

Human Wizard

Eleanor "Granma" Firbin

Female

"The trouble with today's youth is that they don't respect their elders. The trouble with youth in the past is that they grew into opinionated elders like me."

Hit Points 20

Bloodied 10

Healing Surge 5

Surges Per Day 6

Initiative: + 1

Defenses

AC

Fortitude

Reflex

Will

17

11

16

14

Basic Attacks

Melee (Dagger): +2 **Damage:** 1d4-1

Ranged (Magic Missile): +5 **Damage:** 2d4+5

Racial Traits

Height: 5'6" **Weight:** 135 lb. **Size:** Medium

Speed: 6 squares **Vision:** Low-light

Languages: Common, Giant

Alignment: Good

Class Features

Arcane Implement Mastery: Wand of Accuracy

Cantrips: You can use the ghost sound, light, mage hand and prestidigitation cantrips as at-will powers.

Spellbook: You possess a spellbook in which you store your rituals and your daily and utility spells.

Feat

Armor Proficiency (Leather Armor)

Initiate of the Faith: You can use healing word once per day. You can use a cleric implement when using cleric powers.

Skills

Acrobatics (Dex)	+1
Arcana (Int)*	+10
Athletics (Str)	-1
Bluff (Cha)	+0
Diplomacy (Cha)	+0
Dungeoneering (Wis)*	+6
Endurance (Con)	+0
Heal (Wis)	+1
History (Int)*	+10
Insight (Wis)	+1
Intimidate (Cha)	+0
Nature (Wis)*	+6
Perception (Wis)	+1

Religion (Int)*	+10
Stealth (Dex)	+1
Streetwise (Cha)	+4
Thievery (Dex)	+1
*trained skill	

Spellbook

Sleep (Wizard Attack 1)

Animal Messenger (Ritual 1)

Comprehend Languages (Ritual 1)

Tenser's Floating Disk (Ritual 1)

Mundane Gear

Leather Armor

Dagger

Standard Adventurer's Kit (backpack, bedroll, flint and steel, belt pouch, trail rations (10), 50' hempen rope, sunrods(2), waterskin)

Spellbook

Alchemical Reagents 30gp

11 gold pieces

Ability Scores

Strength	8	-1
Constitution	10	+0
Dexterity	13	+1
Intelligence	20	+5
Wisdom	13	+1
Charisma	10	+0

At-Will Powers

Ghost Sound (Wizard Cantrip)

You release an imperceptible butterfly that creates a sound where it lands nearby.

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 non-vocal 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)

You cause a brightly glowing butterfly 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.

Mage Hand (Wizard Cantrip)

You gesture towards an object nearby and a small swarm of brilliant butterflies lift the object into the air and moves it where you wish.

At-Will * Arcane, Conjunction

Minor Action **Ranged 5**

Effect: You conjure a swarm of butterflies in an unoccupied square within range. The swarm picks up, moves, or manipulates an adjacent object weighing 20 pounds or less and carries it up to 5 squares. If you are holding the object when you use this power, the swarm can move the object into a pack, a pouch, a sheath, or a similar container and simultaneously move any one object carried or worn anywhere on your body into your hand.

As a move action, you can move the swarm up to 5 squares. As a free action, you can cause the swarm to drop an object it is holding, and as a minor action, you can cause the swarm to pick up or manipulate a different object.

Sustain Minor: You can sustain the swarm indefinitely.

Special: You can create only one swarm at a time.

Prestidigitation (Wizard Cantrip)

You perform an amusing magical trick (preferably involving butterflies), such as creating a dancing wisp of light, freshening a wilting flower, making a coin invisible, or warming a cold drink.

At-Will * Arcane

Standard Action **Ranged 2**

Effect: Use this cantrip to accomplish a minor, magical effect. Nothing you create with this cantrip can deal damage, serve as a weapon or a tool, or hinder another creature's actions. This cantrip cannot duplicate the effect of any other power.

Special: You can have as many as three prestidigitation effects active at one time.

Magic Missile (Wizard Attack 1)

You launch a silvery, butterfly shaped bolt of force at an enemy.

At-Will * Arcane, Force, Implement

Standard Action **Ranged 20**

Target: One creature

Attack: +5 vs. Reflex

Hit: 2d4 + 5 force damage.

Special: This power counts as a ranged basic attack.

Scorching Burst (Wizard Attack 1)

A vertical column of golden flaming butterflies appear and burn all within.

At-Will * Arcane, Fire, Implement

Standard Action **Area** burst 1 within 10 squares

Target: Each creature in burst

Attack: +5 vs. Reflex

Hit: 1d6 + 5 fire damage.

Thunderwave (Wizard Attack 1)

Giant butterfly wings appear in front of you and clap together with a loud boom of sonic power.

At-Will * Arcane, Implement, Thunder

Standard Action **Close** blast 3

Target: Each creature in burst

Attack: +5 vs. Fortitude

Hit: 1d6 + 5 thunder damage, and you push the target 1 square.

Encounter Powers

Force Orb (Wizard Class Feature)

You hurl a swarm of butterflies composed of magical force at an enemy. It bursts against the target and throws off individual butterflies of force that cut nearby enemies to ribbons.

Encounter * Arcane, Force, Implement

Standard Action **Ranged 20**

Primary Target: One creature or object

Attack: +5 vs. Reflex

Hit: 2d8 + 5 force damage. Make a secondary attack.

Secondary Target: Each enemy adjacent to the primary target

Secondary Attack: +5 vs. Reflex

Hit: 1d10 + 5 force damage.

Daily Power

Flaming Sphere (Wizard Attack 1)

You conjure a rolling swarm of flaming butterflies and control where it goes.

Daily * Arcane, Conjunction, Fire, Implement

Standard Action **Ranged 10**

Target: One creature adjacent to the flaming sphere

Attack: +5 vs. Reflex

Hit: 2d6 + 5 fire damage.

Effect: You conjure a Medium swarm of flaming butterflies in an unoccupied square within range, and the swarm attacks an adjacent creature. Any creature that starts its turn next to the flaming sphere takes 1d4

+ 5 fire damage. As a move action, you can move the swarm up to 6 squares.

Sustain Minor: You can sustain this power until the end of the encounter. As a standard action, you can make another attack with the swarm.

Healing Word (Cleric Feature)
You whisper a brief prayer as you release a golden butterfly that imparts healing energy as it lands on your target.

Daily * Divine, Healing
Minor Action Close burst 5
Target: You or one ally
Effect: The target can spend a healing surge and regain an additional 1d6 hit points.

Spellbook
Sleep (Wizard Attack 1) – Alternate Daily
You release a swarm of dark butterflies which sap the energy of those they land on, overwhelming 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: +5 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).

Animal Messenger
You whisper to the animal before you, and it bounds off in the direction you point to carry your message.

Level: 1
Category: Exploration
Time: 10 minutes
Duration: Special
Component Cost: 10 gp
Market Price: 50 gp
Key Skill: Nature

You target a non-hostile Tiny animal, such as a butterfly, a sparrow, a raven, a fox, or a carp. The animal must remain within 5 squares of you for the time necessary to perform the ritual. Once the ritual is complete, you whisper a message of up to 25 words to the animal and name a recipient and a location. The animal bounds off toward the location, in search of the recipient. The animal avoids danger along its path. Upon finding the recipient, the animal approaches until it is adjacent to the recipient, and then your whisper issues from the animal’s mouth, conveying the message.

When the animal delivers its message or the ritual’s duration ends, your influence ends and the animal reverts to its natural behavior.

Your Nature check determines how long the animal is affected by the ritual.

19 or lower	6 hours
20–29	12 hours
30–39	18 hours
40 or higher	24 hours

Comprehend Language
As you finish the ritual, the guttural language of the creatures before you clarifies into something you understand.

Level: 1
Category: Exploration
Time: 10 minutes
Duration: 24 hours
Component Cost: 10 gp
Market Price: 50 gp
Key Skill: Arcana

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 the language.

Tenser’s Floating Disk
Level: 1
Category: Exploration
Time: 10 minutes
Duration: 24 hours
Component Cost: 10 gp
Market Price: 50 gp
Key Skill: Arcana

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.

Your Arcana check result determines the maximum load the disk can carry.

9 or lower	250 pounds
10–24	500 pounds
25–39	1,000 pounds
40 or higher	2,000 pounds