



Strength bonus 0 check 0 **10**

athletics + 5

Constitution bonus 2 check 2 **14**

endurance + 2

Dexterity bonus 0 check 0 **10**

acrobatics - 0
stealth - 0
thievery - 0

Intelligence bonus 5 check 5 **20**

arcana + 10
history + 10
religion + 5

Wisdom bonus 0 check 0 **11**

dungeoneering - 0
heal - 0
insight + 5
nature + 5
perception - 0

Charisma bonus -1 check -1 **8**

bluff - 1
diplomacy - 1
intimidate - 1
streetwise - 1

Racial Traits

Bonus Feat: Choose an extra feat at 1st level.

Bonus Skill: Trained in one additional class skill.

Robot Defense Bonuses: +1 to Fortitude, Reflex, and Will.

Robot Power Selection: Choose an option for your human character.

Melee Basic Attack At-Will

Standard Action **Melee weapon**
Target: One creature **Attack:** +0 vs AC
Hit: 1d4+Strength damage.

Confounding Whirlwind Encounter

Standard Action **Ranged 10**
Target: One enemy **Attack:** +6 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.

Tiny Tempest Hand At-Will

Minor Action **Ranged 5**
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.
Sustain Minor: The hand persists until the end of your next turn.

Class Features

Enchantment Apprentice: +2 to allowed maximum distance of forced movement from arcane enchantment powers' pulls, pushes, or slides

Level 1 Apprentice Mage: You gain the Apprentice Mage benefit associated with your chosen school.

Mage Cantrips: Choose three cantrips.

Mage's Spellbook: Gain mage's spellbook

AC Fort Ref Will

15 **13** **16** **13**

Action Points

Death Saves

Healing Surges (Value 6)

Hit Points (Bloodied 12, Full 24)

24

Ranged Basic Attack At-Will

Standard Action **Ranged weapon**
Target: One creature **Attack:** +0 vs AC
Hit: 1d4+Dexterity damage.

Tornado Blast At-Will

Standard Action **Close blast 5**
Target: Each enemy in **Attack:** +6 vs Will
Hit: 5 psychic damage, and you push the target up to 3 squares.
Level 21: 8 psychic damage.

Prestidigitation At-Will

Standard Action **Ranged 2**
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.

Heroic Effort Encounter

Trigger: You miss with an attack **Personal** or fail a saving throw.
Effect: You gain a +4 racial bonus to the attack roll or the saving throw.

Air Shooter At-Will

Standard Action **Ranged 10**
Target: One enemy **Attack:** +6 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.

Wind Missile At-Will

Standard Action **Ranged 20**
Target: One creature
Effect: 7 force damage.
Level 11: 8 force damage.
Level 21: 10 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.

Initiative **0**

Speed **6**

Wind Blade Daily

Standard Action **Ranged 5**
Effect: You conjure a **Attack:** +6 vs Reflex 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.
Hit: 2d6+Intelligence+2 force damage, and you can slide the target 1 square.
Sustain Minor: The blade persists until the end of your next turn.

Whispering Wind Encounter

Standard Action **Personal**
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 5 miles 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.