

# DUNGEONS & DRAGONS

## ENCOUNTERS

### JARREN

HUMAN WIZARD (EVOCATION MAGE)/LEVEL 1

DIFFICULTY ★★

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

**ABILITIES & SKILLS**

<b>STRENGTH</b>	10	+0
Athletics	-----	+2
<b>CONSTITUTION</b>	14	+2
Endurance	-----	+4
<b>DEXTERITY</b>	11	+0
Acrobatics	-----	+2
Stealth	-----	+2
Thievery	-----	+2
<b>INTELLIGENCE</b>	18	+4
Arcana	-----	+9
History	-----	+9
Religion	-----	+9
<b>WISDOM</b>	14	+2
Dungeoneering	-----	+7
Heal	-----	+4
Insight	-----	+4
Nature	-----	+7
Perception	-----	+4
<b>CHARISMA</b>	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, Primordial

OTHER STATISTICS

**Hit Points** (Bloodied 12)

**24**


**Healing Surges** (Value 6)

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

**TRAITS**

**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

##### ④ Staff At-Will

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

##### ⑤ 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](http://www.wizards.com/dnd/insider) for more information.

TM & © 2011 Wizards of the Coast LLC in the USA and other countries. Illustration by Emrah Elmasli. B9143.