



JERISSE

FEMALE HUMAN WIZARD

LEVEL 3 GOOD



"My order doesn't accept failure. So we'll make a strategic withdrawal."

Ability Score	Value	Modifier		
STRENGTH	10	+0	ARMOR CLASS	16
CONSTITUTION	11	+0	FORTITUDE DEFENSE	13
DEXTERITY	8	-1	REFLEX DEFENSE	18
INTELLIGENCE	20	+5	WILL DEFENSE	17
WISDOM	14	+2	INITIATIVE	+0
CHARISMA	10	+0	SPEED (SQUARES)	6
			ACTION POINTS	1

HIT POINTS	29	HEALING SURGE HP HEALED	7	SECOND WIND	<input type="checkbox"/>
BLOODIED	14	HEALING SURGES/DAY	6	(Use second wind up to 1/encounter)	

<i>Current Hit Points</i>	<i>Current Surge Uses</i>
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Basic Attack Name	Attack Bonus	Damage	Range/Properties
Quarterstaff	+3 vs. AC	1d6	
Magic Missile	+7 vs. Reflex	2d4+6	20 squares, +1d6 critical

FEATS

- Action Surge (+3 to attacks when spending an action point)
- Burning Blizzard (already added)
- Skill Focus: Arcana (already added)

SKILLS (For skills not listed, bonus is 1 + ability modifier)

Passive Insight	13
Passive Perception	13
Arcana	+14
Diplomacy	+6
Dungeoneering	+11
History	+11
Insight	+3
Nature	+11
Perception	+3

SPELLS (Arcane Powers)

See back of character sheet.

EQUIPMENT

+1 orb of inevitable continuance (see back), +1 amulet of physical resolve (see back), quarterstaff, cloth armor, spellbook, backpack, bedroll, flint and steel, belt pouch, 2 sunrods, 10 days' trail rations, 50 ft. of hempen rope, waterskin

RACE AND CLASS FEATURES

- Arcane Implement Mastery: Orb of Imposition (once per encounter as a free action, either give a creature a -2 to saving throws made against one of your spells or extend the duration of your at-will spell that would otherwise end on your current turn to end at the end of your next turn)
- Cantrips (see back)
- Ritual Casting (can use rituals)
- Spellbook (when you begin the adventure, and after each extended rest, pick one of two daily spells - you can use that spell until you select again after an extended rest)
- Languages: Common and Draconic
- Normal Vision

Note: Some race and class features are already added into the character's statistics and are not listed on the sheet.

SPELLS (ARCANE POWERS)

At-Will Powers

Cloud of Daggers

Wizard Attack 1

You create a small cloud of whirling daggers of force that relentlessly attack creatures in the area.

At-Will ♦ Arcane, Force, Implement

Standard Action Area 1 square within 10 squares

Target: Each creature in square

Attack: +7 vs. Reflex

Hit: 1d6 + 6 force damage.

Effect: The power's area is filled with sharp daggers of force.

Any creature that enters the area or starts its turn there takes 2 force damage. The cloud remains in place until the end of your next turn. You can dispel it earlier as a minor action.

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.

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: +7 vs. Reflex

Hit: 2d4 + 6 force damage.

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.

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.

At-Will Powers (continued)

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, Conjunction, Force

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.

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: +7 vs. Fortitude

Hit: 1d6 + 7 cold damage, and the target is slowed until the end of your next turn.

Encounter Powers

Color Spray

Wizard Attack 3

A brilliant blast of flashing colors springs from your outstretched fingers, knocking nearby enemies senseless.

Encounter ♦ Arcane, Implement, Radiant

Standard Action Close blast 5

Target: Each creature in blast

Attack: +7 vs. Will

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

Ice Terrain

Wizard Attack 1

With frosty breath, you utter a single arcane word that creates a treacherous patch of ice on the ground, hampering your foes.

Encounter ♦ Arcane, Cold, Implement

Standard Action Area burst 1 within 10 squares

Target: Each creature in burst

Attack: +7 vs. Reflex

Hit: 1d6 + 7 cold damage, and the target is knocked prone.

Effect: The power's area is difficult terrain until the end of your next turn. You can end this effect as a minor action.

Shield

Wizard Utility 2

You throw up your hand, and a shield of arcane energy springs into existence, protecting you against imminent attacks.

Encounter ♦ Arcane, Force

Immediate Interrupt Personal

Trigger: You are hit by an attack

Effect: You gain a +4 power bonus to AC and Reflex defense until the end of your next turn.

Daily Powers (pick one)

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: +7 vs. Reflex

Hit: 2d8 + 7 acid damage, and ongoing 5 acid damage (save ends).
Make a secondary attack.

Secondary Target: Each creature adjacent to the primary target

Secondary Attack: +7 vs. Reflex

Hit: 1d8 + 7 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.

Freezing Cloud

Wizard Attack 1

A pellet shoots from your hand and explodes into a cloud of icy mist at the point of impact.

Daily ♦ Arcane, Cold, Implement

Standard Action Area burst 2 within 10 squares

Target: Each creature in burst

Attack: +7 vs. Fortitude

Hit: 1d8 + 7 cold damage.

Miss: Half damage.

Effect: The cloud lasts until the end of your next turn. Any creature that enters the cloud or starts its turn there is subject to another attack. You can dismiss the cloud as a minor action.

Magic Items

+1 Orb of Inevitable Continuance

Level 3

A sphere of gray crystal that appears as a ball of solid mist.

Enhancement: Attack rolls and damage rolls (already added)

Critical: +1d6 damage

Power (Daily): Minor Action. One of your powers that is due to end at the end of this turn instead lasts until the end of your next turn.

+1 Amulet of Physical Resolve

Level 2

This striking amulet wards you against effects that leave you physically debilitated.

Enhancement: Fortitude, Reflex, and Will (already added)

Property: Gain a +2 item bonus to saving throws against effects with the paralysis, poison, or weakness keyword.