

Wayfarer (Wizard)

Role: Controller

Power Source: Arcane

Key Abilities: Intelligence and Wisdom

Armor Proficiency: Cloth

Implement: Orb, staff, tome.

Weapon Proficiency: Simple melee, simple ranged.

Defense Bonus: +2 Will

Base Hit Points: 10 + Constitution Score

Bonus Hit Points: +4 per level gained

Healing Surges: 6 + Constitution Modifier

Trained Skills: Choose four from your list of class skills.

Class Skills: Arcana (Int), Diplomacy (Cha), Dungeon (Wis), History (Int), Insight (Wis), Nature (Wis), Religion (Int).

Class Features: Call familiar, dimension step, force spike, implement mastery, inertial barrier, telekinesis.

Level 1:

CALL FAMILIAR

You gain the **call familiar** power.

Call Familiar

[Arcane]

Minor action

Personal

Requirement: You must use this power during an extended rest.

Effect: You call forth your familiar, which shares your space. The familiar appears in the form of a tiny animal, and persists until you dismiss it as a minor action or you use this power again.

Your familiar is treated as a creature during combat but lacks actions and hit points of its own. Your familiar uses your defenses when it is the target of an attack, but does not take damage and is not affected by conditions.

Your familiar provides an enhancement bonus to the attack and damage rolls of implement attacks. The bonus is +1 at 1st level, and increases to +2 at 4th level, +3 at 8th, +4 at 14th, +5 at 18th, and +6 at 24th.

DIMENSION STEP

You gain a teleport speed in addition to your other types of movement. Your speed when you teleport is 1 square. This movement follows all the normal restrictions and limitations of teleportation.

FORCE SPIKE

You gain the **force spike** power.

Force Spike

[Arcane, Implement, Force]

Minor action

Ranged 20

Target: One creature in range.

Level 11: One or two creatures in range.

Level 21: One, two, or three creatures in range.

Effect: 2 + Intelligence modifier force damage.

Level 11: 3 + Intelligence modifier force damage.

Level 21: 5 + Intelligence modifier force damage.

Special: You can use this power only once per turn.

IMPLEMENT MASTERY

Your basic attacks gain the implement keyword. When you make a basic attack with an implement, you can apply your Intelligence modifier to the attack and damage rolls in place of your Strength or Dexterity modifier.

INERTIAL BARRIER

You gain the **inertial barrier** power.

Inertial Barrier

[Arcane, Force]

Immediate interrupt

Personal

Trigger: You are hit by an attack.

Effect: You gain a +4 power bonus to AC and Reflex until the end of your next turn. You gain force resistance equal to one-half your level + your Intelligence modifier until the end of your next turn.

TELEKINESIS

You gain the following three powers.

Launch Skyward	[Arcane, Implement, Force]
Standard action	Ranged 10
Target: One creature.	Attack: Intelligence vs. Fortitude
Hit: 1d8 + Intelligence modifier force damage, and you slide the target up to 3 squares and knock it prone. Level 21: 2d8 + Intelligence modifier force damage.	

Spectral Ram	[Arcane, Implement, Force]
Standard action	Close blast 3
Target: Each enemy in blast.	Attack: Intelligence vs. Fortitude
Hit: 1d6 + Intelligence modifier force damage, and you push the target a number of squares up to your Wisdom modifier. Level 21: 2d6 + Intelligence modifier force damage.	

Transfer Momentum	[Arcane, Implement, Force]
Standard action	Ranged 10
Target: One or two creatures.	Attack: Intelligence vs. Fortitude
Hit: 1d10 + Intelligence modifier force damage, and the target is slowed until the end of your next turn. Level 21: 2d10 + Intelligence modifier force damage.	

Level 2:

AXIAL REALIGNMENT

When you use a move action to teleport, you can stand up as a free action.

Level 3:

LEVEL 3 EXTRA INERTIAL BARRIER

You gain an additional use of inertial barrier per encounter.

Level 5:

REPELLING BARRIER

When your inertial barrier causes a melee attack to miss you, you can push your attacker 1 square as a free action.

Level 6:

WEAK FORCE

When you make a basic attack with an implement, you can deal force damage in addition to its other types. Your basic attacks gain the force keyword and deal 1d8 force damage.

Level 7:

LEVEL 7 EXTRA INERTIAL BARRIER

You gain an additional use of inertial barrier per encounter.

Level 9:

DISRUPTING FORCE

When you push, pull, or slide an enemy with an arcane force power, that enemy grants combat advantage until the end of your next turn.

Level 10:

FAR STRIDE

You gain the **far stride** power.

Far Stride	[Arcane, Teleportation]
Minor action	Personal
Effect: You can teleport up to 5 squares as a move action until the end of your next turn.	
Sustain Minor: The effect persists until the end of your next turn.	