

Initiative: **0**
Action Points: 1
Max Hit Points: 26hp
Bloodied: 13hp
Healing: 6hp
Surges: 6/day
2nd Wind: 1/encounter

AC: **15** (+5 int)
Fort: **10**
Ref: **15** (+5 int)
Will: **15** (+2 wis, +1 race, +2 class)
+5 vs charm

+0 Str: 10
+0 Con: 11
+0 Dex: 10 (+2 race)
+5 Int: 20 (+2 race)
+2 Wis: 14
+0 Cha: 10

Movement: **6**
Vision: Lowlight
Passive Insight: **17** (+7 insight)
Passive Perception: **12** (+2 perception)

Skills:
0 Acrobatics dex
+12 Arcana int (+2 race, +5 trnd)
0 Athletics str
0 Bluff cha
0 Diplomacy cha
+2 Dungeoneering wis
0 Endurance con
+2 Heal wis
+12 History int (+2 race, +5 trnd)
+7 Insight wis (+5 trnd)
0 Intimidate cha
+7 Nature wis (+5 trnd)
+2 Perception wis
+10 Religion int (+5 trnd)
0 Stealth dex
0 Streetwise cha
0 Thievery dex
Languages: Common, Elven.
Proficiencies: cloth armor, dagger, quarterstaff, longsword

Name: -
Level: 1
XP: 0
Race: Eladrin
Class: War Wizard
Size: Medium
Age: 40
Stats: 6'1", 130lbs
Alignment: Good
Deity: Corellon

Gold: 68 Silver: 10

Equipment: 46lbs out of 100lbs
-Cloth Armor. 4lbs
-Longsword. 4lbs
-Orb. 2lbs
-Spellbook. 3lbs.
-SAK: 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. 33lbs

Race & Class Features:

Trance: You can spend 4 hours in this state to gain the benefits of a 6 hour extended rest. You are fully aware of your surroundings and notice approaching enemies and other events as normal.

Arcane Implement Mastery:

Orb of Imposition: Once per encounter as a free action, you gain one of the following:
1.) You can designate one creature you have cast a wizard spell upon that has an effect that lasts until the subject succeeds on a saving throw. That creature takes a penalty to its saving throws against that effect equal to your Wisdom modifier (+2).
2.) You can extend the duration of an effect created by a wizard at-will spell that would otherwise end at the end of your turn. Instead it ends at the end of your next turn.

Spellbook: 5 of 128 pages.

Your spellbook holds your daily and utility spells. You begin knowing two daily spells, one of which you can use on any given day. Each time you gain a level that lets you select a daily spell or a utility spell, choose two different daily spells or utility spells of that level to add to your book. After an extended rest, you prepare a number of daily and utility spells according to what you can cast per day. You can't prepare the same spell twice. Each spell takes up 1 page. A ritual takes pages equal to its level.

Feats: Toughness

"Dazed"

-You grant combat advantage.
-You can take either a standard action, a move action, or a minor action on your turn (you can also take free actions). You can't take immediate actions or OAs.
-You can't flank an enemy.

"Combat Advantage"

You gain a +2 bonus to your attack roll.

AT WILL POWERS:

Magic Missile: Arcane, Force, Implement
Standard Action Ranged 20
Target: One creature
Attack: Intelligence vs. Reflex
Hit: 2d4+5 (int) force damage.
Special: This power counts as a ranged basic attack.

Thunderwave: Arcane, Implement, Thunder
Standard Action Close blast 3
Target: Each creature in blast
Attack: Intelligence vs. Fortitude
Hit: 1d6+5 (int) thunder damage, and you push the target 2 squares (wis).

Basic Melee Attack: Longsword +3, 1d8+1.

ENCOUNTER POWERS:

Fey Step: Move Action, Personal
Effect: Teleport up to 5 squares.
-You have to be able to see your destination.
-It doesn't provoke opportunity attacks.
-Destination must be a space you can occupy without squeezing.
-Being immobilized doesn't prevent you from teleporting.

Chill Strike: Arcane, Cold, Implement
Standard Action, Ranged 10
Target: One creature
Attack: Intelligence vs. Fortitude
Hit: 2d8+5 (int) cold damage, and the target is dazed until the end of your next turn.

DAILY POWERS:

Flaming Sphere:
Arcane, Conjuration, Fire, Implement
Standard Action Ranged 10
Target: One creature adjacent to the sphere
Attack: Intelligence vs. Reflex
Hit: 2d6+5 (int) fire damage.
Effect: You conjure a Medium flaming sphere in an unoccupied square within range, and the sphere attacks an adjacent creature. Any creature that starts its turn next to the flaming sphere takes 1d4+5 (int) fire damage. As a move action, you can move the sphere up to 6 squares.
Sustain Minor: You can sustain this power until the end of the encounter. As a standard action, you can attack again with the sphere.

Sleep: Arcane, Implement, Sleep
Standard Action, Area burst 2 within 20
Target: Each creature in burst
Attack: Intelligence vs. Will
Hit: The target is slowed (save ends). If the target fails its first saving throw against this power, the target becomes unconscious (save ends).
Miss: The target is slowed (save ends).

RITUALS:

Tenser's Floating Disk

Casting Time: 10 minutes

Duration: 24 hours

Component Cost: 10 gp

Arcana Check / Maximum Load:

9 or lower 250 pounds

10–24 500 pounds

25–39 1,000 pounds

40 or higher 2,000 pounds

You create a slightly concave, circular plane of force that floats a foot off the ground and can carry what you lay upon it. The disk is 3 feet in diameter and 1 inch deep at its center. It remains stationary unless you move more than 5 squares away from it, in which case it moves with your base speed once per round until it is within 5 squares of you. You can command the disk to move up to your speed as a move action. If you are more than 5 squares from the disk for 2 consecutive rounds, the disk disappears, dropping whatever it was carrying.

Gentle Repose

Casting Time: 1 hour

Component Cost: 10 gp

This ritual is performed on an adjacent corpse. It quintuples the time the corpse can lie dead and still be affected by Raise Dead or a similar ritual. Gentle Repose also protects the corpse from being raised as an undead creature for 150 days.

Comprehend Language

Time: 10 minutes

Duration: 24 hours

Component Cost: 10 gp

When beginning the ritual, choose a language you have heard or a piece of writing you have seen within the past 24 hours. Using this ritual on a language you have heard allows you to understand it when spoken for the next 24 hours and, if your Arcana check result is 35 or higher, to speak the language fluently for the duration. Using this ritual on a language you have seen as a piece of writing allows you to read the language for the next 24 hours and, if your Arcana check result is 35 or higher, to write the language in its native script or in any other script you know for the duration. Using this ritual on a language you have both heard and seen as a piece of writing within the past 24 hours allows you to understand it in both forms for the next 24 hours, and an Arcana check result of 35 or higher allows you to speak and write it.

AT WILL CANTRIPS:

Ghost Sound: 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.

They may be nonvocal. You can whisper quietly enough that only creatures adjacent to the target can hear your words.

Light: Arcane

Minor Action, Ranged 5

Target: One object or unoccupied square

Effect: You cause the target to shed bright light within 4 squares of it for 5 minutes.

Putting out the light is a free action.

Creating a new light ends the first.

Mage Hand: Arcane, Conjunction

Minor Action, Ranged 5

Effect: You conjure a spectral, floating hand in an unoccupied square. The hand picks up, moves, or manipulates an adjacent object weighing 20 pounds or less and carries it up to 5 squares. The hand can move any held object into a pack, a sheath, etc, and simultaneously move any object carried into your hand. As a move action, you move the hand up to 5 squares. As a free action, you cause the hand to drop an object, as a minor action, you cause the hand to use an object. Sustain Minor: You sustain it indefinitely. Special: Only one hand at a time.

Prestidigitation: Arcane

Standard Action, Ranged 2

-Move up to 1 pound of material.

-Create a harmless sensory effect: a shower of sparks, a puff of wind, or a strong odor.

-Color, clean, or soil items in 1 cubic foot for up to 1 hour.

-Instantly light (or snuff out) a candle, a torch, or a small campfire.

-Chill, warm, or flavor up to 1 pound of nonliving material for up to 1 hour.

-Make a small mark or symbol appear on a surface for up to 1 hour.

-Produce out of nothing a small item/image that exists until the end of your next turn.

-Make a small, handheld item invisible until the end of your next turn.

Special: It and nothing created by it can deal damage, serve as a weapon or a tool, or hinder another creature's actions. You can't duplicate effects of any power. Up to three effects can active at one time are possible.