

# 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      **Current HP:** \_\_\_\_\_  
**Bloodied:** 11      **Healing Surge:** 5      **Surges Per Day:** 7  
**Initiative:** +6      **Second Wind** ☐      **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:** Lawful 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 blisteringly cold ray of white frost streaks to your target.*

**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.



## ENCOUNTER POWERS

**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 POWERS

**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.

## 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.

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 Sounds

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 non-vocal sounds such as the ringing of a sword blow, jingling armor, or scraping stone. If you 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	Int	18	+4
Con	13	+1	Wis	12	+1
Dex	14	+2	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, 50ft 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

2<sup>ND</sup> LEVEL

At 2<sup>nd</sup> 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.

3<sup>RD</sup> LEVEL

At 3<sup>rd</sup> 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

**Attacks:** +5 vs. Fortitude

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