CONTROLER - Exert control over the battlefield, especially adds.; sometimes hindering foes, sometimes obliterating them.

# DUNGEONS & DRAGONS — CHARACTER SHEET

Player Name: Mae Gowin

| Character Name | Level | Class | Paragon Path | Epic Destiny | Total XP |
|---|---|---|---|---|---|
| Magella Duskwalker | 1 | Wizard | | | 0 |

| Race | Size | Age | Gender | Height | Weight | Alignment | Deity | Adventuring Company or Other Affiliations |
|---|---|---|---|---|---|---|---|---|
| Eladrin | M | 28 | F | 5'11 | 115 | Good | Great One | |

## INITIATIVE

| SCORE | | DEX | 1/2 LEVEL | MISC |
|---|---|---|---|---|
| 2 | Initiative | 2 | 0 | 0 |

CONDITIONAL MODIFIERS

## DEFENSES

| SCORE | DEFENSE | 10 + 1/2 LVL | ARMOR / ABIL | CLASS | FEAT | ENH | MISC | MISC |
|---|---|---|---|---|---|---|---|---|
| 12 | AC | 10 | 2 | 0 | 0 | 0 | 0 | 0 |
| 10 | FORT | 10 | 0 | 0 | 0 | 0 | 0 | 0 |
| 14 | REF | 10 | 4 | 0 | 0 | 0 | 0 | 0 |
| 15 | WILL | 10 | 2 | 2 | 1 | 0 | 0 | 0 |

CONDITIONAL BONUSES

## MOVEMENT

| SCORE | | BASE | ARMOR | ITEM | MISC |
|---|---|---|---|---|---|
| 6 | Speed (Squares) | 6 | 0 | 0 | 0 |

SPECIAL MOVEMENT

## ABILITY SCORES

| SCORE | ABILITY | ABIL MOD | MOD + 1/2 LVL |
|---|---|---|---|
| 10 | STR Strength | 0 | 0 |
| 11 | CON Constitution | 0 | 0 |
| 15 | DEX Dexterity | 2 | 2 |
| 18 | INT Intelligence | 4 | 4 |
| 14 | WIS Wisdom | 2 | 2 |
| 12 | CHA Charisma | 1 | 1 |

## SENSES

| SCORE | PASSIVE SENSE | BASE | | SKILL BONUS |
|---|---|---|---|---|
| 19 | Passive Insight | 10 | + | 9 |
| 12 | Passive Perception | 10 | + | 2 |

SPECIAL SENSES

## ATTACK WORKSPACE

ABILITY:

| ATT BONUS | 1/2 LVL | ABIL | CLASS | PROF | FEAT | ENH | MISC |
|---|---|---|---|---|---|---|---|
| + 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |

ABILITY:

| ATT BONUS | 1/2 LVL | ABIL | CLASS | PROF | FEAT | ENH | MISC |
|---|---|---|---|---|---|---|---|
| + 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |

## HIT POINTS

| MAX HP | BLOODIED (1/2 HP) | HEALING SURGES: SURGE VALUE (1/4 HP) | SURGES/DAY |
|---|---|---|---|
| 12 | 6 | 3 | 6 |

CURRENT HIT POINTS

CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER USED ☐

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES ☐ ☐ ☐

SAVING THROW MODS

Eladrin Will- +5 bonus

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

## ACTION POINTS

| | | MILESTONES | ACTION POINTS |
|---|---|---|---|
| 1 | Action Points | 0 | 1 |
| | | 1 | 2 |
| | | 2 | 3 |

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

## DAMAGE WORKSPACE

ABILITY:

| DAMAGE | ABIL | FEAT | ENH | MISC | MISC |
|---|---|---|---|---|---|
| | 0 | 0 | 0 | 0 | 0 |

ABILITY:

| DAMAGE | ABIL | FEAT | ENH | MISC | MISC |
|---|---|---|---|---|---|
| | 0 | 0 | 0 | 0 | 0 |

## RACE FEATURES

ABILITY SCORE MODS

+2 Dexterity

+2 Intelligence

+2 Arcana

+2 Insight

+1 additional skill training

+3 Quarterstaff proficiency

## BASIC ATTACKS

| ATTACK | vs | DEFENSE | WEAPON OR POWER | DAMAGE |
|---|---|---|---|---|
| INT | vs | REF | Magic Missle | 2d4 + INT |
| INT | vs | REF | Scorching Blast | 1d6 + INT |
| INT | vs | REF | Icy Terrain | 1d6 + INT |
| INT | vs | WILL | Sleep | |

## SKILLS

| BONUS | SKILL NAME | | ABIL MOD + 1/2 LVL | TRND (+5) | ARMOR PENALTY | MISC |
|---|---|---|---|---|---|---|
| 2 | Acrobatics | DEX | 2 | 0 | 0 | 0 |
| 11 | Arcana | INT | 4 | 5 | n/a | 2 |
| 0 | Athletics | STR | 0 | 0 | 0 | 0 |
| 1 | Bluff | CHA | 1 | 0 | n/a | 0 |
| 1 | Diplomacy | CHA | 1 | 0 | n/a | 0 |
| 2 | Dungeoneering | WIS | 2 | 0 | n/a | 0 |
| 0 | Endurance | CON | 0 | 0 | 0 | 0 |
| 2 | Heal | WIS | 2 | 0 | n/a | 0 |
| 9 | History | INT | 4 | 5 | n/a | 0 |
| 9 | Insight | WIS | 2 | 5 | n/a | 2 |
| 1 | Intimidate | CHA | 1 | 0 | n/a | 0 |
| 7 | Nature | WIS | 2 | 5 | n/a | 0 |
| 2 | Perception | WIS | 2 | 0 | n/a | 0 |
| 4 | Religion | INT | 4 | 0 | n/a | 0 |
| 2 | Stealth | DEX | 2 | 0 | 0 | 0 |
| 1 | Streetwise | CHA | 1 | 0 | n/a | 0 |
| 2 | Thievery | DEX | 2 | 0 | 0 | 0 |

## CLASS / PATH / DESTINY FEATURES

+2 Will

## LANGUAGES KNOWN

common, elven (high)

## FEATS

Ghost Sound- Create an illusory sound that emanates from anywhere within a range of 10 to distract or confuse enemies. At-will.

Prestidigitation- You perform an amusing magical trick, such as creating a wisp of light, making a coin invisible, or warming a cold drink. At-will.

Fey Step- Move action, teleport up to 5 squares, costs one. Encounter.

Strength of the Forest- Freeze the battle and take a hit of bud, your Intelligence modifier increases to +10 for your next attack. Daily.

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## 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- one creature; 20 range; INT vs. REF; 2d4 + INT damage.

•Scorching Blast- area blast 5, 10 range; INT vs. REF; 1d6 + INT damage.

### ENCOUNTER POWERS

•Icy Terrain- area blast 5, 10 range; INT vs. REF; 1d6 + INT cold damage, all targets knocked prone. The spell's AoE is difficult terrain until the end of your next turn. ☐

### DAILY POWERS

•Sleep- area blast 2, 20 range; INT vs. WILL; targets are slowed; each target makes saving throw against power, if fail, target becomes unconscious, if saved remain slow. ☐

### 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 ☐
WEAPON ☐
WEAPON ☐
WEAPON ☐
ARMOR ☐
ARMS ☐
FEET ☐
HANDS ☐
HEAD ☐
NECK ☐
RING ☐
RING ☐
WAIST ☐

***Daily Item Powers Per Day***

| | | |
|---|---|---|
| Heroic (1-10) | ☐ | Milestone ☐/☐/☐/☐ |
| Paragon (11-20) | ☐☐ | Milestone ☐/☐/☐/☐ |
| Epic (21-30) | ☐☐☐ | Milestone ☐/☐/☐/☐ |

## PERSONALITY TRAITS

## MANNERISMS AND APPEARANCE

## CHARACTER BACKGROUND

## COMPANIONS AND ALLIES

| NAME | NOTES |
|---|---|
| NAME | NOTES |
| NAME | NOTES |
| NAME | NOTES |
| NAME | NOTES |
| NAME | NOTES |
| NAME | NOTES |
| NAME | NOTES |

## OTHER EQUIPMENT

•Leather Armor- +2 AC

•Quarterstaff - 1d8 damage + 3 weapon prof.

•Longsword- 1d8 damage

## RITUALS

## SESSION AND CAMPAIGN NOTES

## COINS AND OTHER WEALTH

| | | | |
|---|---|---|---|
| 55 gp | | | |

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