

# Jerard

Wizard 1

## 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:** Intelligence vs. Reflex

**Hit:** 2d4 + Intelligence modifier force damage.

## 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:** Intelligence vs. Fortitude

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

## Thunderwave

Wizard Attack 1

*You create a whip-crack of sonic power that lashes up from the ground.*

**At-Will ♦ Arcane, Implement, Thunder**

**Standard Action** **Close blast 3**

**Target:** Each creature in blast

**Attack:** Intelligence vs. Fortitude

**Hit:** 1d6 + Intelligence modifier thunder damage and you push the target a number of squares equal to your Wisdom modifier.

## Force Orb

Wizard Attack 1

*You hurl an orb of magical force at an enemy. It burst against the target and throws off razor-sharp shards of force that cut nearby enemies to ribbons.*

**Encounter ♦ Arcane, Force, Implement**

**Standard Action** **Ranged 20**

**Target:** One creature or object

**Attack:** Intelligence vs. Reflex

**Hit:** 2d8 + Intelligence modifier force damage. Make a secondary attack.

**Secondary Target:** Each enemy adjacent to the primary target

**Secondary Attack:** Intelligence vs. Reflex

**Hit:** 1d10 + Intelligence modifier force damage.

## Flaming Sphere

Wizard Attack 1

*You conjure a rolling ball of fire and control where it goes.*

**Daily ♦ Arcane, Conjunction, Fire, Implement**

**Standard Action** **Ranged 10**

**Target:** One creature adjacent to the flaming sphere

**Attack:** Intelligence vs. Reflex

**Hit:** 2d6 + Intelligence modifier 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 + Intelligence modifier 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 make another attack with the sphere.

## 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:** Intelligence vs. Will

**Hit:** The target is slowed (save ends). If the target fails its first saving throw against this power, the target falls unconscious (save ends).

**Miss:** The target is slowed (save ends).