

CHARACTER NAME
Althaea

PLAYER NAME

RACE EladrinCLASS WizardLEVEL 5

HP37

STR10

AC20

Spd6

CON11

Fort13

Init+9

DEX16

Ref18

WIS21

CHA8

Will17

15 Passive Insight

15 Passive Perception

ACTION POINT

Second Wind

KEYWORDS

USED

StandardACTIONvsATTACKDEFENSE

PersonalRANGESelfTARGET

Effect: You spend a healing surge and regain 9 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASSLEVELBOOKPH

PLAY DATA

DUNGEONS & DRAGONS

Ghost Sound

KEYWORDS Arcane, Illusion

USED

StandardACTIONvsATTACKDEFENSE

10RANGEOne object or unoccupied squareTARGET

Effect: You cause a sound as quiet as a whisper or as loud as a yelling or fighting creature to emanate from the target. You can produce nonvocal sounds such as the ringing of a sword blow, jingling armor, or scraping stone. If you whisper, you can whisper quietly enough that only creatures adjacent to the target can hear your words.

ADDITIONAL EFFECTS

CLASS WizardLEVEL 1BOOK PH

AT-WILL POWER

DUNGEONS & DRAGONS

Prestidigitation

KEYWORDS Arcane

USED

StandardACTIONvsATTACKDEFENSE

2RANGEOne object or unoccupied squareTARGET

Effect: Use this cantrip to accomplish one of the effects given below.

- Move up to 1 pound of material.
- Create a harmless sensory effect, such as a shower of sparks, a puff of wind, faint music, or a strong odor.
- Color, clean, or soil items in 1 cubic foot for up to 1 hour.
- 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.

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.
Special: You can have as many as three prestidigitatation effects active at one time.

ADDITIONAL EFFECTS

CLASS WizardLEVEL 1BOOK PH

AT-WILL POWER

DUNGEONS & DRAGONS

ENCOUNTER SPECIAL

DUNGEONS & DRAGONS

Light

KEYWORDS Arcane

USED

MinorACTIONvsATTACKDEFENSE

5RANGEOne object or unoccupied squareTARGET

Effect: You cause the target to shed bright light. The light fills the target's square and all squares within 4 squares of it. The light lasts for 5 minutes. Putting out the light is a free action.
Special: You can have only one light cantrip active at a time. If you create a new light, your previously cast light winks out.

ADDITIONAL EFFECTS

CLASS WizardLEVEL 1BOOK PH

AT-WILL POWER

DUNGEONS & DRAGONS

Scorching Burst

KEYWORDS Arcane, Fire, Implement

USED

StandardACTION7 vs ReflexATTACKDEFENSE

10RANGEOne object or unoccupied squareTARGET

Attack: Intelligence vs. Reflex
Hit: 1d6 + Intelligence modifier (+5) fire damage.
Increase damage to 2d6 + Intelligence modifier (+5) at 21st level.

Arcane Implement, Wand: +7 attack, 1d6+5 damage
Magic Wand +2: +9 attack, 1d6+7 damage

ADDITIONAL EFFECTS

CLASS WizardLEVEL 1BOOK PH

AT-WILL POWER

DUNGEONS & DRAGONS

ENCOUNTER ACTION

DUNGEONS & DRAGONS

Mage Hand

KEYWORDS Arcane, Conjuraton

USED

MinorACTIONvsATTACKDEFENSE

5RANGEOne object or unoccupied squareTARGET

Effect: You conjure a spectral, floating hand in an unoccupied square within range. The hand picks up, moves, or manipulates an adjacent object weighing 20 pounds or less and carries it up to 5 squares. If you are holding the 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.
As a move action, you can move the hand up to 5 squares. As a free action, you can cause the hand to drop an object it is holding, and as a minor action, you can cause the hand to pick up or manipulate a different object.
Sustain Minor: You can sustain the hand indefinitely.
Special: You can create only one hand at a time.

ADDITIONAL EFFECTS

CLASS WizardLEVEL 1BOOK PH

AT-WILL POWER

DUNGEONS & DRAGONS

Magic Missile

KEYWORDS Arcane, Force, Implement

USED

StandardACTION7 vs ReflexATTACKDEFENSE

20RANGEOne creatureTARGET

Attack: Intelligence vs. Reflex
Hit: 2d4 + Intelligence modifier (+5) force damage.
Increase damage to 4d4 + Intelligence modifier (+5) at 21st level.
Special: This power counts as a ranged basic attack. When a power allows you to make a ranged basic attack, you can use this power.

Arcane Implement, Wand: +7 attack, 2d4+5 damage
Magic Wand +2: +9 attack, 2d4+7 damage



ADDITIONAL EFFECTS

CLASS WizardLEVEL 1BOOK PH

AT-WILL POWER

DUNGEONS & DRAGONS



Fey Step

KEYWORDS Teleportation		USED
Move		Personal
ACTION		RANGE
7	vs	
ATTACK	DEFENSE	TARGET
Effect: Teleport up to 5 squares.		
ADDITIONAL EFFECTS		
CLASS Racial Power	LEVEL *	BOOK PH

ENCOUNTER POWER





Wand of Accuracy

KEYWORDS Implement		USED
Free		
ACTION		RANGE
7	vs	
ATTACK	DEFENSE	TARGET
Effect: you gain a bonus to a single attack roll equal to your Dexterity modifier (+3). Requirement: You must wield your wand.		
ADDITIONAL EFFECTS		
CLASS	LEVEL *	BOOK PH

ENCOUNTER POWER





Burning Hands

KEYWORDS Arcane, Fire, Implement		USED
Standard		Close blast 5
ACTION	5 	RANGE
7	vs	Reflex
ATTACK	DEFENSE	TARGET
Attack: Intelligence vs. Reflex Hit: 2d6 + Intelligence modifier (+5) fire damage.		
Arcane Implement, Wand: +7 attack, 2d6+5 damage Magic Wand +2: +9 attack, 2d6+7 damage		
ADDITIONAL EFFECTS		
CLASS Wizard	LEVEL 1	BOOK PH

ENCOUNTER POWER





Color Spray

KEYWORDS Arcane, Implement, Radiant		USED
Standard		Close blast 5
ACTION	5 	RANGE
7	vs	Will
ATTACK	DEFENSE	TARGET
Attack: Intelligence vs. Will Hit: 1d6 + Intelligence modifier (+5) radiant damage, and the target is dazed until the end of your next turn.		
Arcane Implement, Wand: +7 attack, 1d6+5 damage Magic Wand +2: +9 attack, 1d6+7 damage		
ADDITIONAL EFFECTS		
CLASS Wizard	LEVEL 3	BOOK PH

ENCOUNTER POWER





Acid Arrow

KEYWORDS Acid, Arcane, Implement		USED
Standard		Ranged 20
ACTION		RANGE
7	vs	Reflex
ATTACK	DEFENSE	TARGET
Attack: Intelligence vs. Reflex Hit: 2d8 + Intelligence modifier (+5) acid damage, and ongoing 5 acid damage (save ends). Make a secondary attack. Secondary Target: Each creature adjacent to the primary target Secondary Attack: Intelligence vs. Reflex Hit: 1d8 + Intelligence modifier (+5) acid damage, and ongoing 5 acid damage (save ends). Miss: Half damage, and ongoing 2 acid damage to primary target (save ends), and no secondary attack.		
Arcane Implement, Wand: +7 attack, 2d8+5 damage Magic Wand +2: +9 attack, 2d8+7 damage		
ADDITIONAL EFFECTS		
CLASS Wizard	LEVEL 1	BOOK PH

DAILY POWER





Fireball

KEYWORDS Arcane, Fire, Implement		USED
Standard		Area burst 3 within 20 squares
ACTION		RANGE
7	vs	Reflex
ATTACK	DEFENSE	TARGET
Attack: Intelligence vs. Reflex Hit: 3d6 + Intelligence modifier (+5) fire damage. Miss: Half damage.		
Arcane Implement, Wand: +7 attack, 3d6+5 damage Magic Wand +2: +9 attack, 3d6+7 damage		
ADDITIONAL EFFECTS		
CLASS Wizard	LEVEL 5	BOOK PH

DAILY POWER





Stinking Cloud

KEYWORDS Arcane, Implement, Poison, Zone		USED
Standard		Area burst 2 within 20 squares
ACTION		RANGE
7	vs	Fort
ATTACK	DEFENSE	TARGET
Attack: Intelligence vs. Fortitude Hit: 1d10 + Intelligence modifier (+5) poison damage. Effect: The burst creates a zone of poisonous vapor that blocks line of sight until the end of your next turn. Creatures that enter the zone or start their turns there take 1d10 + Intelligence modifier (+5) poison damage. As a move action, you can move the zone up to 6 squares. Sustain Minor: The zone persists.		
Arcane Implement, Wand: +7 attack, 1d10+5 damage Magic Wand +2: +9 attack, 1d10+7 damage		
ADDITIONAL EFFECTS		
CLASS Wizard	LEVEL 5	BOOK PH

DAILY POWER





Freezing Cloud

KEYWORDS Arcane, Cold, Implement		USED
Standard		Area burst 2 within 10 squares
ACTION		RANGE
7	vs	Fort
ATTACK	DEFENSE	TARGET
Attack: Intelligence vs. Fortitude Hit: 1d8 + Intelligence modifier (+5) cold damage. Miss: Half damage. Effect: The cloud lasts until the end of your next turn. Any creature that enters the cloud or starts its turn there is subject to another attack. You can dismiss the cloud as a minor action.		
Arcane Implement, Wand: +7 attack, 1d8+5 damage Magic Wand +2: +9 attack, 1d8+7 damage		
ADDITIONAL EFFECTS		
CLASS Wizard	LEVEL 1	BOOK PH

DAILY POWER



Shield

KEYWORDS Arcane, Force		USED
Imm Interr		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
Trigger: You are hit by an attack Effect: You gain a +4 power bonus to AC and Reflex defense until the end of your next turn.		
ADDITIONAL EFFECTS		
CLASS Wizard	LEVEL 2	BOOK PH

UTILITY POWER



Expeditious Retreat

SPELLBOOK

KEYWORDS

Arcane

USED

Move

↓

↗

↖

✱

Personal

ACTION

RANGE

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

Effect: Shift up to twice your speed.

ADDITIONAL EFFECTS

CLASS

Wizard

LEVEL

2

BOOK

PH

UTILITY POWER

Magic Wand +2

+2 attack rolls and damage

+2d6 damage

BONUS

ENHANCEMENT

CRITICAL

PROPERTIES

KEYWORDS

USED

ACTION

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

Item Slot: Off-hand

ITEM SLOT/TYPE

Off-hand

LEVEL

6

PRICE

1800

BOOK

PH

MAGIC ITEM

Bloodcut Leather Armor +1

+1 AC

BONUS

ENHANCEMENT

CRITICAL

PROPERTIES

KEYWORDS

USED

ACTION

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

Power (Healing Surge): Minor Action. While you are bloodied, use this armor to gain resist 10 to all damage until the end of your next turn.

ITEM SLOT/TYPE

Body

LEVEL

4

PRICE

840

BOOK

PH

MAGIC ITEM

Cape of the Mountebank +1

+1 Fortitude, Reflex, and Will

BONUS

ENHANCEMENT

CRITICAL

PROPERTIES

KEYWORDS

USED

ACTION

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

POWER

Item Slot: Neck

Power (Daily • Teleportation): Immediate Reaction. Use this power when you are hit by an attack. Teleport 5 squares and gain combat advantage against the attacker until the end of your next turn.

ITEM SLOT/TYPE

Neck

LEVEL

5

PRICE

1000

BOOK

AV

MAGIC ITEM