Dungeons & Dragons

Character Name: Aramil | Level: 1 | Race: eladrin | Gender: M | Alignment:

Class: Wizard | Paragon: | Destiny:

	Score	Mod
Str	10	0
Con	12	1
Dex	15	2
Int	18	4
Wis	16	3
Cha	11	0

		½ Level	Ability Mod	Armor Bonus	Misc Mod	Misc Mod	Shield Bonus
AC	10	10 +		2			
Fort	11	½ Level	Ability Mod	Class Bonus	Misc Mod	Misc Mod	
Ref	14	10 +					
Will	16	10 +		3		3	Shield Bonus

Resistances:

Saving Throw Bonuses: +5 vs charm.

Defense & Healing Notes:

HP 24 | Current HP: 20

Bloodied (½ HP): 12

Temporary HP:

Death Saves: ☐☐☐

Healing Surge 6 = ¼ HP + Misc Mod + Misc Mod

Surges/Day = Class Base + Con Mod + Bonus

☐ Second Wind

Surges Used:

Combat

Initiative 6 = ½ Level + Dex Mod 2 + Misc Mod 4

Speed = Base 6 - Armor Penalty + Misc Mod + Misc Mod

Vision: Low ligth

Basic Attack / Power ☐ At-Will ☐ Encounter ☐ Daily | Attack | vs | Defense | Damage

Action Points ☐ | Milestones ☐☐☐☐

Additional AP Effects:

Combat & Power Notes

Proficiency Lg Swd (Racial)

Weapons & Implements

Weapon / Implement	Range	Attack Mod	½ Level	Prof	Enh	Misc Mod	Misc Mod	Damage	Feat	Enh	Misc Mod	Properties / Notes

Skills

Passive Insight 13 | Passive Perception 13

	Skill Mod	½ Level	Ability Mod	Trained	Racial Mod	Misc Mod	Armor Penalty
Acrobatics (Dex)	2						
Arcana (Int) X	7		4	1	2		
Athletics (Str)	0						
Bluff (Cha)	0						
Diplomacy (Cha)	0						
Dungeoneering (Wis)	3						
Endurance (Con)	1						
Heal (Wis)	3						
History (Int)	6				2		
Insight (Wis) X	4		3	1			
Intimidate (Cha)	0						
Nature (Wis) X	4		3	1			
Perception (Wis)	3						
Religion (Int) X	4		3	1			
Stealth (Dex)	2						
Streetwise (Cha)	0						
Thievery (Dex)	2						