



High Elf Wizard level 2

One Unique Thing: What sets you apart from all the rest?

Icon Relationships: 3 points to spend

	Ability	Modifier
STR	11	0
CON	12	1
DEX	13	1
INT	18	4
WIS	10	0
CHA	16	3

Armor Class	Physical Def.	Mental Def.
AC 13	PD 13	MD 17

Hit Points

HP	Current	/28	Max
----	---------	-----	-----

Recoveries

Current	/8	Max
---------	----	-----

Recovery Roll

2d6+1

Initiative: +3

Equipment: Spellbook, Staff, Dagger, Sling, Wizardry stuff, etc

Backgrounds: 8 points to spend on max. +5 in 1 skill

1st lvl: Magic Missile Feat
2nd lvl: Shocking Grasp Feat

Basic Melee Attack

Attack: +2 vs. AC
Hit: 2d6 Damage
Miss: -

Basic Ranged Attack

Attack: +3 vs. AC
Hit: 2d4+1 Damage
Miss: -

Magic Missile / At-Will

Ranged spell, auto-hit
Target: one enemy
Always: 2d4 force damage or 2 missiles (half dmg) to a target you chose before rolling dmg

Ray of Frost / At-Will

Ranged spell
Target: One nearby enemy
Attack: +6 vs. PD
Hit: 3d6 cold damage
Miss: 2

Shocking Grasp / At-Will

Close-quarters spell, Quick Action
Target: One creature engaged with you
Attack: +6 vs. PD
Hit: 1d4 lightning damage, and the target pops free from you. (no AoO)
Miss: You take damage equal to the target's level from botched feedback.

Acid Arrow / Daily

Ranged Spell
Targets: 1 creature
Attack: +6 vs. PD
Hit: 4d10 acid damage, and 5 ongoing acid damage.
Miss: 5 ongoing acid damage, and you regain the spell with a short rest after the battle

Utility / Daily

You can cast one of the following three utility spells each day (chosen when cast):

Disguise Self

Close-quarters Spell
Handles only appearance to begin with. No bigger or Smaller. Can not impersonate. Lasts 10 mins

Feather Fall

Close-quarters Spell - Free Action
Arrests your fall, lets you glide down the ground for a round or two.

Hold Portal

Ranged Spell
Cast on a sturdy door. For 10 mins, creatures can't get through the door without extraordinary resources.

High-blood Teleport

Once per battle as a move action, place yourself in a location you can see that is nearby your current location.

Charm Person / Daily

Ranged Spell
Target: 1 nearby creature with 40 hp or less
Special: Cannot be cast in combat or on a target that has rolled initiative to fight
Attack: +5 vs. Mental Defense
Hit: Target is friendly till hostile is taken. (Attacking their allies is fine)
Miss: No effect; spell is not detectible by most others unless you miss by 4 or roll a 1, in which case everyone knows what you tried and will usually be angry about it.

Abjuration

Whenever you cast a daily spell, you gain a +4 AC bonus until the end of your next turn.

Evocation

Once per battle when you cast a spell that targets PD, before rolling for number of targets or attacking, expend your quick action to *evoke*. Hit or miss, you'll max out the spell's damage dice.

Familiar

Animal of your choice. Ability: Scout - once per day it can separate from you and make a reconnaissance run.

Incremental Advances

Ability Score Bonus 4th / 7th / 10th level (+1 to 3 abilities)
Feat:
Hit Points:
Extra Magic Item
Power/Spell
Skills (+1)