

CHARACTER NAME
Abramelin

PLAYER NAME
Buzz

RACEHuman

CLASSWizard

LEVEL4

HP

36

STR

10

AC

19

Spd

6

CON

14

Fort

15

Init

+2

DEX

11

Ref

17

WIS

15

Will

17

CHA

10

19

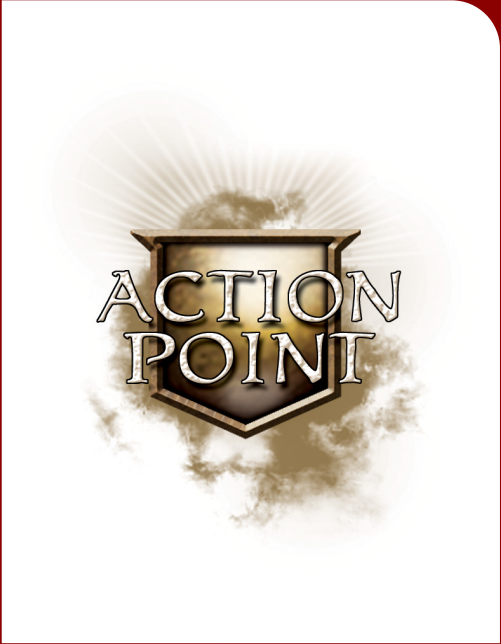
Passive Insight

16

Passive Perception

PLAY DATA

DUNGEONS & DRAGONS®



Second Wind

KEYWORDS

USED

Standard

↓

↗

Personal

ACTION

↩

✱

RANGE

vs

Self

ATTACK

DEFENSE

TARGET

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

CLASS

LEVEL

BOOKPH

ENCOUNTER ACTION

DUNGEONS & DRAGONS®

Illusory Ambush

KEYWORDS

Arcane, Illusion, Implement, Psychic

USED

Standard

↓

10

↗

Ranged 10

ACTION

↩

✱

RANGE

7

vs

Will

One creature

ATTACK

DEFENSE

TARGET

Attack: Intelligence vs. Will
Hit: 1d6 + Intelligence modifier (+4) psychic damage, and the target takes a –2 penalty to attack rolls until the end of your next turn.
Increase damage to 2d6 + Intelligence modifier (+4) at 21st level.

Staff of Ultimate Defense +1: +7 attack, 1d6+5 damage

ADDITIONAL EFFECTS

+3 to attack rolls if this attack was gained by spending an action

CLASS

Wizard

LEVEL

1

BOOK

Dragon 364

Ghost Sound

KEYWORDS

Arcane, Illusion

USED

Standard

↓

10

↗

Ranged 10

ACTION

↩

✱

RANGE

vs

One object or unoccupied square

ATTACK

DEFENSE

TARGET

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

Wizard

LEVEL

1

BOOK

PH

Light

KEYWORDS

Arcane

USED

Minor

↓

5

↗

Ranged 5

ACTION

↩

✱

RANGE

vs

One object or unoccupied square

ATTACK

DEFENSE

TARGET

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

Wizard

LEVEL

1

BOOK

PH

AT-WILL POWER

DUNGEONS & DRAGONS®

Mage Hand

KEYWORDS

Arcane, Conjuration

USED

Minor

↓

5

↗

Ranged 5

ACTION

↩

✱

RANGE

vs

ATTACK

DEFENSE

TARGET

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

Wizard

LEVEL

1

BOOK

PH

AT-WILL POWER

DUNGEONS & DRAGONS®

AT-WILL POWER

DUNGEONS & DRAGONS®

Prestidigitation

KEYWORDS

Arcane

USED

Standard

↓

2

↗

Ranged 2

ACTION

↩

✱

RANGE

vs

ATTACK

DEFENSE

TARGET

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 prestidigitation effects active at one time.

ADDITIONAL EFFECTS

CLASS

Wizard

LEVEL

1

BOOK

PH

AT-WILL POWER

DUNGEONS & DRAGONS®

AT-WILL POWER

DUNGEONS & DRAGONS®

Thunderwave

KEYWORDS

Arcane, Implement, Thunder

USED

Standard

↓

3

↗

Close blast 3

ACTION

↩

✱

RANGE

7

vs

Fort

Each creature in blast

ATTACK

DEFENSE

TARGET

Attack: Intelligence vs. Fortitude
Hit: 1d6 + Intelligence modifier (+4) thunder damage, and you push the target a number of squares equal to your Wisdom modifier (+2).
Increase damage to 2d6 + Intelligence modifier (+4) at 21st level.

Staff of Ultimate Defense +1: +7 attack, 1d6+5 damage

ADDITIONAL EFFECTS

+3 to attack rolls if this attack was gained by spending an action

CLASS

Wizard

LEVEL

1

BOOK

PH

AT-WILL POWER

DUNGEONS & DRAGONS®

Magic Missile

KEYWORDS

Arcane, Force, Implement

USED

Standard

↑

20

✈

Ranged 20

ACTION

↩

✳

RANGE

7

vs

Reflex

One creature

ATTACK

DEFENSE

TARGET

Attack: Intelligence vs. Reflex
Hit: 2d4 + Intelligence modifier (+4) force damage.
Increase damage to 4d4 + Intelligence modifier (+4) 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.

Staff of Ultimate Defense +1: +7 attack, 2d4+5 damage

ADDITIONAL EFFECTS

+3 to attack rolls if this attack was gained by spending an action

CLASS

Wizard

LEVEL 1

BOOK PH

AT-WILL POWER

DUNGEONS & DRAGONS®

Color Spray

KEYWORDS

Arcane, Implement, Radiant

USED

Standard

↑

20

✈

Close blast 5

ACTION

5

↩

✳

RANGE

7

vs

Will

Each creature in blast

ATTACK

DEFENSE

TARGET

Attack: Intelligence vs. Will
Hit: 1d6 + Intelligence modifier (+4) radiant damage, and the target is dazed until the end of your next turn.

Staff of Ultimate Defense +1: +7 attack, 1d6+5 damage

ADDITIONAL EFFECTS

+3 to attack rolls if this attack was gained by spending an action

CLASS

Wizard

LEVEL 3

BOOK PH

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Shield

KEYWORDS

Arcane, Force

USED

Imm Interr

↑

20

✈

Personal

ACTION

↩

✳

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ 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

DUNGEONS & DRAGONS®

Staff of Defense

KEYWORDS

Implement

USED

Imm Interr

↑

20

✈

ACTION

↩

✳

RANGE

vs

ATTACK

DEFENSE

TARGET

Effect: you gain a bonus to defense against one attack equal to your Constitution modifier (+2).
You can declare the bonus after the Dungeon Master has already told you the damage total.
Requirement: You must wield your staff.

ADDITIONAL EFFECTS

CLASS

LEVEL *

BOOK PH

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Phantom Chasm

KEYWORDS

Arcane, Illusion, Implement, Psychic

USED

Standard

↑

20

✈

Area burst 1 within 20 squares

ACTION

↩

1

✳

RANGE

7

vs

Will

Each creature in burst

ATTACK

DEFENSE

TARGET

Attack: Intelligence vs. Will
Hit: 2d6 + Intelligence modifier (+4) psychic damage, and the target is prone and immobilized until the end of its next turn.
Miss: The target is immobilized until the end of your next turn.

Staff of Ultimate Defense +1: +7 attack, 2d6+5 damage

ADDITIONAL EFFECTS

+3 to attack rolls if this attack was gained by spending an action

CLASS

Wizard

LEVEL 1

BOOK Dragon 364

DAILY POWER

DUNGEONS & DRAGONS®

Feather Fall

KEYWORDS

Arcane

USED

Free

↑

10

✈

Ranged 10

ACTION

↩

✳

RANGE

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

Trigger: You or one creature in range falls
Effect: You or the creature takes no damage from the fall, regardless of its distance, and does not fall prone at the end of the fall.

ADDITIONAL EFFECTS

CLASS

Wizard

LEVEL 2

BOOK PH

UTILITY POWER

DUNGEONS & DRAGONS®

Force Orb

KEYWORDS

Arcane, Force, Implement

USED

Standard

↑

20

✈

Ranged 20

ACTION

↩

✳

RANGE

7

vs

Reflex

One creature or object

ATTACK

DEFENSE

TARGET

Attack: Intelligence vs. Reflex
Hit: 2d8 + Intelligence modifier (+4) force damage.
Make a secondary attack.
Secondary Target: Each enemy adjacent to the primary target
Secondary Attack: Intelligence vs. Reflex
Hit: 1d10 + Intelligence modifier (+4) force damage.

Staff of Ultimate Defense +1: +7 attack, 2d8+5 damage

ADDITIONAL EFFECTS

+3 to attack rolls if this attack was gained by spending an action

CLASS

Wizard

LEVEL 1

BOOK PH

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Sleep

SPELLBOOK

KEYWORDS

Arcane, Implement, Sleep

USED

Standard

↑

20

✈

Area burst 2 within 20 squares

ACTION

↩

2

✳

RANGE

7

vs

Will

Each creature in burst

ATTACK

DEFENSE

TARGET

Attack: Intelligence vs. Will
Hit: The target is slowed (save ends). If the target fails its first saving throw against this power, the target becomes unconscious (save ends).
Miss: The target is slowed (save ends).

Staff of Ultimate Defense +1: +7 attack, 0 damage

ADDITIONAL EFFECTS

+3 to attack rolls if this attack was gained by spending an action

CLASS

Wizard

LEVEL 1

BOOK PH

DAILY POWER

DUNGEONS & DRAGONS®

Staff of Ultimate Defense +1

+1 attack rolls and damag

+1d6 damage

BONUS

ENHANCEMENT

CRITICAL

PROPERTIES

When you use the staff of defense form of the Arcane Implement Mastery class feature, increase the bonus to defense by an amount equal to the enhancement bonus of this staff.

KEYWORDS

USED

ACTION

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

Item Slot: Two-Hands

ITEM SLOT/TYPE

Two-Hands

LEVEL 3

PRICE 680

BOOK AV

MAGIC ITEM

DUNGEONS & DRAGONS®

Robe of Contingency Cloth Armor (Basic)					
BONUS		+1 AC		CRITICAL	
PROPERTIES					
ACTION		KEYWORDS		USED	
<input type="checkbox"/> AT-WILL		<input type="checkbox"/> ENCOUNTER		<input checked="" type="checkbox"/> DAILY	
POWER					
Power (Daily • Teleportation): Immediate Reaction. Use this power while you are bloodied and when an attack damages you. Teleport 6 squares, and you can spend a healing surge.					
ITEM SLOT/TYPE		LEVEL	PRICE	BOOK	
Body		4	840	PH	
MAGIC ITEM		DUNGEONS & DRAGONS®			

Power Jewel (heroic tier)					
BONUS		ENHANCEMENT		CRITICAL	
PROPERTIES					
ACTION		KEYWORDS		USED	
<input type="checkbox"/> AT-WILL		<input type="checkbox"/> ENCOUNTER		<input checked="" type="checkbox"/> DAILY	
POWER					
Power (Daily): Minor Action. This power allows you to regain the use of an encounter power of 1st or 3rd level. Special: You must have reached at least one milestone today to activate this item.					
ITEM SLOT/TYPE		LEVEL	PRICE	BOOK	
		5	1000	AV	
MAGIC ITEM		DUNGEONS & DRAGONS®			

Potion of Healing (heroic tier)					
BONUS		ENHANCEMENT		CRITICAL	
PROPERTIES					
ACTION		KEYWORDS		USED	
<input type="checkbox"/> AT-WILL		<input type="checkbox"/> ENCOUNTER		<input type="checkbox"/> DAILY	
POWER					
Power (Consumable • Healing): Minor Action. Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.					
ITEM SLOT/TYPE		LEVEL	PRICE	BOOK	
		5	50	PH	
MAGIC ITEM		DUNGEONS & DRAGONS®			