

## Warmage (Wizard)

**Combat Role:** Controller and Striker

**Power Source:** Arcane

**Key Abilities:** Intelligence and Wisdom

**Armor Proficiency:** Cloth

**Implement:** Orb, staff, tome.

**Weapon Proficiency:** Simple melee, simple ranged.

**Defense Bonus:** +1 Reflex, +1 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), Intimidate (Cha), Nature (Wis), Religion (Int).

**Class Features:** clever force, dimension swap, empowered force, force spike, missile swarm, spectral barrage.

### Level 1:

#### CLEVER FORCE

When you deal force damage to an enemy you have combat advantage against, slide the enemy 1 square.

#### DIMENSION SWAP

You gain the **dimension swap** power.

### Dimension Swap [Arcane, Teleportation]

**Move action \* At-will** Close burst 5

**Target:** You and one ally you can see within the burst.

**Effect:** Each target teleports up to 3 squares, swapping positions.

Level 11: Teleport 4 squares.

Level 21: Teleport 5 squares.

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

#### EMPOWERED FORCE

Once per turn when you deal force damage to an enemy, the enemy takes extra damage equal to your Wisdom modifier.

## FORCE SPIKE

You gain the **force spike** power.

### Force Spike [Arcane, Force]

**Standard action \* At-will** Ranged 20

**Target:** One creature within range.

**Effect:** 3 + Intelligence modifier force damage.

Level 21: 5 + Intelligence modifier force damage.

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

## MISSILE SWARM

You gain the **missile swarm** power.

### Missile Swarm [Arcane]

**Standard action \* Encounter** Personal

**Effect:** You use force spike up to two times.

Level 7: Three times.

Level 17: Four times.

Level 27: Five times.

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

## SPECTRAL BARRAGE

You gain the **spectral barrage** power.

### Spectral Barrage [Arcane, Implement, Force]

**Standard action \* At-will** Close blast 3

**Target:** Each enemy in blast. **Attack:** Intelligence vs. Fortitude

**Hit:** 1d6 + Intelligence modifier force damage, and you push each target a number of squares up to your Wisdom modifier.

Level 21: 2d6 + Intelligence modifier force damage.

**Level 2:**

**FORCE PUSH**

You gain the **force push** power.

<b>Force Push</b>		<b>[Arcane]</b>
<b>Immediate reaction * At-will</b>		<b>Melee 1</b>
<b>Trigger:</b> You are hit with a melee attack by an adjacent enemy.		
<b>Effect:</b> You push the triggering enemy 1 square.		

**Level 3:**

**LEVEL 3 EXTRA MISSILE SWARM**

You gain an additional use of missile swarm per encounter. You can still use the power only once per turn.

**Level 5:**

**HEROIC WARMAGE**

The bonus to force damage granted by your energized attack class feature increases to 2 + your Wisdom modifier.

**Level 6:**

**ARCANE STRIDE**

You gain the **arcane stride** power.

<b>Arcane Stride</b>		<b>[Arcane, Teleportation]</b>
<b>Move action * Encounter</b>		<b>Personal</b>
<b>Effect:</b> You teleport to an unoccupied space you can see within 5 squares.		
<b>Special:</b> If you are eladrin, this power counts as fey step.		

**Level :**

**LEVEL 7 EXTRA MISSILE SWARM**

You gain an additional use of missile swarm per encounter. You can still use the power only once per turn.

**Level 9:**

**OVERWHELMING FORCE**

When you score a critical hit with a force attack, you knock the target prone.

**Level 10:**

**SPELL MASTERY**

You gain the **spell mastery** power.

<b>Spell Mastery</b>		<b>[Arcane]</b>
<b>No action * Encounter</b>		<b>Personal</b>
<b>Trigger:</b> You make an arcane implement attack.		
<b>Effect:</b> You gain a +3 power bonus to the attack roll.		
<b>Special:</b> This power recharges when you spend an action point.		