



High Elf Wizard level 2

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

Icon Relationships: 3 points to spend

	Ability	Modifier	Armor Class	Physical Def.	Mental Def.
STR	11	0	AC 12	PD 13	MD 17
CON	12	1	Hit Points		
DEX	13	1	HP Current /28 Max		
INT	18	4	Recoveries		
WIS	10	0	Current /8 Max		
CHA	16	3	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: 2d4 Damage
Miss: 2

Basic Ranged Attack



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

Magic Missile / At-Will



Ranged spell, auto-hit
Target: one nearby 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: +5 vs. PD
Hit: 4d8 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: Disguise Self / Daily



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

Utility: Feather Fall / Daily



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

Utility: Hold Portal / Daily



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.

Familiar - Owl



Owl (Flight, Talkative)

Vance's Polysyllabic Verbalizations



Change Spells names and get little Bonus.

Incremental Advances

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