



NEXT LEVEL: Choose a feat

Arcane Familiar: gain a wizard's familiar

Clever Control: If you hit only one creature with a close/area spell deal +1d6 damage

Enlarge Spell: take -2 damage to each die rolled to increase size of burst/blast spell

Expanded Spellbook: Choose from more daily spells when you take an extended rest

Far Spell: Increase range of spells by 2-5 squares

Implement Focus: +1 damage

Improved Defenses: +1 AC/Reflex/Fortitude/Will

Unarmored Agility: +2 AC

War Wizard's Staff: When you use a close burst/close blast spell, slide one adjacent ally to any square next to you before the attack

White Lotus Riposte: When an enemy you hit with an at-will spell attacks you before the start of your next turn, they take 5 damage

Wild Talent: Gain 3 psionic cantrips like sensing eye, psionic image, and thought projection

Equipment

Accurate Magic Staff +1
Spellbook
Dagger
Adventurer's Kit
10 gold

Name

Human Mage

Level 3

ABILITIES

8 Strength (+0)
12 Constitution (+2)
11 Dexterity (+1)
20 Intelligence (+6)
13 Wisdom (+2)
10 Charisma (+1)

SKILLS

+11 Arcana
+11 Religion
+7 Dungeoneering
+7 Insight
+7 Nature
+6 History
+2 Endurance
+2 Heal
+2 Perception
+2 Bluff, Diplomacy, Intimidate, Streetwise
+1 Acrobatics, Stealth, Thievery
+0 Athletics

Languages: Common, Elven

DEFENSES

16 AC
13 Fortitude
17 Reflex
17 Will

COMBAT

Initiative +1
Speed 6
Critical Hit +1d6

HIT POINTS

38

Healing Surges

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Healing value: 9 hp

CONDITIONS

Death Saves □□□

Evoker Re-roll single damage die result of '1' (per attack)

Staff Expertise Spells don't provoke opportunity attacks

☐ **Understand Language** Choose a language you've heard or seen in the past 24 hours. Until the end of the encounter you can read and understand that language.

Feats

Iron Will
Staff Expertise
Superior Implement Training

Spellbook

Each extended rest prepare spells from your spellbook. When a certain level lists multiple spells with a check box (☐), choose one of those spells you prepare for that day.

↗ ranged

↩ close blast

⦿ close burst

✱ area burst

AT-WILL SPELLS

Scorching Burst ✱ 1 within 10

Attack: +9 vs. Reflex (everyone)

Hit: 1d6+6 fire

Magic Missile ⦿ 20

Auto-Hit: 8 force (one target)

Thunder Wave ↩ 3

Attack: +9 vs. Fortitude (everyone)

Hit: 1d6+6 thunder and push 1

Storm Pillar ↗ 10

Effect: Conjure storm pillar in an unoccupied square until the end of your next turn. Enemies that move adjacent to the pillar on their turn take 1d6+6 lightning.

CANTRIPS

Light ↗ 5

Minor: Object or space sheds bright light radius 4 for the encounter.

Mage Hand ↗ 5

Minor: Conjure mage hand in empty square; it can (**minor**) pick up an object < 20 lbs & (**move**) 4 squares. **Sustain Minor:** The hand persists.

Prestidigitation ↗ 2

Standard: Create harmless sensory effect, light or snuff out small fire, make small mark, create a small item or make it invisible for 1 round. Max of 3 effects lasting 1 hour.

2ND LEVEL UTILITY SPELLS

Shield ☐

Interrupt: Gain +4 AC and Reflex until the end of your next turn.

Float ☐

Minor: Hover 6" above ground until end of the encounter, ignore terrain restrictions/water, bypass pressure-sensitive traps, and tremorsense.

1ST LEVEL ENCOUNTER SPELLS

Burning Hands ↩ 5 ☐

Attack: +9 vs. Reflex (everyone)

Hit: 2d6+6 fire

Miss: half damage

Force Orb ↗ 20 ☐

Attack: +9 vs. Reflex (one target)

Hit: 2d8+6 force and detonates on adjacent enemies: **Attack:** +9 vs. Reflex **Hit:** 1d10+6 force

3RD LEVEL ENCOUNTER SPELLS

Color Spray ↩ 5 ☐

Attack: +9 vs. Will (everyone)

Hit: 1d6+6 radiant, and dazed until the end of your next turn

Shock Sphere ✱ 2 within 10 ☐

Attack: +9 vs. Reflex (everyone)

Hit: 2d6+6 lightning

Miss: half damage

1ST LEVEL DAILY SPELLS

Arcane Whirlwind ✱ 2 within 10 ☐

Attack: +9 vs. Reflex (everyone)

Hit: 2d6+6 thunder and slide 1

Miss: half damage

Zone (sustain): **Minor** slide enemy 2; **Move** zone 6 squares

Sustain Minor: slide enemy 2

Flaming Sphere ↗ 10 ☐

Effect: Conjure a flaming sphere in an unoccupied square. Creatures ending next to sphere take 1d4+6 fire. **Move** the sphere 6 squares. Make the following attack when you conjure the sphere and as a **Standard** action on your turn.

Attack: +9 vs. Reflex

Hit: 2d6+6 fire

Sustain Minor: The sphere persists.