

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 11th level, he or she can use two Cantrip Expertise powers per encounter, and at 21st 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 21st 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 16th 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

Move 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

Ranged 10

Target: One unoccupied square

Effect: All creatures adjacent to the square 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

Ranged 10

Target: One unoccupied square

Effect: All creatures adjacent to the square 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

Move 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 can slide the target 1 square. You can knock a target prone by foregoing sliding the target. 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

Free Action Close burst 5

Trigger: A *prestidigitation* effect within the burst that has duration expires.

Effect: You can extend the duration of the 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

Move 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

Move 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 slowed and immobilized 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 Ranged 10

Target: One unoccupied square

Effect: All creatures adjacent to the square 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 use *light* as a free action. You can have up to two *light* cantrips active simultaneously. You gain access to the *nova* and *pulsar* 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 Ranged 10

Target: One unoccupied square

Effect: All creatures adjacent to the square 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

Move 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 start 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 joust* 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 2 squares. Your *mage hand* is immediately dispelled.

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

Cantrip Mastery: 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 can slide the target 3 squares. You can knock a target prone by foregoing sliding the target 2 squares. 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. You regain the use of that encounter power.

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 *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

Free Action Close burst 10

Trigger: A *prestidigitatation* effect within the burst that has 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.

Daily ♦ Arcane, Conjuration

Move 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 ARCANIST [WIZARD, CANTRIP]

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

Benefit: You can create an additional *mage hand*. You can sustain them both as a minor action. You gain the *mage's strike* at-will power.

Mage's Strike	Feat Power
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You spot an opportunity as an enemy drops their guard, and you order your mage hand to attack the enemy with either a solid punch or a weapon it is holding.

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 melee 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. 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 use *light* even if you are surprised (1/round). 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, affecting all unoccupied squares or objects within the burst except your square. You can use the powers associated with Ghost Sound Expertise or Ghost Sound Mastery as a close burst 5, affecting all unoccupied squares or objects within the burst except your square.

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 THAUMATURGE [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 access to the benefits and powers associated with the Cantrip Expertise and Cantrip Mastery feats you have. 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. You regain the use of that daily power.