

## Mesmer (Wizard)

**Role:** Defender and Striker

**Power Source:** Arcane

**Key Abilities:** Charisma and Intelligence

**Armor Proficiency:** Cloth

**Implement:** Rod, staff, wand.

**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), Bluff (Cha), Diplomacy (Cha), History (Int), Insight (Wis), Intimidate (Cha), Religion (Int), Streetwise (Cha).

**Class Features:** Backfire, bolt of chaos, dazzling defense, empathy, feedback, slippery mind.

### Level 1:

#### BACKFIRE

When an enemy within 10 squares hits an ally with a ranged attack, you can make a ranged basic attack against the enemy as an opportunity action.

#### BOLT OF CHAOS

You gain the **bolt of chaos** power.

### Bolt of Chaos [Arcane, Implement, Force]

**Standard action** Ranged 10

**Target:** One creature. **Attack:** Charisma vs. Reflex

**Hit:** 1d10 + Charisma modifier force damage.

Level 21: 2d10 + Charisma modifier force damage.

**Special:** You can use this power as a ranged basic attack.

## DAZZLING DEFENSE

You gain the **dazzling defense** power.

### Dazzling Defense [Arcane, Radiant]

**Immediate reaction** Melee 1

**Trigger:** An enemy hits you with a close or melee attack.

**Effect:** The triggering enemy takes radiant damage equal to your Intelligence modifier, and you shift 1 square.

## EMPATHY

You gain the **empathy** power.

### Empathy [Arcane, Implement, Psychic]

**Opportunity action** Ranged 10

**Trigger:** An enemy within 10 squares hits an ally with a melee attack.

**Target:** One triggering enemy. **Attack:** Charisma vs. Will

**Hit:** Reduce the damage your ally takes from the triggering attack by an amount equal to your Intelligence modifier.

Level 7: 5 + your Intelligence modifier.

Level 17: 10 + your Intelligence modifier.

Level 27: 15 + your Intelligence modifier.

**Effect:** Charisma modifier psychic damage.

## FEEDBACK

When you use your second wind or total defense as a standard action, you can mark each enemy within 5 squares until the start of your next turn.

## SLIPPERY MIND

When you would be stunned or dominated by an enemy attack, you are instead dazed for the duration of the condition.

**Level 2:**  
**SHATTER HEX**

You gain the **shatter hex** power.

<b>Shatter Hex</b>	<b>[Arcane, Force]</b>
<b>Free action</b>	<b>Ranged 10</b>
<b>Trigger:</b> An ally within 10 squares of you succeeds on a saving throw to remove an ongoing condition or effect.	
<b>Target:</b> Each enemy adjacent to the triggering ally.	
<b>Effect:</b> The target takes force damage equal to your Intelligence modifier.	

**Level 3:**  
**LEVEL 3 EXTRA EMPATHY**

You gain an additional use of the empathy power per encounter.

**Level 5:**  
**DIVERSION EXPERT**

You gain a +1 bonus to attack rolls made as part of an opportunity action.

**Level 6:**  
**POWER SPIKE**

You gain the **power spike** power.

<b>Power Spike</b>	<b>[Arcane, Implement, Force]</b>
<b>No action</b>	<b>Special</b>
<b>Trigger:</b> You hit with an arcane implement attack.	
<b>Effect:</b> The triggering attack deals 1d0 extra force damage. Level 16: 2d10 extra force damage. Level 26: 3d10 extra force damage.	

**Level 7:**  
**LEVEL 7 EXTRA EMPATHY**

You gain an additional use of the empathy power per encounter.

**Level 9:**  
**HEX BREAKER**

You gain a +1 bonus to saving throws.

**Level 10:**  
**MINDSENSE**

You have combat advantage against enemies marked by you.