Demon Shredding						+7 vs Reflex, 1d10+2 dam + 1d12 on-going bleed damage			
Shielding Girdle			belt		10	+4 AC AV-167			
Spell Anchors			hands		11	sustain a spell to cast another AV-136			
Shroud of Ravens			neck		13	daily - upon dam, transform to shrieking ravens, fly speed+3 AV2-68			
Ring of Arcane Concentration			finger 3		20	daily: add 2[W] + Int mod dam effect to spells that use Int as attack; W = normal spell damage.			
Ring of Biting Cold			finger 4		20	encounter: add 2[W] + Int mod dam effect to spells that deal cold damage; W = normal spell damage.			
Ring of Shady Defenses			finger 5		20	encounter: roll d6, on 1-2 +8 Wi,Re & -8 Fo; on 3-4 +8 Wi,Fo & -8 Re; on 5-6 +8 Re,Fo & -8 Wi;			

Potions					
POTION NAME	Qty	LOCATION	VALUE	LEVEL	DESCRIPTION
Scorpion Poison					
				_	
				_	

Ricual Scrolls								
RITUAL NAME	Qty	LEVEL	Time	DURATION	COMP COST	KEY SKILL	VALUE	EFFECT
Silence		1	10 min	24 hr	30 gp	Arcana	75 gp	applies to single room
Water Walk		2	10 min	1 hr	20 gp	Nature	100 gp	You or ally, can swim as needed. Ends as free act
Comprehend Language		1	10 min	24 hr	10 gp	Arcana	50 gp	speak and write the language
Enchant Magic Item		4	1 hr	permanent		Arcana	175 gp	make a normal item magical of your level
Brew Potions		5	1 hr	permanent		Arcana	75 gp	Potions in PHB 255 et al.
White Fire of Vor Rukoth		10	10 min	permanent		Arcana	1,000,000 gp	Impenetrable wall of white fire, can be dismissed
						Arcana		No passing the wall, 5d100+100 fire damage
						Arcana		
						Arcana		
						Arcana		
						Arcana		
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						Arcana		
						Arcana		
						Arcana		
						Arcana		
						Arcana		
						Arcana		
						Arcana		
	_					Arcana		

Miscellaneous It	tems			
Item Name	Qty	LOCATION	VALUE	DESCRIPTION
Roc's Egg				in bag of cold holding
	_			



POWER NA	ME				vs	
Power Source	DAMAGE	Type	EFFECT TYPE	Accessories	PREREQUISITE/REQUI	IREMENT
N/A	N/A		N/A	N/A		
ACTION		RANGE			TARGET	
Standard		Mele	e Weapon			
RESULT						
1						
1						
1						

Power Na	ME	ATTACK DEFENSE LEVEL			
Power Source	DAMAGE 7	Гуре	EFFECT TYPE	Accessories	PREREQUISITE/REQUIREMENT
N/A	N/A		N/A	N/A	
ACTION		Range			TARGET
Standard		Mele	e Weapon		
RESULT					

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Dungeons and Oragons 4th Edicion

Lynnburger Campaign Dlayer's Name Lynn Level ATTACK DEFENSE LEVEL ATTACK DEFENSE LEVEL POWER NAME Arcane Implement Mastery - Wand Accura POWER NAME Elven Accuracy VS 1 1 N/A N/A N/A N/A Elven Arcane N/A N/A Implement Wizard Free Personal Free Melee Weapon Personal RESULT With an instant of focus, you take careful aim at your foe and strike with the You gain a bonus to a single attack roll equal to Dexterity modifier. legendary accuracy of elves. PHB 158 Reroll an taack roll. Use the second roll, even if it's lower. PHB 40 Attack DEFENSE LEVEL ATTACK DEFENSE LEVEI POWER NAME Burning Hands POWER NAME Shield vs Ref Int 1 2 Fire N/A N/A N/A Implement Wizard Force Wizard Arcane Arcane TARGET Each creature in blast Immed. Interrupt Standard Close Blast [5] Personal RESULT RESULT A fierce burst of flame erupts from your hands and scorches nearby foes. You throw up your a hand and a shield of arcane energy springs into existence, protecting you against imminent attacks. 2d6+Int mod fire damage

When you are hit by an attack, you gain +4 to AC adn Ref until the end of next turn.

PHB 161

Power NA	ME Sh	VEL	Power Na	ME Ligh				
POWER SOURCE	DAMAGE '	Түре	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT		Power Source	DAMAGE TY
Arcane	Lightn	ing	N/A	Implement	Wizard		Arcane	Lightnin
ACTION		RANGE			TARGET		ACTION	R
Standard		Area I	Burst [2] within [5] squares	each creature		Standard	F
RESULT							RESULT	
You hurl a	crackling		A crackling	bolt of lig				
1d10+Int m	od cold	dam an	d target is immobi	lized until the	end of your next turn.		2d12+Int m (save ends)	od lightnii

PHB 161

PHB 159

Power NA	POWER NAME Storm Cage								
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT					
Arcane	Thunder	Conjuration	Implement	Spellstorm Mage					
ACTION	RANG	3E		TARGET					
Standard	Are	ea Burst 3 within 20	squares	all in burst					
RESULT									
1.4		n a cage made of lig	htning and fille	d with roaring thunder.					

4d6+Int mod lightning and thunder dam You conjure a wall in the 16 outer squares of the burst, (square enclosure)

Adjacent creatures take 10 lightning damage, same for passing through. Wall does not grant cover or concealment. Lasts until end of next turn. PHB 170 (Increase Burst to 3 with resounding thunder feat PHB 205)

Power NA	ME	ATTACK DEFENSE LEVEL		
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	Accessories	PREREQUISITE/REQUIREMENT
N/A	N/A	N/A	N/A	
ACTION	RANGE			TARGET
Standard	Mele	e Weapon		
RESULT				
1				

Power Na	ME Lightning	Attack Defense Level Int VS Ref 7					
Power Source	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT			
Arcane	Lightning	N/A	Implement	Wizard			
ACTION	RANGE			TARGET			
Standard	Range	ed [10]		1 creature			
Result							
A crackling bolt of lightning springs from your hand and leaps at a foe.							

ing damage and target takes ongoing 5 poison and is slowed.

PHB 163

Power NA	ME Fr	ostburn			Attack Defense Level Int VS Fort 13
POWER SOURCE	DAMAGE	Type	EFFECT TYPE	Accessories	PREREQUISITE/REQUIREMENT
Arcane	Cold/I	Fire	N/A	Implement	Wizard
ACTION		RANGE			TARGET
Standard		Area I	Burst [2] within [20] squares	each in burst
RESULT					
Difficult ter Any creatur	rain unt e that st	il end o arts its	l fire damage f next turn. turn in this area tak ninor action.	es 5 cold/fire o	Jamage.

Power NA	ME				Attack Defense Level
Power Source	DAMAGE	Type	EFFECT TYPE	Accessories	PREREQUISITE/REQUIREMENT
N/A	N/A		N/A	N/A	
ACTION		RANGE			TARGET
Standard		Mele	e Weapon		
RESULT					

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or Oungeons and Oragons 4th Edicion

Campaign

Character Name Lynnburger

Power NA	ME Sleep			ATTACK Int VS	Defense Will	Level
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	Accessories	PREREQUISITE/	Requireme	ENT
Arcane	N/A	Sleep	Implement	Wizard		
ACTION	Rang	E		TARGET		
Standard	Are	a Burst [2] withir	n [20] squares	each creat	ure in b	urst
RESULT						

You exert your will against your foes, overwhelming them with magical weariness.

The target is slowed. If targets fails saving throw, falls unconscious (save ends).

PHB 160

Power NA	ME Fireball			ATTACK Int vs	Defense Ref	Level
Power Source	DAMAGE TYPE	EFFECT TYPE	Accessories	PREREQUISITE/F	REQUIREMI	ENT
Arcane	Fire	N/A	Implement	Wizard		
ACTION	Range			TARGET		
Standard	Area	Burst [3] withi	n [20] squares	each creat	ure in b	urst
RESULT						
A globe of o explodes. 3d6+Int mo Miss: half d PHB 161	d fire dam	oalesces in you	r hand. You hurl i	it at enemies	and it	

Power NA	ME Invisibil	ATTACK DEFENSE	LEVEL 6		
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	Accessories	PREREQUISITE/REQUIREM	ENT
Arcane	N/A	Illusion	N/A	Wizard	
ACTION	RANGE			TARGET	
Standard	Rang	ged [5]		you or 1 creature	
RESULT					

A creature you choose vanishes from sight.

The target is invisible until the end of your nex turn. If the target attacks the target becomes visible. The effect can be sustained.

PHB 162

Power NAME Ic	e Storm		Attack Defense Level Int ^{VS} For 9	
Power Source Damage Arcane Cold	Type Effect Type Zone	Accessories Implement	Prerequisite/Requirement Wizard	
ACTION Standard	RANGE TARGET d Area Burst [3] within [20] squares each creature			
the area in ice. 2d8+Int mode cold Miss: half damage	y cold hailstones pumm dam and target is imm and slowed. rain for five minutes.		C .	

Power NA	AME Arcane	Attack Defense Level		
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	Accessories	PREREQUISITE/REQUIREMENT
Arcane	N/A	Teleportation	N/A	Wizard
ACTION	RANGE			TARGET
Minor	Rang	ged [20]		2 unoccupied squares
RESULT				

You create a dimensional rift until the end of your next turn.

Any creature that enters one of the target squares moves to the other target square. A creature cannot pass through the rift if either square is occupied.

Sustain Minor: The rift persists.

PHB 163

Player's Name Lynn ATTACK DEFENSE LEVEL POWER NAME Flaming Sphere Int ^{vs} Ref 1 DAMAGE TYPE EFFECT TYPE Accessories PREREQUISITE/REQUIREMENT POWER SOURCE Arcane Fire Conjuration Implement Wizard ACTION RANGE TARGET Standard Melee Weapon 1 creature RESULT You conjure a rolling ball of fire and control where it goes.

Level

2d6+Int mod fire dam

You conjure the flaming sphere and it attacks. Any creature that starts the next turn next to it takes 1d4+Int mo fire dam. Move=6. You can sustain this power until the end of the encounter and attack with it each turn. PHB 160

Power Source Arcane	Damage Type Cold	EFFECT TYPE Conjuration	Accessories Implement	PREREQUISITE/REQUIREMENT Wizard
ACTION	Range			TARGET
Standard	Rang	ged [20]		1 creature
5	e a giant floati e hand. Move d cold damage		ce that clutches	and freezes foes.

Power NA	ME Dispel N	lagic		Attack Int vs	DEFENSE Will	LEVEL 6
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	Accessories	PREREQUISITE/	REQUIREMI	ENT
Arcane	N/A	N/A	N/A	Wizard		
ACTION	RANGE			TARGET		
Standard	Rang	ed [10]		zone		
RESULT						

You unleash a ray of crackling arcane energy that destroys a magical effect.

The conjuration or zone is destroyed. All its effects end, including those that last until a target saves.

PHB 162

POWER NAME Mordenkainen's Sword Attack Defense Leve Int vs Ref 9						
Power Source Dam Arcane For	age Type rce	EFFECT TYPE Conjuration	Accessories Implement	Prerequisite/Ri Wizard	EQUIREME	ENT
ACTION	RANGE			TARGET		
Standard	Range	ed [10]		1 creature		
RESULT						
You invoke a sw 1d10+Int mod fo If you sustain the	orce dam	ckling golden forc attacks again	e that slashes a	t a foe.		
PHB 163						

Power NA	ME Mirror	Attack	VS DEFENSE LEVEL		
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	Accessories		/Requirement
Arcane	N/A	Illusion	N/A	Wizard	
ACTION	Range			TARGET Personal	
Minor	Perso	Personal			
RESULT					

Three duplicate images of you appear, imitating your actions perfectly and confusing your enemies.

Gain +6 to AC. Each missed attack dispels an image and AC bonus decreases by 2. Otherwise lasts for 1 hour.

PHB 164

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DAILY POWERS

For Oungeons and Oragons 4th Edicion

Campaign

Character Name Lynnburger

Player's Name

POWER NAME Sudden Storm

N/A

Move up to five turns Sustained by minor action

Power Source Arcane

Standard

PHB 170

ACTION

RESULT

DAMAGE TYPE

RANGE

EFFECT TYPE

Area Burst [2] within [20] squares

Wind and rain lasts until end of next turn. Difficult terrain, lightly obscured.

Zone

With a wave of your hand, you create an area of torrential rain.

Level

VS

PREREQUISITE/REQUIREMENT

Spellstorm Mage

DEFENSE LEVEL

11

ATTACK

TARGET

all in burst

Accessories

N/A

POWER NA	AME Storm S	pell		ATTACK DEFENSE LEVEL
Power Source Arcane	DAMAGE TYPE N/A	EFFECT TYPE N/A	Accessories N/A	Prerequisite/Requirement Spellstorm Mage
ACTION Standard	RANGE	e Weapon		Target
RESULT				

You a daily spell again.

Make Wisdom Check.

1-10 encounter utility spell, 11-15 encounter attack spell, 16-20 daily utility spell, 21-higher daily attack spell, or use lower result

PHB 170

Power NA	ME Wall of I	се		ATTACK DEFENSE LEVEL
Power Source Arcane	Damage Type Cold	EFFECT TYPE Conjuration	Accessories Implement	PREREQUISITE/REQUIREMENT Wizard
ACTION	RANGE	10 111 10		Target
Standard	wall	12 within 10		

You conjure a wall of contiguous squares up to 12 long and 6 high.

Any creature that starts its turn adjacent to wall takes 2d6+Int mod cold damage. Wall blocks sight and movement. Each square has 50 hp and vulnerability 25 to fire. The wall melts in 1 hour.

PHB 165

St Res

			VS
e Type	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
	N/A	N/A	
RANGE			TARGET
Melee	e Weapon		
j		N/A	N/A N/A Range

Power N#	ME Blast o	f Cold		ATTACK Int vs	DEFENSE Ref	Leve 15
Power Source	DAMAGE TYPE	EFFECT TYPE	Accessories	PREREQUISITE/F	REQUIREME	ENT
Arcane	Cold	Conjuration	Implement	Wizard		
ACTION	RANG	Έ		TARGET		
Standard	Clo	se Blast [5]		each enem	y in bla	ıst
RESULT						

Hit: 6d6 + Int mod cold damage and target is immobilized (save ends). Miss: half damage and target is slowed (save ends).

PHB 164

Power NA	AME			ATTACK DEFENSE LEVEL
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	Accessories	PREREQUISITE/REQUIREMENT
N/A	N/A	N/A	N/A	
ACTION	Range			TARGET
Standard	Mele	ee Weapon		
RESULT				

ower N∉	AME			ATTACK DEFENSE LEVEL
VER SOURCE	DAMAGE TYPE	EFFECT TYPE	Accessories	PREREQUISITE/REQUIREMENT
/A	N/A	N/A	N/A	
TION	Range			TARGET
andard	Mele	e Weapon		
ULT				

Power Source	DAMAGE TYPE	EFFECT TYPE	Accessories	PREREQUISITE/REQUIREMENT
N/A	N/A	N/A	N/A	
ACTION	Ranc	E		TARGET
Standard	Me	lee Weapon		
RESULT				

Power NA	ME			ATTACK DEFENSE LEVEL
Power Source N/A	Damage Type N/A	Effect Type N/A	Accessories N/A	PREREQUISITE/REQUIREMENT
ACTION	Range			TARGET
Standard	Mele	e Weapon		
RESULT				

Power NA	AME			Attack Defense Level
Power Source	DAMAGE TYPE	EFFECT TYPE	Accessories	PREREQUISITE/REQUIREMENT
N/A	N/A	N/A	N/A	
ACTION	RANGE			TARGET
Standard	Mele	e Weapon		
RESULT				