



ALTHACA

FEMALE ELADRIN WIZARD

LEVEL 6 UNALIGNED

"Now you see me, now you don't."



Ability Score	Value	Modifier		
STRENGTH	10	+0	ARMOR CLASS	19
CONSTITUTION	14	+2	FORTITUDE DEFENSE	16
DEXTERITY	10	+0	REFLEX DEFENSE	19
INTELLIGENCE	20	+5	WILL DEFENSE	18
WISDOM	15	+2	INITIATIVE	+7
CHARISMA	10	+0	SPEED (SQUARES)	6

HIT POINTS	49	HEALING SURGE HP HEALED	12	SECOND WIND	<input type="checkbox"/>
BLOODIED	24	HEALING SURGES/DAY	8	(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
Longsword	+6 vs. AC	1d8	Heavy blade, Versatile (+1 damage when used two-handed)

FEATS

- Cantrips
- Ritual Caster
- Improved Initiative
- Toughness
- Burning Blizzard
- Expanded Spellbook

Passive Insight	15
Passive Perception	15

SKILLS

Arcana	+13
History	+13
Insight	+5
Nature	+10
Perception	+5
Religion	+13

RACE AND CLASS FEATURES

- Eladrin Will (see back)
- Trance (see back)
- Languages: Common and Elven
- Low-light Vision

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

EQUIPMENT

Longsword, orb, backpack, bedroll, flint and steel, belt pouch, 2 sunrods, 10 days' trail rations, 50 ft. of hempen rope, waterskin

MAGIC ITEMS

Amulet of Protection +2 Level 6

This light blue amulet increases your defenses.

Item Slot: Neck

Enhancement: Fortitude, Reflex and Will

Bloodthread Armor +1 Level 5

Eladrin master tailors magically weave threads of enchanted blood into the supple cloth used to create this robe or jacket.

Armor: Cloth

Enhancement: AC

Property: When you are bloodied, you gain a +2 item bonus to AC and saving throws.

Magic Orb +2 Level 6

A standard crystal orb, enchanted to channel arcane energy.

Implement: orb

Enhancement: +2 to attack rolls and damage rolls

Critical: +2d6 damage

CLASS & RACE FEATURES

Eladrin Will Race Feature

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 Step Race Feature

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).

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, Conjunction

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 similar container and simultaneously move any one object carried or worn anywhere on your body into your hand.

As a move action, you 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.

Orb of Imposition Class Feature

Once per encounter as a free action, you can use your orb to gain one of the following two effects.

You can designate one creature you have cast a wizard spell upon that has an effect that lasts until the subject succeeds on a saving throw. That creature takes a -2 penalty on its saving throws against that effect.

Alternately, you can choose to extend the duration of an effect created by a wizard at-will spell (such as *cloud of daggers* or *ray of frost*) that would otherwise end at the end of your turn. The effect instead ends at the end of your turn.

You must select an orb to use this ability. Control wizards select this form of mastery because it helps extend the duration of their control effects.

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.

SPELLS (ARCANES POWERS)

At-Will Spells

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

Special: You can move 2 squares before the attack.

Attack: +10 vs. AC

Hit: 2d4 + 5 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.

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: +10 vs. Fortitude

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

Encounter Spells

Icy Rays

Wizard Attack 3

You fire two bolts of brilliant blue-white energy. A thin path of frost appears on the ground below each one before fading away.

Encounter ♦ Arcane, Cold, Implement

Standard Action Ranged 10

Target: One or two creatures

Attack: +10 vs. Reflex, one per target

Hit: 1d10 + 6 cold damage and the target is immobilized until the end of your turn.

Icy 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: +10 vs. Reflex

Hit: 1d6 + 6 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.

Daily Spells

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

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Standard Action Area burst 2 within 10 squares

Target: Each creature in burst

Attack: +10 vs. Fortitude

Hit: 1d8 + 6 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.

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: +10 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).

Bigby's Icy Grasp

Wizard Attack 5

You conjure a giant floating hand made of chiseled ice that clutches foes and freezes them.

Daily ♦ Arcane, Cold, Conjuration, Implement

Standard Action Ranged 20

Effect: You conjure a 5-foot-tall hand of ice in an unoccupied square within range, and the hand attacks. As a move action, you can move the hand up to 6 squares.

Target: One creature adjacent to the hand

Attack: +10 vs. Reflex

Hit: 2d8 + 6 cold damage, and the hand grabs the target. If the target attempts to escape, the hand has a 15 Fortitude defense.

Sustain Minor: A target grabbed by the hand takes 1d8 + 6 cold damage when you sustain this power. As a standard action, you can attack another target with the hand, but it must release a target it has grabbed.

Web

Wizard Attack 5

You call into being a giant web made of thick magical strands that hang in midair, trapping those within it.

Daily ♦ Arcane, Implement, Zone

Standard Action Area burst 2 within 10 squares

Target: Each creature in burst

Attack: +10 vs. Reflex

Hit: The target is immobilized (save ends).

Effect: The burst creates a zone of webs that fills the area until the end of the encounter or for 5 minutes. The zone is considered difficult terrain. Any creature that ends its move in the web is immobilized (save ends).

Utility Spells

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.

Dimension Door

Wizard Utility 6

You trace the outline of a doorway in front of you, step through the portal, and reappear somewhere else nearby.

Daily ♦ Arcane, Teleportation

Move Action Personal

Effect: Teleport 10 squares. You can't take other creatures with you.

Rituals

Knock

Wizard Utility 2

A blue, glowing key appears in front of the door and disappears into it. The door glows amber for a moment and then unlocks.

Level: 4

Component Cost: 35 gp plus

Category: Exploration

1 healing surge

Time: 10 minutes

Market Price: 175 gp

Duration: Instantaneous

Key Skill: Arcana

The Knock ritual allows you to open a single locked door, chest, gate, or other object. It even works against portals sealed with the Arcane Lock ritual or doors secured with bolts or bars that are on the far side, out of reach. You must defeat all the closures on a locked object to unlock it. You make an Arcana check per lock, bar, Arcane Lock or similar closure. The object you unlock does not open automatically; you still must open it yourself after the ritual unlocks it.

Make an Arcana check with a +5 bonus in place of a Thievery check to open each lock or closure. (See the Thievery skill description, page 189, or example DCs.) To undo bolts, or bars you normally couldn't reach, you must succeed on a DC 20 Arcana check.

If you use this ritual successfully against a portal protected by Arcane Lock, you destroy the Arcane Lock and its effects end.

BACKGROUND

Magic is pure and precise. You have given your life over to its study and control. The Empire is disrupting your studies, with it taking control libraries, tomes and pieces of lore. Once the disruption is removed, your studies can continue. Unfortunately you must work with those who know little of magic.

Thorfin: The dwarf has given his life to revenge. You must take care that he defends you in battle for if he gives himself over to slaying the enemy he will leave you defenseless.

Adrie: The elf has given her life to money. She is carefree and unfocused.

Torinn: The dragonborn has given his life to honor. He is another who must defend you in battle and you must at least placate his concepts of honor while giving lip service to his faith in Pelor

Lamander: The human has given his life to helping. He has some understanding of magic, as he at least wields the magic of his god, Pelor.