

## FEATS

### CANTRIP FEATS

Cantrip feats grant characters that have the cantrip class feature (wizards) the use of special powers based on one of their cantrips. The powers associated with each of these feats follow the feat description. A cantrip feat is denoted by “Cantrip” in brackets after the name of the feat.

### CANTRIP EXPERTISE

A character can only use one Cantrip Expertise power per encounter, regardless of how many he or she knows. At 11<sup>th</sup> level, he or she can use two Cantrip Expertise powers per encounter, and at 21<sup>st</sup> level he or she can use three Cantrip Expertise powers per encounter. A character can only use a given power once per encounter.

### CANTRIP MASTERY

A character can only use one Cantrip Mastery power per day, regardless of how many he or she knows. At 21<sup>st</sup> level he or she can use two Cantrip Mastery powers per day. A character can only use a given power once per day.

## HEROIC TIER FEATS

### CANTRIP-UP [WIZARD]

**Prerequisites:** Wis 13, wizard, cantrip class feature.

**Benefit:** When you spend an action point to gain an extra action you can simultaneously use one of your cantrips as a free action. At 16<sup>th</sup> level you can simultaneously use two of your cantrips as free actions.

### CANTRIP FOCUS [WIZARD]

**Prerequisites:** Wis 13, wizard, cantrip class feature.

**Benefit:** Whenever you use three or more cantrips in the same round, you gain a +2 feat bonus to all defenses until the start of your next turn.

### GHOST SOUND EXPERTISE [WIZARD, CANTRIP]

**Prerequisites:** Con 11, wizard, *ghost sound* cantrip.

**Benefit:** You can use *ghost sound* as a minor action. You gain access to the *resonance* and *scream* encounter powers.

#### Cantrip Expertise: Resonance Feat Power

*You focus on an object, causing it to resonate and possibly shatter. The ambient resonance makes the area difficult to traverse.*

**Encounter** ♦ Arcane, Illusion, Thunder

**Standard Action** Ranged 10

**Target:** One object

**Effect:** If the target is fragile/very fragile it shatters, making the area that contained the object difficult terrain until the start of your next turn. Creatures that enter or start their turn in the area are slowed until the start of your next turn.

**Special:** You must take the Ghost Sound Expertise feat to use this power.

#### Cantrip Expertise: Scream Feat Power

*A high-pitched scream emanates from thin air, making everyone close by clutch their ears.*

**Encounter** ♦ Arcane, Illusion, Thunder

**Standard Action** Area burst 1 within 10 squares

**Target:** One unoccupied square

**Effect:** All creatures within the area are deafened until the start of your next turn.

**Special:** You must take the Ghost Sound Expertise feat to use this power.

### LIGHT EXPERTISE [WIZARD, CANTRIP]

**Prerequisites:** Cha 11, wizard, *light* cantrip.

**Benefit:** Your *light* shines bright light within 6 squares of it and it has a range of 10. You gain access to the *flash* and *luminary* encounter powers.

#### Cantrip Expertise: Flash Feat Power

*A sudden flash of bright light temporarily confounds all in its vicinity.*

**Encounter** ♦ Arcane, Radiant

**Standard Action** Area burst 1 within 10 squares

**Target:** One unoccupied square

**Effect:** All creatures within the area grant combat advantage until the start of your next turn.

**Special:** You must take the Light Expertise feat to use this power.

#### Cantrip Expertise: Luminary Feat Power

*You focus on an object, causing it to shed piercing, white light.*

**Encounter** ♦ Arcane, Radiant

**Standard Action** Ranged 10

**Target:** One object

**Effect:** Melee and ranged attacks with the object gain the radiant keyword and deal radiant damage on a hit until the start of your next turn.

**Special:** You must take the Light Expertise feat to use this power.

### MAGE HAND EXPERTISE [WIZARD, CANTRIP]

**Prerequisites:** Str 11, wizard, *mage hand* cantrip.

**Benefit:** Your *mage hand* can manipulate objects weighing 50 pounds or less. Moving it is a minor action. You gain access to the *mage's shuffle* and *mage's thrust* encounter powers.

#### Cantrip Expertise: Mage's Shuffle Feat Power

*Your direct your mage hand to help an ally out of a sticky situation quickly.*

**Encounter** ♦ Arcane, Conjunction, Force

**Move Action** Ranged 10

**Requirement:** You must have *mage hand* cast.

**Target:** One prone ally adjacent to your *mage hand*.

**Effect:** You can slide the target 1 square. You can allow a prone target to stand up by foregoing sliding the target. Your *mage hand* is immediately dispelled.

**Special:** You must take the Mage Hand Expertise feat to use this power.

#### Cantrip Expertise: Mage's Thrust Feat Power

*Your mage hand makes a quick jab against a nearby opponent, making them stumble back or knocking them off their feet.*

**Encounter** ♦ Arcane, Conjunction, Force

**Standard Action** Ranged 10

**Requirement:** You must have *mage hand* cast.

**Target:** One creature adjacent to your *mage hand*.

**Effect:** You slide the target 1 square or knock it prone. Your *mage hand* is immediately dispelled.

**Special:** You must take the Mage Hand Expertise feat to use this power.

## PRESTIDIGITATION EXPERTISE [WIZARD, CANTRIP]

**Prerequisites:** Dex 11, wizard, *prestidigitation* cantrip.

**Benefit:** Your *prestidigitation* has range 5, can be used as a minor action and you can have as many as five *prestidigitation* effects active at one time. You gain access to the *metacreation* and *cantrip mimicry* encounter powers.

### Cantrip Expertise: Metacreation Feat Power

*You sustain a small magic trick beyond the limits of ordinary wizards.*

**Encounter** ♦ Arcane, Conjunction

**Immediate Reaction**

**Trigger:** A *prestidigitation* effect with duration expires.

**Effect:** You can extend the duration of a *prestidigitation* effect until the end of the encounter or double it, whichever is longer.

**Special:** You must take the Prestidigitation Expertise feat to use this power.

### Cantrip Expertise: Cantrip Mimicry Feat Power

*Through instinctive study and knowledge of magic tricks, you can temporarily empower your other cantrips.*

**Encounter** ♦ Arcane, Conjunction

**Standard Action** Personal

**Effect:** Choose a cantrip for which you don't have Cantrip Expertise. You can mimic the cantrip as if you had the appropriate Cantrip Expertise feat until the end of your next turn.

**Sustain Minor:** You can sustain the effect for 5 min. or until the end of the encounter, whichever comes first.

**Special:** You must take the Prestidigitation Expertise feat to use this power.

## PARAGON TIER FEATS

### EXPERT'S CANTRIP [WIZARD, CANTRIP]

**Prerequisites:** Wizard, any Cantrip Expertise feat, cantrip class feature.

**Benefit:** You can use a Cantrip Expertise power one additional time per encounter. This does not allow you to use the same power twice in the same encounter.

## GHOST SOUND MASTERY [WIZARD, CANTRIP]

**Prerequisites:** Con 13, wizard, Ghost Sound Expertise, *ghost sound* cantrip.

**Benefit:** You can use *ghost sound* as a free action (1/round; subsequent uses are minor actions), and it has a range of 20. You gain access to the *shockwave* and *thunderclap* daily powers.

### Cantrip Mastery: Shockwave Feat Power

*You focus on an object, causing it to resonate and possibly shattering along with other adjacent objects. The resulting shockwave makes the area very difficult to move through.*

**Daily** ♦ Arcane, Illusion, Thunder

**Standard Action**

**Ranged 10**

**Target:** One object

**Effect:** The object resonates, and all fragile/very fragile objects in the square and all adjacent squares shatter, making the area that contained the objects difficult terrain until the start of your next turn. Creatures that enter or start their turn in the area are immobilized and knocked prone until the start of your next turn.

**Special:** You must take the Ghost Sound Mastery feat to use this power.

### Cantrip Mastery: Thunderclap Feat Power

*A thundering roar emanates from thin air, making everyone close by clutch their ears and lose focus.*

**Daily** ♦ Arcane, Illusion, Thunder

**Standard Action** Area burst 2 within 10 squares

**Target:** One unoccupied square

**Effect:** All creatures within the area are deafened and dazed until the start of your next turn.

**Special:** You must take the Ghost Sound Mastery feat to use this power.

## LIGHT MASTERY [WIZARD, CANTRIP]

**Prerequisites:** Cha 13, wizard, Light Expertise, *light* cantrip.

**Benefit:** Your *light* shines bright light within 8 squares of it and it has a range of 20. You can have up to two *light* cantrips active simultaneously. You can use *light* as a free action if you are surprised. You gain access to the *flash* and *luminary* daily powers.

### Cantrip Mastery: Nova Feat Power

*A sudden explosion of incredibly bright light leaves everyone in its vicinity temporarily blind.*

**Daily** ♦ Arcane, Radiant

**Standard Action** Area burst 2 within 10 squares

**Target:** One unoccupied square

**Effect:** All creatures within the area are blinded until the start of your next turn.

**Special:** You must take the Light Mastery feat to use this power.

### Cantrip Mastery: Pulsar Feat Power

*You focus on an object, causing it to shed a pulsating, radiant light. The light sears anything it touches.*

**Daily** ♦ Arcane, Radiant

**Standard Action**

**Ranged 10**

**Target:** One object

**Effect:** All attacks with the object gain the radiant keyword and deal radiant damage on a hit until the start of your next turn.

Additionally, the target of an attack with the object before the start of your next turn is stripped of any radiant resistance until the end of its next turn.

**Special:** You must take the Light Mastery feat to use this power.

## MAGE HAND MASTERY [WIZARD, CANTRIP]

**Prerequisites:** Str 13, wizard, Mage Hand Expertise, *mage hand* cantrip.

**Benefit:** Your *mage hand* can manipulate objects weighing 100 pounds or less and it has a range of 10. Moving it is a minor action. You can sustain your mage hand as a free action. You gain access to the *mage's hustle* and *mage's jostle* daily powers.

### Cantrip Mastery: Mage's Hustle Feat Power

*Your direct your powerful mage hand to help an ally adjacent to it out of a sticky situation quickly and efficiently.*

**Daily** ♦ Arcane, Conjunction, Force

**Move Action**

**Ranged 10**

**Requirement:** You must have *mage hand* cast.

**Target:** One or two allies adjacent to your *mage hand*.

**Effect:** You can slide the target 3 square. You can allow a prone target to stand up by foregoing sliding the target 1 square. Your *mage hand* is immediately dispelled.

**Special:** You must take the Mage Hand Mastery feat to use this power.

Cantrip Expertise: Mage's Joust	Feat Power
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*Your mage hand makes a forceful jab against nearby opponents; making them stumble back and knocking them hard off their feet.*

Daily ♦ Arcane, Conjuration, Force

Standard Action Ranged 10

**Requirement:** You must have *mage hand* cast.

**Target:** One or two creatures adjacent to your *mage hand*.

**Effect:** You slide the target 1 square and knock it prone (save ends). Your *mage hand* is immediately dispelled.

**Special:** You must take the Mage Hand Mastery feat to use this power.

## PENULTIMATE CANTRIP [WIZARD, CANTRIP]

**Prerequisites:** Wizard, any Cantrip Expertise feat, cantrip class feature.

**Benefit:** You can spend an action point when you use a Cantrip Expertise power. The power is not considered used up for the encounter.

## PRESTIDIGITATION MASTERY [WIZARD, CANTRIP]

**Prerequisites:** Dex 13, wizard, Prestidigitatation Expertise, *prestidigitatation* cantrip.

**Benefit:** Your *prestidigitatation* has a range of 10, can be used as a free action and you can have as many as ten *prestidigitatation* effects active at one time. You gain access to the *semi-permanency* and *cantrip duplication* daily powers.

Cantrip Mastery: Permanency	Feat Power
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*You sustain a small magic trick far beyond the limits of ordinary wizards, even making it last for days.*

Daily ♦ Arcane, Conjuration

Immediate Reaction

**Trigger:** A *prestidigitatation* effect with duration expires.

**Effect:** You can extend the duration of a *prestidigitatation* effect until the end of your next extended rest or for 24 hours, whichever is longer.

**Special:** You must take the Prestidigitatation Mastery feat to use this power.

Cantrip Mastery: Cantrip Duplication	Feat Power
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*Through instinctive study and knowledge of magic tricks, you can temporarily greatly empower your other cantrips.*

Encounter ♦ Arcane, Conjuration

Standard Action Personal

**Effect:** Choose a cantrip for which you don't have Cantrip Mastery. You can mimic the cantrip as if you had the appropriate Cantrip Mastery feat until the end of your next turn.

**Sustain Minor:** You can sustain the effect for 5 min. or until the end of the encounter, whichever comes first.

**Special:** You must take the Prestidigitatation Mastery feat to use this power.

## EPIC TIER FEATS

### ARM OF THE ABJURER [WIZARD, CANTRIP]

**Prerequisites:** Str 15, wizard, Mage Hand Expertise, Mage Hand Mastery, *mage hand* cantrip.

**Benefit:** You gain the *mage's strike* at-will power.

Mage's Strike	Feat Power
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*As an enemy drops their guard near your mage hand, you instantly command it to strike.*

At-Will ♦ Weapon, Conjuration, Force

Opportunity Action Melee weapon

**Trigger:** A creature adjacent to your *mage hand* takes an action that would grant an opportunity attack to you if you were standing in the square that the *mage hand* is occupying.

**Target:** The triggering creature

**Attack:** Intelligence vs. AC

**Hit:** 2[W] + Intelligence modifier damage.

**Special:** The *mage hand* must be empty or carrying a one-handed weapon you are proficient with to use this power. An unarmed attack deals force damage. You can activate the power of a magic item that the *mage hand* is holding as normal, but you do not gain use of any of the properties of the magic item.

## CANDESCENCE OF THE CONJURER [WIZARD, CANTRIP]

**Prerequisites:** Cha 15, wizard, Light Expertise, Light Mastery, *light* cantrip.

**Benefit:** You can modify your *light* cantrip in the following ways: You can set the light radius to anywhere between 2 and 10 squares, you can make it shed bright or dim light and you can use it as a close range power, shedding light in a burst 2 to 10 square radius. You can have up to four *light* cantrips active at one time.

## ECHO OF THE ENCHANTER [WIZARD, CANTRIP]

**Prerequisites:** Con 15, wizard, Ghost Sound Expertise, Ghost Sound Mastery, *ghost sound* cantrip.

**Benefit:** You can use *ghost sound* as a free action. Your *ghost sound* can be used as a close burst 20. You can use the powers associated with Ghost Sound Expertise or Ghost Sound Mastery as a close burst 5, affecting all object or unoccupied squares within the burst.

## MASTER'S CANTRIP [WIZARD, CANTRIP]

**Prerequisites:** Wizard, any Cantrip Mastery feat, cantrip class feature.

**Benefit:** You can use a Cantrip Mastery power one additional time per day. This does not allow you to use the same power twice in the same day.

## TRICK OF THE TRANSMUTER [WIZARD, CANTRIP]

**Prerequisites:** Dex 15, Wizard, Prestidigitatation Expertise, Prestidigitatation Mastery, *prestidigitatation* cantrip.

**Benefit:** After each extended rest, an ally of your choice gains access to all of your cantrips. This includes the benefits and powers associated with Cantrip Expertise and Cantrip Mastery feats but not the ones associated with this feat. The ally can use two Cantrip Expertise powers per encounter and one Cantrip mastery Power per day.

## ULTIMATE CANTRIP [WIZARD, CANTRIP]

**Prerequisites:** Wizard, any Cantrip Mastery feat, cantrip class feature.

**Benefit:** You can spend an action point when you use a Cantrip Mastery power. The power is not considered used up for the day.