







# Air Man

Level 1 Human Wizard (Mage)

	SCORE	ABILITY	MOD	
<b>HP</b>	<b>10</b>	<b>STR</b>	<b>0</b>	<b>AC</b>
<b>24</b>				<b>15</b>
<b>Spd</b>	<b>14</b>	<b>CON</b>	<b>2</b>	<b>Fort</b>
<b>6</b>				<b>13</b>
<b>Init</b>	<b>10</b>	<b>DEX</b>	<b>0</b>	<b>Ref</b>
<b>+0</b>				<b>16</b>
	<b>20</b>	<b>INT</b>	<b>5</b>	<b>Will</b>
				<b>13</b>
	<b>11</b>	<b>WIS</b>	<b>0</b>	
	<b>8</b>	<b>CHA</b>	<b>-1</b>	
	<b>15</b> Passive Insight			
	<b>10</b> Passive Perception			

## Skills

Acrobatics	Dexterity	0
Arcana	Intelligence	• 10
Athletics	Strength	• 5
Bluff	Charisma	-1
Diplomacy	Charisma	-1
Dungeoneering	Wisdom	0
Endurance	Constitution	2
Heal	Wisdom	0
History	Intelligence	• 10
Insight	Wisdom	• 5
Intimidate	Charisma	-1
Nature	Wisdom	• 5
Perception	Wisdom	0
Religion	Intelligence	5
Stealth	Dexterity	0
Streetwise	Charisma	-1
Thievery	Dexterity	0

• indicates a trained skill.

## Action Point

Base action points: 1



**Effect:** Gain a standard action this turn.  
**Special:** You are reset to one action point when you take an extended rest. You gain an action point each milestone.

Encounter Special

Player Name:

## Melee Basic Attack

At-Will ♦ Standard Action

**Unarmed:** +0 vs. AC, 1d4 damage

**Melee weapon**      **Target:** One creature

*You resort to the simple attack you learned when you first picked up a melee weapon.*

**Keyword:** Weapon

**Attack:** Strength vs. AC

**Hit:** 1[W] + Str modifier (+0) damage.

**Level 21:** 2[W] + Str modifier (+0) damage.

Additional Effects

Basic Attack

## Ranged Basic Attack

At-Will ♦ Standard Action

**Unarmed:** +0 vs. AC, 1d4 damage

**Ranged weapon**      **Target:** One creature

*You resort to the simple attack you learned when you first picked up a ranged weapon.*

**Keyword:** Weapon

**Attack:** Dexterity vs. AC

**Hit:** 1[W] + Dex modifier (+0) damage.

**Level 21:** 2[W] + Dex modifier (+0) damage.

Additional Effects

Basic Attack

## Tornado Blast

At-Will ♦ Standard Action

**Petrified orb:** +6 vs. Will, 5 damage

**Close blast 5**      **Target:** Each enemy in the blast

*A strand of scintillating colors and gleaming lights clouds your enemies' minds and forces them to move away.*

**Keywords:** Arcane, Charm, Enchantment, Implement, Psychic

**Attack:** Intelligence vs. Will

**Hit:** Int modifier (+5) psychic damage, and you push the target up to 3 squares.

Additional Effects

Wizard Attack 1

## Air Shooter

At-Will ♦ Standard Action

**Petrified orb:** +6 vs. Will

**Ranged 10**      **Target:** One enemy

*Your piercing gaze and whispered word let you seize momentary control of your enemy's mind.*

**Keywords:** Arcane, Charm, Enchantment, Implement

**Attack:** Intelligence vs. Will

**Hit:** Choose one of the following effects:

\* The target uses a free action to make a melee basic attack against a creature of your choice, with a +4 power bonus to the attack roll.

\* You slide the target up to 3 squares.

Additional Effects

Wizard Attack 1

## Wind Missile

At-Will ♦ Standard Action

**Petrified orb:** 9 damage

**Ranged 20**      **Target:** One creature

*A glowing blue bolt of magical energy hurtles from your finger and unerringly strikes your target.*

**Keywords:** Arcane, Evocation, Force, Implement

**Effect:** 2 + Int modifier (+5) 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.

Additional Effects

Wizard Attack 1

## Confounding Whirlwind

Encounter ♦ Standard Action

**Petrified orb:** +6 vs. Will

**Ranged 10**      **Target:** One enemy

*You bend your foe's mind, filling it with wrath even as you twist its senses.*

**Keywords:** Arcane, Charm, Enchantment, Implement

**Attack:** Intelligence vs. Will

**Hit:** You slide the target up to 3 squares. The target is then dazed until the end of your next turn.

**Effect:** The target makes a basic attack against a creature of your choice as a free action. The basic attack gains a +2 power bonus to the damage roll.

Additional Effects

Wizard Attack 1

Used

## Wind Blade

Daily ♦ Standard Action

**Petrified orb:** +6 vs. Reflex, 2d6+7 damage

### Ranged 5

*The moaning wind becomes a shrill whistle as you turn it into a blade perfect for slashing through your foes.*

**Keywords:** Arcane, Conjunction, Force, Implement, Transmutation

**Effect:** You conjure a blade of solid wind in an unoccupied square within range. The blade lasts until the end of your next turn. Enemies adjacent to the blade grant combat advantage. You can use a move action to move the blade to a square within range. When the blade appears, it makes the following attack, and while the blade persists, you can repeat the attack as a standard action.

**Target:** One creature adjacent to the blade

**Attack:** Intelligence vs. Reflex

**Hit:** 2d6 + Int modifier (+5) force damage, and you can slide the target 1 square.

**Sustain Minor:** The blade persists until the end of your next turn.

Additional Effects

Wizard Attack 1

Used

## Mage Hand

At-Will ♦ Minor Action

### Ranged 5

*You gesture toward an object nearby, and a spectral floating hand lifts the object into the air and moves it where you wish.*

**Keywords:** Arcane, Conjunction

**Effect:** You conjure a spectral, floating hand in an unoccupied square within range. The hand lasts until the end of your next turn or until you use this power again. If you are holding an object when you use this power, the hand can move the object into a pack, a pouch, a sheath, or a similar container and simultaneously move any one object carried or worn anywhere on your body into your hand. While the hand persists, you can take the following actions.

**Minor Action:** The hand picks up or manipulates an object weighing 20 pounds or less. It can hold only one object at a time.

**Move Action:** The hand moves up to 5 squares in any direction, carrying the object it holds.

**Free Action:** The hand drops the object it is holding.

**Sustain Minor:** The hand persists until the end of your next turn.

Additional Effects

Wizard Utility

## Prestidigitation

At-Will ♦ Standard Action

### Ranged 2

*You perform an amusing magical trick, such as creating a dancing wisp of light, freshening a wilting flower, making a coin invisible, or warming a cold drink.*

**Keyword:** Arcane

**Effect:** Use this cantrip to accomplish one of the effects given below:

- Change the color of items in 1 cubic foot.
- Create a harmless sensory effect, such as a shower of sparks, a puff of wind, faint music, or a strong odor.
- Clean or soil items in 1 cubic foot.
- Instantly light (or snuff out) a candle, a torch, or a small campfire.
- Chill, warm, or flavor up to 1 pound of nonliving material for up to 1 hour.
- Make a small mark or symbol appear on a surface for up to 1 hour.
- Produce out of nothingness a small item or image that exists until the end of your next turn.
- Make a small, handheld item invisible until the end of your next turn.

**Special:** You can have as many as three prestidigitation effects active at one time. Nothing you create with this cantrip can deal damage, serve as a weapon or a tool, or hinder another creature's actions. This cantrip cannot duplicate the effect of any other power.

Additional Effects

Wizard Utility

## Heroic Effort

Encounter ♦ No Action

### Personal

*Your grim focus and unbridled energy means that failure is not an option.*

**Trigger:** You miss with an attack or fail a saving throw.

**Effect:** You gain a +4 racial bonus to the attack roll or the saving throw.

Additional Effects

Human Racial Power

Used

## Whispering Wind

Encounter ♦ Standard Action

### Personal

*You speak a message to the wind and let it carry your words to an audience you choose.*

**Keyword:** Arcane

**Effect:** You cause a breeze to carry a message of up to 25 words or a sound up to 6 seconds long to a place you choose. The destination must be within a number of miles equal to your Int modifier (+5) and must be familiar to you, and it must be a location that the wind can reach. Once you complete the message or the sound, the wind travels at speed 5 (or 1 mile per hour) until it reaches the destination, where it conveys the message or the sound regardless of whether anyone hears it.

**Special:** You can have one whispering wind active at a time.

Additional Effects

Wizard Utility

Used