High Elf Wizard level 2

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

<table>
<thead>
<tr>
<th>Ability</th>
<th>Modifier</th>
<th>Armor Class</th>
<th>Physical Def.</th>
<th>Mental Def.</th>
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<tbody>
<tr>
<td>STR</td>
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<td>CON</td>
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<td>DEX</td>
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<tr>
<td>CHA</td>
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Hit Points

HP: Current /28 Max
Recoveries

Current /8 Max
Recovery Roll

2d6+1

Initiative: +3

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

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)