

HUMAN WIZARD

Name: _____ Gender: _____

As a human, you are decisive and rash. You are nothing if not adaptable. As a wizard, you channel arcane forces to exert control that hinders foes or blasts them into oblivion. Magic is your art form.

Hit Points 23 _____
Bloodied 11 Healing Surge 5 Surges Per Day 7
Initiative +6 _____ Action Points _____

DEFENSES

AC	Fortitude	Reflex	Will
14	12	15	15

ATTACKS

Melee Basic Attack: +2 (quarterstaff) Damage: 1d8
Ranged Basic Attack: +4 (magic missile) Damage: 2d4+4

RACIAL TRAITS

Height: 6'0" Weight: 180 lb. Size: Medium
Speed: 6 squares Vision: Normal
Languages: Common, Draconic Alignment: Good

Human Bonuses: One extra at-will power, feat, trained skill, +1 to Fortitude, Reflex, and Will defenses (already included).

AT-WILL POWERS

Magic Missile Wizard Attack 1

You launch a silvery bolt of force at an enemy.

At-Will ♦ Arcane, Force, Implement
Standard Action Ranged 20

Target: One creature

Attack: +4 vs. Reflex

Hit: 2d4 + 4 force damage.

Special: This power can be used to make ranged basic attacks.

Ray of Frost Wizard Attack 1

A blisteringly cold ray of white frost streaks to your target.

At-Will ♦ Arcane, Cold, Implement
Standard Action Ranged 10

Target: One creature

Attack: +4 vs. Fortitude

Hit: 1d6 + 4 cold damage, and the target is slowed until the end of your next turn.

Scorching Burst Wizard Attack 1

A vertical column of golden flames burns all within.

At-Will ♦ Arcane, Fire, Implement
Standard Action Area burst 1 within 10 squares

Target: Each creature in burst

Attack: +4 vs. Reflex

Hit: 1d6 + 4 fire damage.



CLASS FEATURES

Cantrips: You know a few minor spells that you can use as at-will powers.

Spellbook: Your spellbook holds an extra daily spell. After an extended rest, prepare one of those spells to use for the day. You know two daily spells, but you can only cast one per day.

Wand of Accuracy (Implement Mastery): Once per encounter as a free action, you gain a +2 bonus on a single attack roll against one target when using your wand.

ENCOUNTER POWER

Burning Hands Wizard Attack 1

A fierce burst of flame erupts from your hands and scorches nearby foes.

Encounter ♦ Arcane, Fire, Implement
Standard Action Close blast 5

Target: Each creature in blast

Attack: +4 vs. Reflex

Hit: 2d6 + 4 fire damage.

DAILY POWER

Acid Arrow Wizard Attack 1

A shimmering arrow of green, glowing liquid streaks to your target and bursts in a spray of sizzling acid.

Daily ♦ Acid, Arcane, Implement
Standard Action Ranged 20

Primary Target: One creature

Attack: +4 vs. Reflex

Hit: 2d8 + 4 acid damage, and ongoing 5 acid damage (save ends). Make a secondary attack.

Secondary Target: Each creature adjacent to the primary target

Secondary Attack: +4 vs. Reflex

Hit: 1d8 + 4 acid damage, and ongoing 5 acid damage (save ends).

Miss: Half damage, and ongoing 2 acid damage to primary target (save ends), and no secondary attack.

Sleep

Wizard Attack 1

You exert your will against your foes, seeking to overwhelm them with a tide of magical weariness.

Daily ♦ Arcane, Implement, Sleep

Standard Action Area burst 2 within 20 squares

Target: Each creature in burst

Attack: +4 vs. Will

Hit: The target is slowed (save ends). If the target fails its first saving throw, the target falls asleep (save ends).

Miss: The target is slowed (save ends).

CANTRIPS

Ghost Sound

Wizard Cantrip

With a wink, you create an illusory sound that emanates from somewhere close by.

At-Will ♦ Arcane, Illusion

Standard Action Ranged 10

Target: One object or unoccupied square

Effect: You cause a sound as quiet as a whisper or as loud as a yelling or fighting creature to emanate from the target. You can produce nonvocal sounds such as the ringing of a sword blow, jingling armor, or scraping stone. If you whisper, you can whisper quietly enough that only creatures adjacent to the target can hear your words.

Light

Wizard Cantrip

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 space.

At-Will ♦ Arcane

Minor Action Ranged 5

Target: One object or unoccupied square

Effect: You cause the target to shed bright light. The light fills the target's square and all squares within 4 squares of it. The light lasts for 5 minutes. Putting out the light is a free action.

Special: You can have only one *light* cantrip active at a time. If you create a new light, your previously cast light winks out.

Ability Scores	Check Modifier
Str 11	+0
Con 13	+1
Dex 14	+2

Ability Scores	Check Modifier
Int 18	+4
Wis 12	+1
Cha 10	+0

FEATS

Action Surge: You gain a +3 bonus to attack rolls you make during any action you gained by spending an action point.

Improved Initiative: You gain a +4 bonus to initiative checks (already included).

GEAR

Armor: None.

Weapon: Quarterstaff, wand.

Adventurer's Kit: This kit includes: a backpack, a bedroll, flint and steel, a belt pouch, two sunrods, ten days worth of trail rations, 50 feet of hempen rope, and a waterskin.

Spellbook

Gold: 23 gp

Skills (Ability)	Trained?	Modifier
Acrobatics (Dex)		+2
Arcana (Int)	Yes	+9
Athletics (Str)		+0
Bluff (Cha)		+0
Diplomacy (Cha)		+0
Dungeoneering (Wis)	Yes	+6
Endurance (Con)		+1
Heal (Wis)		+1
History (Int)	Yes	+9
Insight (Wis)		+1
Intimidate (Cha)		+0
Nature (Wis)	Yes	+6
Perception (Wis)		+1
Religion (Int)	Yes	+9
Stealth (Dex)		+2
Streetwise (Cha)		+0
Thievery (Dex)		+2

2ND LEVEL

At 2nd level, you gain the following:

Hit Points: Increase to 27 **Bloodied:** Increase to 13

Healing Surge: Increase to 6

Level Modifier: Because your new level is an even number, everything that includes one-half your level gets better. Increase your attacks, defenses, initiative, and skill check modifiers by 1 point.

Feat: Human Perseverance: You gain a +1 bonus to saving throws.

Expeditious Retreat

Wizard Utility 2

Your form blurs as you hastily withdraw from the battlefield.

Daily ♦ Arcane

Move Action Personal

Effect: Shift up to twice your speed.

3RD LEVEL

At 3rd level, you gain the following:

Hit Points: Increase to 31 **Bloodied:** Increase to 15

Healing Surge: Increase to 7

Fire Shroud

Wizard Attack 3

With a subtle gesture, you wreath nearby enemies in flames.

Encounter ♦ Arcane, Fire, Implement

Standard Action Close burst 3

Target: Each enemy in burst

Attack: +5 vs. Fortitude

Hit: 1d8 + 4 fire damage, and ongoing 5 fire damage (save ends).