

Heinrich
 Character Name

4
 Level

Human
 Race

Male
 Gender

Unaligned
 Alignment

Blonde
 Hair

Hazel
 Eyes

5' 10"
 Height

160
 Weight

Medium
 Size

None
 Dietary

Class **Wizard**
 Paragon
 Epic Destiny



	Score	Mod
STR	8	-1
CON	13	+1
DEX	16	+3
INT	20	+5
WIS	14	+2
CHA	8	-1

AC	17	=	10+	1/2 lvl	Abil	Armor	Misc	Misc	Shield
				2	5	0			

Fort	14	=	10+	1/2 lvl	Abil	Class	Misc	Misc	Shield
				2	1	0	1		

Ref	18	=	10+	1/2 lvl	Abil	Class	Misc	Misc	Shield
				2	5	0	1		

Will	17	=	10+	1/2 lvl	Abil	Class	Misc	Misc	Shield
				2	2	2	1		

Resistances
 Saving Throw Bonuses
 Defense & Healing Notes

HP 35	Current HP	Temp HP
Bloodied 17		
Healing Surges 7	Per Day	Class Con Bonus
Surge Heals 8	1/4 hp	Misc Misc
	Surges Used	



Combat
 Initiative **+5** = 2 + 3 +
 Speed **6** = 6 + - 0



Skills
 Passive Perception **19**
 Passive Insight **19**

Attack Power	Attack	AC	Damage	Effects & Notes	Freq
Force Pulse	+8 vs Ref	Ref	2d4+8	[Force] augmented by bracers	At Will
Flash Bomb	+8 vs Ref	Ref	1d6+6	[Fire] Burst 1	At Will
Sonic Boom	+8 vs Fort	Fort	1d6+7	[Thunder] push targets 1 square, blast 3	At Will
Arctic Blast	+8 vs Fort	Fort	2d8+7	[Cold] target dazed 1 round	Enc.
Shock Sphere	+8 vs Ref	Ref	2d8+7	[Lightning] burst 2	Enc.
Melf's Acid Arrow	+8 vs Ref	Ref	2d8+6	[Acid] splash 1d8+6. Ongoing 5 acid	Daily
Sleeping Gas	+8 vs Will	Will	0	Targets slowed, if fail save, asleep	Daily

Combat Notes
 "Wand" of Accuracy: 1/encounter, +Dex to hit

Action Points Milestones
 Additional AP Effects
 +3 to hit

Weapon / Implement	Range	Attack	Lvl	Abil	Prof	Enh	Feat	Misc	Damage	Abil	enh	feat	Misc	Properties / Notes
Utility Launcher +1 (wand)	varies	+8	2	5		1			X+6	5	1			Criticals: +1d6
		+2	2											
		+2	2											

	Total	=	1/2 lvl	+	Abil	+	Trained	+	Race	+	Misc	+	Armor
Acrobatics (Dex)	+5	=	2	+	3	+	<input type="checkbox"/>	+	0	+		+	0
Arcana (Int)	+12	=	2	+	5	+	<input checked="" type="checkbox"/>	+	0	+		+	
Athletics (Str)	+1	=	2	+	-1	+	<input type="checkbox"/>	+	0	+		+	0
Bluff (Cha)	+1	=	2	+	-1	+	<input type="checkbox"/>	+	0	+		+	
Diplomacy (Cha)	+1	=	2	+	-1	+	<input type="checkbox"/>	+	0	+		+	
Dungeoneering (Wis)	+9	=	2	+	2	+	<input checked="" type="checkbox"/>	+	0	+		+	
Endurance (Con)	+3	=	2	+	1	+	<input type="checkbox"/>	+	0	+		+	0
Heal (Wis)	+9	=	2	+	2	+	<input checked="" type="checkbox"/>	+	0	+		+	
History (Int)	+7	=	2	+	5	+	<input type="checkbox"/>	+	0	+		+	
Insight (Wis)	+9	=	2	+	2	+	<input checked="" type="checkbox"/>	+	0	+		+	
Intimidate (Cha)	+1	=	2	+	-1	+	<input type="checkbox"/>	+	0	+		+	
Nature (Wis)	+9	=	2	+	2	+	<input checked="" type="checkbox"/>	+	0	+		+	
Perception (Wi)	+9	=	2	+	2	+	<input checked="" type="checkbox"/>	+	0	+		+	
Religion (Int)	+7	=	2	+	5	+	<input type="checkbox"/>	+	0	+		+	
Stealth (Dex)	+5	=	2	+	3	+	<input type="checkbox"/>	+	0	+		+	0
Streetwise (Cha)	+1	=	2	+	-1	+	<input type="checkbox"/>	+	0	+		+	
Thievery (Dex)	+5	=	2	+	3	+	<input type="checkbox"/>	+	0	+		+	0
Science	+12	=	2	+	5	+	<input checked="" type="checkbox"/>	+		+		+	

