

DUNGEONS & DRAGONS

ENCOUNTERS

JARREN

HUMAN WIZARD (EVOCATION MAGE) / LEVEL 1

DIFFICULTY ★★

"The proper application of knowledge and fire can solve any problem."

ABILITIES & SKILLS

STRENGTH 10 +0

Athletics ----- +2

CONSTITUTION 14 +2

Endurance ----- +4

DEXTERITY 11 +0

Acrobatics ----- +2

Stealth ----- +2

Thievery ----- +2

INTELLIGENCE 18 +4

Arcana ----- +9

History ----- +9

Religion ----- +9

WISDOM 14 +2

Dungeoneering ----- +7

Heal ----- +4

Insight ----- +4

Nature ----- +7

Perception ----- +4

CHARISMA 10 +0

Bluff ----- +2

Diplomacy ----- +2

Intimidate ----- +2

Streetwise ----- +2

DEFENSES

Armor Class 14

Fortitude 13

Reflex 15

Will 15

INITIATIVE

+0

SPEED

6

VISION

normal

LANGUAGES

Common, Primal

OTHER STATISTICS

Hit Points (Bloodied 12)

24

Healing Surges (Value 6)



EQUIPMENT

staff, cloth armor, adventurer's kit, spell book and 29 gold pieces.

ACTION

POINT

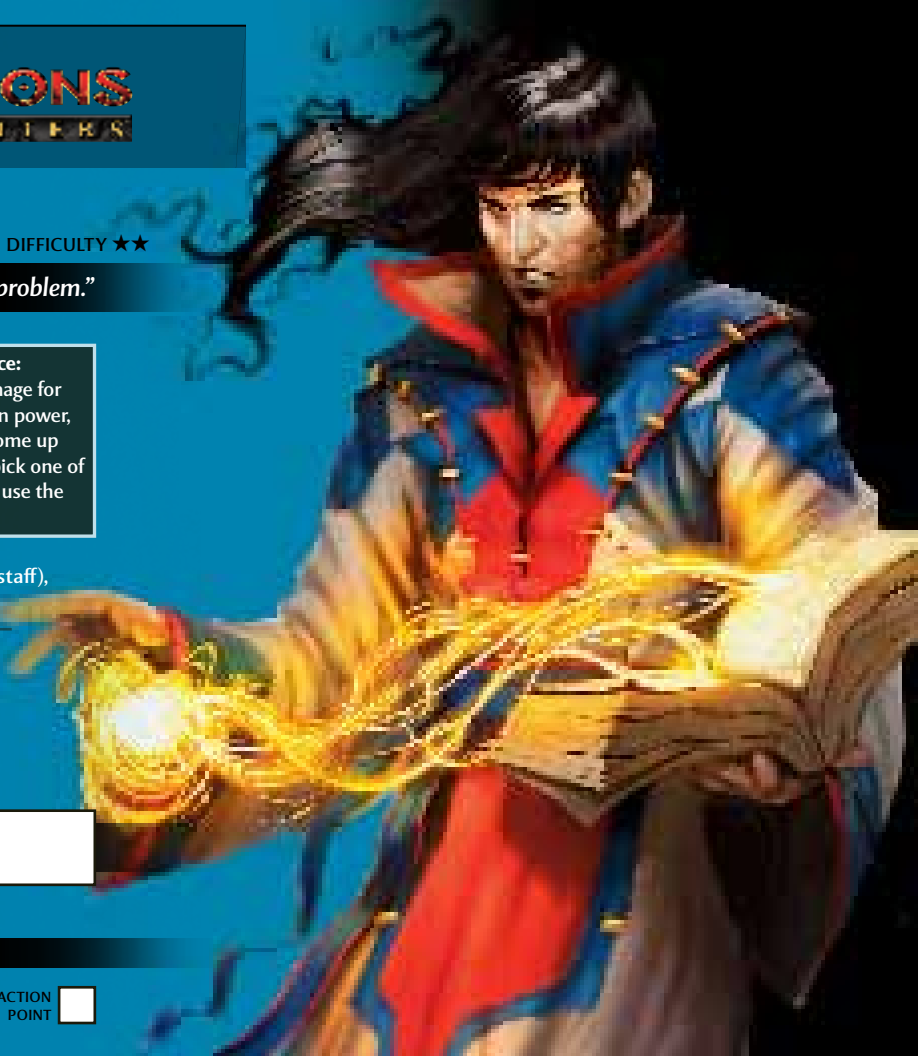


Evocation Apprentice:

When you roll damage for an arcane evocation power, if any of the dice come up with a result of 1, pick one of them, reroll it, and use the new result.

FEATS

Implement Focus (staff),
Jack of All Trades



Wizards use magic for offense and defense, as well as for a myriad of other tasks and applications. Most of your wizard spells can attack several enemies at some distance. Use *arc lightning* or *freezing burst* to hit as many enemies as possible—but be careful, as some of your spells can hurt your friends as well as your enemies. If the enemy gets in close, or if you are fighting in a small space, *burning hands* can deal a lot of damage to several creatures.

ATTACK POWERS

① Staff At-Will

Standard Action **Melee weapon**
Target: One creature **Attack:** 1d20 + 2 vs. AC
Hit: 1d8 + 0 damage.

③ Magic Missile At-Will

Standard Action **Ranged 20**
Target: One creature **Effect:** 6 force damage.
Special: You can use this power as a ranged basic attack.

Arc Lightning At-Will

Standard Action **Ranged 20**
Target: One or two creatures **Attack:** 1d20 + 4 vs. Reflex
Hit: 1d6 + 5 lightning damage.

Freezing Burst At-Will

Standard Action **Area burst 1 within 10 squares**
Target: Each creature in the burst **Attack:** 1d20 + 4 vs. Reflex
Hit: 1d6 + 5 cold damage, and you slide the target 1 square.

Burning Hands Encounter

Standard Action **Close blast 5**
Target: Each creature in the blast **Attack:** 1d20 + 4 vs. Reflex
Hit: 2d6 + 5 fire damage. **Miss:** Half damage.

Fountain of Flame Daily

Standard Action **Area burst 1 within 10 squares**
Target: Each enemy in the burst **Attack:** 1d20 + 4 vs. Reflex
Hit: 3d8 + 5 fire damage. **Miss:** Half damage.
Effect: The burst creates a zone that lasts until the end of the encounter. Any enemy that enters the zone or ends its turn there takes 5 fire damage.

UTILITY POWER

Heroic Effort Encounter

No Action **Range:** Personal
Trigger: You miss with an attack or fail a saving throw.
Effect: You gain a +4 racial bonus to the attack roll of the saving throw.

Second Wind Encounter

Standard Action **Personal**
Effect: You spend a healing surge to regain hit points, and gain a +2 bonus to all defenses until the start of your next turn.

Light At-Will

Minor Action **Type/Range:** 5
Target: One object or unoccupied square
Effect: The target sheds bright light until the end of the encounter or until you use this power again. The light fills the target's space and all squares within 4 squares of it. Putting out the light is a free action.

Ghost Sound At-Will

Standard Action **Type/Range:** 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.

Suggestion Encounter

Free Action **Type/Range:** Personal
Trigger: You make a Diplomacy check.
Effect: You make an Arcana check instead, using that result to determine the outcome of the Diplomacy check.

This character was made using the *Heroes of the Fallen Lands™* sourcebook. Use the Character Builder to create and modify this character!

See www.wizards.com/dnd/insider for more information.

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