### RACTER Lor Oungeons and Oragons 4th Edicion **CHARACTER NAME** Lynnburger PLAYER NAME Lynn DEITY ALIGNMENT Good RACE Elf **AGE** 50 **GENDER** Female SIZE Tiny **Неі**GHT 6'0" WEIGHT 150 19,770 NEEDED EXPERIENCE **CLASS** Wizard PARAGON Battlemage EPIC DESTINY Level 9 20,500 Iniciative Speed CONDICIONS ABILITY SCORES 14 6 STR 14 9 8 + 1 17 3 CON Oefenses Resistance AC 4 8 18 DEX 18 24 = 14 + 4 20 INT 20 FORTITUDE = 14 + 3 20 WIS REFLEX 5 15 CHA WILL 5 2 Dic Poincs ACTION POINTS Max HP DAMAGE ADD. EFFECTS WHILE BLOODIED PASSIVE PERCEPTION 0 9 59 59 ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS SECOND WIND (1/ENCOUNTER) 29 Темр НР BLOODIED (1/2 HP) Accacks & Dowers WEAPON OR POWER PROPERTIES (HIGH CRIT, MAGICAL EFFECTS, ETC.) +Spore Burst, +6 vs FOR, 10', 1d10+3 necrotic dam Stipe Staff Basic Attack Dex AC 13 4 4 2 3 2d10 4 3 0 4 0 4 0 4 0 4 4 4 0 4 Equipment Skills **Leacs** AC-WILL DOWERS WEIGHT LOCATION QTY SKILL NAME ABILITY Misc Armor: Cloth Ghost Sound Standard Adventurer's Kit DEX ACROBATICS 8 Weapons: Dagger, quarterstaff 1 Light Implements: orbs, staffs, wands Mage Hand Spellbook Int 16 9 х 2 Ritual Caster Prestidigitation Wand ATHLETICS STR 6 6 Magic Missile Expanded Spellbook x4 Ray of Frost BLUFF Сна 6 Lightstep 6 DIPLOMACY CHA 6 DUNGEONEERING Wis 9 ENDURANCE Con 9 HEAL Wis HISTORY Int 9 X Encounter Powers RACIAL FEATURES 9 х INSIGHT Wis Elven (PHB 40), fey Elven Accuracy INTIMIDATE Сна 6 Low light vision **Burning Hands** Prof: short & long bow NATURE Wis 9 Х Shield Shock Sphere group awareness, grant non-elf Wis 9 PERCEPTION allies within 5 sq. +1 Perception Lightning Bolt RELIGION 9 9 Wild Step - ignore difficult Int 9 8 1 terrain DEX STEALTH Elven Accuracy 6 STREETWISE 6 CHA 8 THIEVERY DEX ANGUAGES Class/Path/Desting common, elven TOTAL WEIGHT Wizard (PHB 157) Sleep Wealth Ocher Valuables Arcane, Controller Flaming Sphere Cantrips Web ASTRAL DIAMOND Bigby's Icy Grasp Invisibility 50 pp PLATINUM PIECES Dispel Magic GOLD PIECES 329 gp 22 sp Mordenkainen's Sword SILVER PIECES COPPER PIECES 100 gp GEMS/JEWELRY\*

# MAGICAL ITEMS For Oungeons and Oragons 4th Edicid



Dagical Items								
тем Nаме	QTY	WEIGHT	LOCATION	VALUE	Level 1	DESCRIPTION		
Stipe Staff +3						+3, +6 to AC, 2d10+3	dam, +Phospho	prescent Glow upon command
						Fungal infection, shoo	ots Spore Burst -	+6 vs FOR, 10', 1d10+3 necrotic dam
Orb of Indisputable Gravity						+5 attack,damage, hit	forces flying cre	eatures to land
Onyx Star Implement						Summons Rage Devil	(MM3 P 62)	
ing - speak to animals						•		
ing of undead appearance						vampire		
wand of paralysis						8 charges		
nelm of reading languages						o charges		
dagger + 1								
Bag of Cold Holding								
OOTIONS POTION NAME	Qтy	Locatio	on Valu	e Level	Descripti	ON	_	
Scorpion Poison								
	_		_					
	_		_	_				
icual Scrolls								
ITUAL NAME	QTY	LEVEL	TIME	DURATION	Сомр Со		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		Impenetrable wall of white fire, can be dismissed
WING THE OF VOI KUKOUI		10	10 mm	permanent			1,000,000 gp	
		<del></del>				Arcana		No passing the wall, 5d100+100 fire damage
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Arcana Arcana Arcana

## Dungeons and Oragons 4th Edition Lynnburger Campaign Dlayer's Name Lynn DEFENSE LEVEL ATTACK DEFENSE LEVEL POWER NAME Light POWER NAME Ghost Sound 1 Arcane N/A Illusion N/A Wizard Arcane N/A N/A N/A Wizard Standard Ranged [10] Minor Ranged [5] One object or square With a wink, you create an illusory sound that emanates from close by. WIth a wave of your hand, you cause a bright light to appear on the tip of your staff, upon some other object, or in a nearby square. The sound can be a whisper or a shout or a fighting creature, etc. Illuminates 4 squares, lasts for 5 minutes. Can be dismissed as a free action. PHB 158 PHB 158 POWER NAME Mage Hand Power Name Prestidigitation N/A N/A N/A N/A Conjuration Wizard N/A Wizard Arcane Arcane Standard Ranged [2] Standard Ranged [5] RESULT You gesture toward an object and a spectral floating hand lifts the object into the You perform an amusing magical trick, like creating a dancing wisp of light, air and moves it where you wish. freshening a wilting flower, making a coin invisible, or warming a cold drink. Hand can pick up 20 lbs or less and carry it up to 5 squares. You can sustain the hand indefinitely. Only one hand at a time. Up to three effects at a time. PHB 158 PHB 159 DEFENSE LEVEL POWER NAME Magic Missile POWER NAME Ray of Frost Int Ref N/A Implement Wizard Cold N/A Implement Wizard Arcane Force Arcane Standard Ranged [20] 1 creature Standard Ranged [10] 1 creature RESULT You launch a silvery bolt of force at an enemy A blistering cold ray of white frost streaks to your target. 2d4+Int mod dam 1d6+Int mod cold damage, target slowed to end of next turn PHB 159 PHB 159 POWER NAME POWER NAME N/A N/A N/A N/A N/A N/A N/A N/A Standard Melee Weapon Standard Melee Weapon RESULT RESULT

Power NA	AME			ATTACK DEFENSE LEVEL			
Power Source N/A	DAMAGE TYPE N/A	EFFECT TYPE N/A	Accessories N/A	Prerequisite/Requirement			
ACTION	RANGE			TARGET			
Standard	Mel	ee Weapon					

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				
1				

### Dungeons and Oragons 4th Edition Lynnburger Campaign Dlayer's Name Lynn ATTACK DEFENSE LEVEL ATTACK DEFENSE POWER NAME Arcane Implement Mastery - Wand Accurage POWER NAME Elven Accuracy 1 N/A N/A N/A N/A Elven Arcane N/A N/A Implement Wizard Free Personal Free Melee Weapon Personal 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 DEFENSE POWER NAME Burning Hands POWER NAME Shield vs Ref Int 2 Fire N/A N/A N/A Implement Wizard Force Wizard Arcane Arcane Standard Close Blast [5] Each creature in blast Immed. Interrupt 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 PHB 159 PHB 161 DEFENSE ATTACK DEFENSE POWER NAME Shock Sphere POWER NAME Lightning Bolt Int vs Ref 3 Int vs Ref Lightning Implement Wizard Lightning N/A Implement Wizard Arcane N/A Arcane Area Burst [2] within [5] squares Standard each creature Standard Ranged [10] 1 creature You hurl a crackling orb of lightning. A crackling bolt of lightning springs from your hand and leaps at a foe. 1d10+Int mod cold dam and target is immobilized until the end of your next turn. 2d12+Int mod lightning damage and target takes ongoing 5 poison and is slowed. (save ends) PHB 161 PHB 163 POWER NAME POWER NAME N/A N/A N/A N/A N/A N/A N/A N/A Standard Melee Weapon Standard Melee Weapon RESULT RESULT POWER NAME Power Name N/A N/A N/A N/A N/A N/A N/A N/A Melee Weapon Melee Weapon Standard Standard RESULT

## DAILY POWERS

Lor Oungeons and Oragons 4th Edicion



Character Name Lynnburger	С	ampaign		Player's	Name Lynn		Level
POWER NAME Sleep		ATTACK DEFENSE LEVEL  Int vs Will 1	Power NA	AME Flaming	Sphere		Attack Defense Level Int vs Ref 1
POWER SOURCE DAMAGE TYPE EFFECT TYPE Arcane N/A Sleep ACTION RANGE Standard Area Burst [2] within [20] RESULT	Accessories Implement 0] squares	Prerequisite/Requirement Wizard Target each creature in burst	Power Source Arcane Action Standard Result	DAMAGE TYPE Fire RANGE Mele	Conjuration  e Weapon	Accessories Implement	Prerequisite/Requirement Wizard Target 1 creature
You exert your will against your foes, overwl The target is slowed. If targets fails saving th PHB 160			2d6+Int mo You conjurnext to it to	od fire dam te the flaming s kes 1d4+Int mo		ks. Any creature =6. You can sus	that starts the next turn stain this power until
Power Name Fireball		Attack Defense Level Int vs Ref 5	Power NA	AME Bigby's I	cy Grasp		ATTACK DEFENSE LEVER
POWER SOURCE DAMAGE TYPE EFFECT TYPE Arcane Fire N/A  ACTION RANGE Standard Area Burst [3] within [20]  RESULT  A globe of orange flame coalesces in your had explodes.  3d6+Int mod fire dam	•	PREREQUISITE/REQUIREMENT Wizard TARGET each creature in burst t at enemies and it	You conjur	e a giant floating hand. Move-	=6.	ACCESSORIES Implement ice that clutches	PREREQUISITE/REQUIREMENT Wizard TARGET 1 creature and freezes foes.
Miss: half damage PHB 161  Power Name Invisibility  Power Source Damage Type Effect Type Arcane N/A Illusion	Accessories N/A	Attack Defense Level vs 6  Prerequisite/Requirement Wizard	if target atto Can be sust PHB 161.		e, hand uses For oue attack or grab		ATTACK DEFENSE LEVEI Int vs Will 6 PREREQUISITE/REQUIREMENT Wizard
ACTION RANGE Standard Ranged [5]  RESULT  A creature you choose vanishes from sight.  The target is invisible until the end of your ne becomes visible. The effect can be sustained.  PHB 162		you or 1 creature  arget attacks the target		h a ray of crack	ed [10] ding arcane ener destroyed. All i		Target zone a magical effect. cluding those that last
POWER NAME Ice Storm  Power Source Damage Type Effect Type Arcane Cold Zone  Action Range Standard Area Burst [3] within [20]	Accessories Implement  O squares	ATTACK DEFENSE LEVEL  Int vs For 9  PREREQUISITE/REQUIREMENT  Wizard  TARGET  each creature in burst	POWER NA POWER SOURCE Arcane ACTION Standard RESULT	DAMAGE TYPE Force RANGE Range	ainen's Sword  EFFECT Type  Conjuration  ed [10]	Accessories Implement	ATTACK DEFENSE LEVEL  Int vs Ref 9  PREREQUISITE/REQUIREMENT  Wizard  TARGET  1 creature
A shower of bitterly cold hailstones pummels the area in ice. 2d8+Int mode cold dam and target is immobi Miss: half damage and slowed. Zone is difficult terrain for five minutes. PHB 163			You invoke	e a sword of cra nod force dam nin the sword, i	ckling golden fo	rce that slashes a	t a foe.
7		ATTACK DEFENSE LEVEL	Power NA	AME			ATTACK DEFENSE LEVEL
POWER NAME POWER SOURCE DAMAGE TYPE EFFECT TYPE	Accessories	vs  Prerequisite/Requirement	Power Source	DAMAGE TYPE	Effect Type	Accessories	PREREQUISITE/REQUIREMENT