

Conjurer

Combat Role: Controller

Power Source: Elemental

Key Ability: Dexterity

Armor Proficiency: Cloth armor

Implement: Orb, staff, wand implements.

Defense Bonus: +1 Fortitude, +1 Reflex, +1 Will

Base Hit Points: 10 + Constitution score

Bonus Hit Points: +4 per level gained

Class Features:

fire breath, invisibility, serpent scales, stony gaze,

Level 1:

FIRE BREATH

You gain the **fire breath** power.

Fire Breath

[Implement, Breath, Fire]

Standard action * At-will

Close blast 3

Target: Each creature

Attack: Dexterity vs. Reflex

Hit: 1d4 + Dexterity modifier fire damage.

Level 21: 2d4 + Dexterity modifier fire damage.

INVISIBILITY

You gain the **invisibility** power.

Invisibility

Minor action * Encounter

Personal

Effect: You are invisible until the end of your next turn. While invisible, you gain a +5 power bonus to all defenses against melee and ranged attacks. The effect ends immediately if you make an attack.

SERPENT SCALES

You gain a +2 class bonus to AC and Reflex while you're wearing cloth or no armor and while you're not using a shield.

STONY GAZE

You gain the **stony gaze** power.

Stony Gaze

[Implement, Gaze]

Standard action * At-will

Ranged 5

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 1d8 + Dexterity modifier damage. The target is immobilized until the end of your next turn.

Level 21: 2d8 + Dexterity modifier damage.