

HUMAN WIZARD

Name: **Elara**

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As a human, you are decisive and rash. You are nothing if not adaptable. As a wizard, you channel arcane forces to exert control that hinders foes or blasts them into oblivion. Magic is your art form.

Hit Points 23
Bloodied 11 Healing Surge 5 Surges Per Day 7
Initiative +6 **Action Points** _____

DEFENSES	AC	Fortitude	Reflex	Will
	14	12	15	15

ATTACKS

Melee Basic Attack: +2 (quarterstaff) **Damage:** 1d8
Ranged Basic Attack: (magic missile)

RACIAL TRAITS

Height: 6'0" **Weight:** 180 lb. **Size:** Medium
Speed: 6 squares **Vision:** Normal
Languages: Common, Draconic **Alignment:** Good

Human Bonuses: One extra at-will power, feat, trained skill, +1 to Fortitude, Reflex, and Will defenses (already included).

AT-WILL POWERS

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

Effect: 2 + Intelligence modifier force damage.

Special: If the implement used with this power has an enhancement bonus, add that bonus to the damage. In addition, you can use this power as a ranged basic attack.

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: +4 vs. Fortitude

Hit: 1d6 + 4 cold damage, and the target is slowed until the end of your next turn.

Scorching Burst

Wizard Attack 1

A vertical column of golden flames burns all within.

At-Will ♦ Arcane, Fire, Implement

Standard Action Area burst 1 within 10 squares

Target: Each creature in burst

Attack: +4 vs. Reflex

Hit: 1d6 + 4 fire damage.



CLASS FEATURES

Cantrips: You know a few minor spells that you can use as at-will powers.

Spellbook: Your spellbook holds an extra daily spell. After an extended rest, prepare one of those spells to use for the day.

You know two daily spells, but you can only cast one per day.

Wand of Accuracy (Implement Mastery): Once per encounter as a free action, you gain a +2 bonus on a single attack roll against one target when using your wand.

ENCOUNTER POWER

Burning Hands

Wizard Attack 1

A fierce burst of flame erupts from your hands and scorches nearby foes.

Encounter ♦ Arcane, Fire, Implement Standard Action Close blast 5

Target: Each creature in blast

Attack: +4 vs. Reflex

Hit: 2d6 + 4 fire damage.

DAILY POWER

Acid Arrow

Wizard Attack 1

A shimmering arrow of green, glowing liquid streaks to your target and bursts in a spray of sizzling acid.

Daily ♦ Acid, Arcane, Implement

Standard Action Ranged 20

Primary Target: One creature

Attack: +4 vs. Reflex

Hit: 2d8 + 4 acid damage, and ongoing 5 acid damage (save ends). Make a secondary attack.

Secondary Target: Each creature adjacent to the primary target

Secondary Attack: +4 vs. Reflex

Hit: 1d8 + 4 acid damage, and ongoing 5 acid damage (save ends).

Miss: Half damage, and ongoing 2 acid damage to primary target (save ends), and no secondary attack.

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:** +4 vs. Will

Hit: The target is slowed (save ends). If the target fails its first saving throw, the target falls asleep (save ends).

Miss: The target is slowed (save ends).**CANTRIPS****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.

Ability Scores	Check Modifier
Str 11	+0
Con 13	+1
Dex 14	+2

Ability Scores	Check Modifier
Int 18	+4
Wis 12	+1
Cha 10	+0

FEATS

Action Surge: You gain a +3 bonus to attack rolls you make during any action you gained by spending an action point.

Improved Initiative: You gain a +4 bonus to initiative checks (already included).

GEAR**Armor:** None.**Weapon:** Quarterstaff, wand.

Adventurer's Kit: This kit includes: a backpack, a bedroll, flint and steel, a belt pouch, two sunrods, ten days worth of trail rations, 50 feet of hempen rope, and a waterskin.

Spellbook**Gold:** 23 gp

Skills (Ability)	Trained?	Modifier
Acrobatics (Dex)		+2
Arcana (Int)	Yes	+9
Athletics (Str)		+0
Bluff (Cha)		+0
Diplomacy (Cha)		+0
Dungeoneering (Wis)	Yes	+6
Endurance (Con)		+1
Heal (Wis)		+1
History (Int)	Yes	+9
Insight (Wis)		+1
Intimidate (Cha)		+0
Nature (Wis)	Yes	+6
Perception (Wis)		+1
Religion (Int)	Yes	+9
Stealth (Dex)		+2
Streetwise (Cha)		+0
Thievery (Dex)		+2

2ND LEVEL

At 2nd level, you gain the following:

Hit Points: Increase to 27**Bloodied:** Increase to 13**Healing Surge:** Increase to 6

Level Modifier: Because your new level is an even number, everything that includes one-half your level gets better. Increase your attacks, defenses, initiative, and skill check modifiers by 1 point.

Feat: Human Perseverance: You gain a +1 bonus to saving throws.

Expedient 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.**3RD LEVEL**

At 3rd level, you gain the following:

Hit Points: Increase to 31**Bloodied:** Increase to 15**Healing Surge:** Increase to 7**Fire Shroud**

Wizard Attack 3

With a subtle gesture, you wreath nearby enemies in flames.

Encounter ♦ Arcane, Fire, Implement**Standard Action** Close burst 3**Target:** Each enemy in burst**Attack:** +5 vs. Fortitude

Hit: 1d8 + 4 fire damage, and ongoing 5 fire damage (save ends).

Backstory

Elara lived most of her life in the quiet hamlet of Albridge, nestled within the Harkenwold region of the Nentir Vale. From an early age, she dedicated herself to the pursuit of magical knowledge. Her parents were accomplished scholars in their own right and ensured that Elara had full access to ancient tomes and magical secrets that could unlock her power.

Elara quickly surpassed her peers in magical prowess and she was destined to become a leader at one of the region's arcane academies. Then tragedy struck.

When Elara was fourteen years old, her parents left on what they said was, "a quest beyond the vale." They did not share their true destination even with Elara and they never returned. She was left to be raised by her aunt and uncle—two farmers of limited means and intelligence.

For the next few years, Elara had to set aside her studies to help on the farm. She did her best to continue learning on her own, but without the guidance of her parents, she lost much of her power.

The day after her seventeenth birthday, which went unrecognized by her aunt and uncle, Elara left. She could no longer see her life waste away as a farmer when she knew she was destined for more.

Over the next fifteen years, she traveled throughout the Nentir Vale seeking knowledge from every corner of the land. Without any recommendations from teachers to help her, she was unable to enroll in any formal arcane schooling. She taught herself and learned from those she encountered along the way. It has taken time, but her power is returning.

She recently began traveling with a group of adventurers simply out of convenience. They are friendly and look out for each other. It might be the closest to family she has had in a while. She does not know how long she will stay with this group, but she will learn all she can while she is with them.

Personality

Elara is the most highly educated and well-traveled member of the party. She has been to every city and is even recognized in some places. She knows the history of the Keep on the Shadowfell but is unaware of the more recent developments. She dismisses the notion of a cult as just superstition.

While she has a wealth of knowledge and growing arcane power, she is untrained. Her skill is raw and lacks the refinement that comes with having a strong mentor. She is willing to try anything without giving much thought to the consequences. Even when she fails, she learns from the experience and strives to do better the next time.

Goals

She would like to learn the truth of what happened to her parents, but it was so long ago, she has mostly moved on. If she gets information that might lead her to information about their disappearance, she will follow it.

Her primary objective is knowledge. She wants to learn and grow her power. She will take on any quest that she feels will help her, even in the smallest way, on this journey.

Complications

Elara's parents fell into the cult of Orcus when she was a small child. Even while educating Elara in her arcane studies, they were devoting themselves to Orcus. Their journey outside the vale was simply the story they told as they gave up all their possessions for the cult and disappeared into obscurity.

Elara's mother died in an accident shortly after they left. Her father is Kalarel, the Scion of Orcus bent on opening the Shadow Rift and unleashing demons on the world.

