

Raniel Ineskendell

Sex: Male Age: 44 Race: Eladrin Class: Wizard Level: 1
 Alignment: Unaligned Size: Medium Deity: Corellon
 Languages: Common, Elven Exp: _____

Strength: 11 Armor Class: 12
 Constitution: 12 Fortitude Defense: 11
 Dexterity: 16 Reflex Defense: 14
 Intelligence: 18 Will Defense: 15
 Wisdom: 14 Initiative: +5
 Charisma: 8 Speed: 6

Hit Points: 22 healing Surge hP healed: 5
 Bloodied: 11 healing Surge/Day: □□□□□□



Saving Throw: 10

<i>Basic Attacks</i>	<i>Attack Bonus</i>	<i>Damage</i>	<i>Range</i>	<i>Properties</i>
Longsword	+3	1d8	Melee	Versatile

<i>At Will Powers</i>	<i>Weapon</i>	<i>Action</i>	<i>Attack Bonus</i>	<i>Damage</i>	<i>Range</i>
Magic Missile	Spell (Force)	Standard	+4 vs. Reflex	2d4+4	20
Effects: Can be used as a "ranged basic attack".					
Thunderwave	Spell (Thunder)	Standard	+4 vs. Fortitude	1d6+4	Close, Blast 3
Effects: Push the target a 2 squares.					

<i>Encounter Powers</i>	<i>Weapon</i>	<i>Action</i>	<i>Attack Bonus</i>	<i>Damage</i>	<i>Range</i>
Burning Hands	Spell (Fire)	Standard	+4 vs. Reflex	2d6+4	Close, Blast 5

<i>Encounter Powers</i>	<i>Weapon</i>	<i>Action</i>	<i>Attack Bonus</i>	<i>Damage</i>	<i>Range</i>
Sleep	Spell (Sleep)	Standard	+4 vs. Will	None	20
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).					

POWERS

Known At Will Powers

Ghost Sound (Cantrip) Light (Cantrip)
 Mage Hand (Cantrip) Prestidigitation (Cantrip)
 Magic Missile Thunderwave

Known Encounter Powers

☐ Fey Step ☐ Burning Hands

Known Daily Powers

___ ☐ Flaming Sphere
 ___ ☐ Sleep

Known Utility Powers

None

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Race and Class Features

Vision: Low-Light

Eladrin Education: You gain training in one additional skill selected from the skill list.

Eladrin Weapon Proficiency: You gain proficiency with the longsword.

Eladrin Will: You gain a +1 racial bonus to your Will defense. In addition, you gain a +5 racial bonus to saving throws against charm effects.

Fey Origin: Your ancestors were native to the Feywild, so you are considered a fey creature for the purpose of effects that relate to creature origin.

Trance: Rather than sleep, eladrin enter a meditative state known as trance. You need to spend 4 hours in this state to gain the same benefits other races gain from taking a 6-hour extended rest. While in a trance, you are fully aware of your surroundings and notice approaching enemies and other events as normal.

Fey Step: You can use *fey step* as an encounter power.

Wand of Accuracy: Once per encounter as a free action, you gain a bonus to a single attack roll equal to your Dexterity modifier. You must wield your wand to benefit from this feature. This form of mastery is good for war wizards because it helps increase their accuracy with damaging powers.

Cantrips: Cantrips are minor spells you gain at 1st level. You can use the *ghost sound*, *light*, *mage hand*, and *prestidigitation* cantrips as at-will powers.

Ritual Casting: You gain the Ritual Caster feat (page 200) as a bonus feat, allowing you to use magical rituals (see Chapter 10).

Spellbook: You possess a spellbook, a book full of mystic lore in which you store your rituals and your daily and utility spells. See page 158 for more details.

Mastered Rituals

Ritual	Level	Cost	Time	Page
Animal Messenger	1	10gp	10min	300
Tenser's Floating Disk	1	10gp	10min	312
Comprehend Language	1	10gp	10min	302

FEATS

Ritual Casting

Benefit: You can master and perform rituals of your level and lower.

Quick Draw

Benefit: You can draw a weapon (or an object stored in a belt pouch, bandolier, or similar container, such as a potion) as part of the same action used to attack with the weapon or use the object.

You also gain a +2 feat bonus to initiative checks.

SKILLS

Skill	Trained?	Total
Passive Insight		17
Passive Perception		17
Acrobatics (Dex)		+3
Arcana (Int)	Yes	+11
Athletics (Str)		+0
Bluff (Cha)		-1
Diplomacy (Cha)		-1
Dungeoneering (Wis)	Yes	+7
Endurance (Con)		+1
Heal (Wis)		+2
History (Int)	Yes	+11
Insight (Wis)	Yes	+7
Intimidate (Cha)		-1
Nature (Wis)		+2
Perception (Wis)	Yes	+7
Religion (Int)		+4
Stealth (Dex)		+3
Streetwise (Cha)		-1
Thievery (Dex)		+3

Equipment / Treasure

Longsword, Cloth Armor, Dagger, Spellbook, Backpack, Bedroll, Flint & Steel, Belt Pouch x 2, Sunrod x 2, Trail Rations (10 days),

CP: GP: 18
SP: PP:

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At Will Powers

Ghost Sound 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 nonvocal 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

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.

Mage Hand Wizard Cantrip

You gesture toward an object nearby, and a spectral floating hand lifts the object into the air and moves it where you wish.

At-Will ♦ Arcane, Conjuration

Minor Action Ranged 5

Effect: You conjure a spectral, floating hand in an unoccupied square within range. The hand 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 hand 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 hand up to 5 squares. As a free action, you can cause the hand to drop an object it is holding, and as a minor action, you can cause the hand to pick up or manipulate a different object.

Sustain Minor: You can sustain the hand indefinitely.

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

Prestidigitation Wizard Cantrip

You perform an amusing magical trick, 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 one of the effects given below.

- ♦ Move up to 1 pound of material.
- ♦ Create a harmless sensory effect, such as a shower of sparks, a puff of wind, faint music, 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 nothingness a small item or image that exists until the end of your next turn.
- ♦ Make a small, handheld item invisible until the end of your next turn.

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 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.

Increase damage to 4d4 + Intelligence modifier at 21st level.

Special: This power counts as a ranged basic attack. When a power allows you to make a ranged basic attack, you can use this power.

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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.

Increase damage to 2d6 + Intelligence modifier at 21st level.

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 becomes unconscious (save ends).

Miss: The target is slowed (save ends).

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: Intelligence vs. Reflex

Hit: 2d6 + Intelligence modifier fire damage.

Fey Step

Eladrin Racial Power

With a step, you vanish from one place and appear in another.

Encounter ♦ Teleportation

Move Action Personal

Effect: Teleport up to 5 squares (see “Teleportation,” page 286).

Utility Powers

None

Daily Powers

Flaming Sphere

Wizard Attack 1

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

Daily ♦ Arcane, Conjuration, 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.