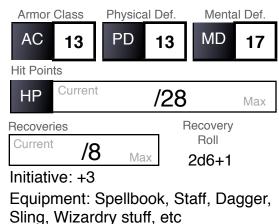
# High Elf Wizard level 2

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	
СНА	16	3	



Backgrounds: 8 points to spend on max. +5 in 1 skill 1st Ivl: Magic Missile Feat 2nd Ivl: 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

vou

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

**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

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