

Player Name

Mirage 32,000
 Character Name 12 Wizard Blood Mage
 Tiefling Medium 25 Male 5'10" 203 lbs Unaligned
 Race Size Age Gender Height Weight Alignment Deity
 Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
13	4	6	3

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
27	AC	16	8			3		

CONDITIONAL BONUSES
 +1 AC against ranged, area, and close attacks

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
9	STR Strength	-1	5
14	CON Constitution	2	8
18	DEX Dexterity	4	10
22	INT Intelligence	6	12
11	WIS Wisdom	0	6
13	CHA Charisma	1	7

FORTITUDE

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
20	FORT	16	2		2		

CONDITIONAL BONUSES
 +1 Fortitude Defense against ranged, area, and close attacks

REFLEXES

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
24	REF	16	6		2		

CONDITIONAL BONUSES
 +1 Reflex Defense against ranged, area, and close attacks

WILLPOWER

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
21	WILL	16	1	2	2		

CONDITIONAL BONUSES
 +1 Will Defense against ranged, area, and close attacks

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
21	Passive Insight	10	+
16	Passive Perception	10	+

SPECIAL SENSES
 Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Magic Dagger +2

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 10		6	-1	3		2	

ABILITY: Ranged Basic Attack - Magic Dagger +2

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 15		6	4	3		2	

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
		SURGE VALUE
78	39	19
	1/2 HP	SURGES/DAY
		8

ACTION POINTS

MILESTONES	ACTION POINTS
0	1
1	2
2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Magic Dagger +2

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+1	-1	2			

ABILITY: Ranged Basic Attack - Magic Dagger +2

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+6	4	2			

CURRENT HIT POINTS

CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES Resist 11 Fire,

CURRENT CONDITIONS AND EFFECTS

RACE FEATURES

Infernal Wrath - Use infernal wrath as an encounter power.

Fire Resistance - Resist fire 5 + 1/2 level.

Bloodhunt - +1 on attacks against bloodied foes.

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
10	vs AC	Magic Dagger +2 (Melee)	1d4+1
15	vs AC	Magic Dagger +2 (Range)	1d4+6
7	vs AC	Unarmed (Melee)	1d4-1
12	vs AC	Unarmed (Range)	1d4+4

SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
10	Acrobatcs	DEX	10	0	
17	Arcana	INT	12	5	n/a
5	Athletics	STR	5	0	
9	Bluff	CHA	7	0	n/a
12	Diplomacy	CHA	7	5	n/a
6	Dungeoneering	WIS	6	0	n/a
8	Endurance	CON	8	0	
6	Heal	WIS	6	0	n/a
17	History	INT	12	5	n/a
11	Insight	WIS	6	5	n/a
7	Intimidate	CHA	7	0	n/a
6	Nature	WIS	6	0	n/a
6	Perception	WIS	6	0	n/a
12	Religion	INT	12	0	n/a
17	Stealth	DEX	10	5	2
7	Streetwise	CHA	7	0	n/a
10	Thievery	DEX	10	0	

CLASS / PATH / DESTINY FEATURES

Arcane Implement Mastery - Choose Orb of Imposition, Staff of Defense, or Wand of Accuracy.

Wand of Accuracy - Encounter, free; with wand, add Dex mod to one attack roll.

Cantrips - Use ghost sound, light, mage hand, and prestidigitation as at-will powers.

Ritual Casting - Gain Ritual Caster as a bonus feat.

Spellbook - Three 1st-level rituals, plus more at higher levels. Also, twice the daily and utility spells you can use; choose from among these at each extended rest.

Bolstering Blood - Deal self 1d10 or 2d10 damage to deal that much extra psychic damage with certain powers

Blood Action - When you spend action point to take action, deal ongoing 10 damage (save ends) if you attack and hit

FEATS

Ritual Caster - Master and perform rituals

Skill Training (Stealth) - Gain training in Stealth

Toughness - Gain 5 additional hit points per tier

Armor Proficiency (Leather) - Training with leather armor

Hellfire Blood - +1 attack and damage with fire and fear powers

Blood Thirst - +2 to damage against bloodied foes

Combat Anticipation - +1 to defenses against ranged, area, close attacks

War Wizardry - Your arcane spells gain -5 to attacks, half damage when used against allies

Spell Focus - -2 to saves against your wizard spells

LANGUAGES KNOWN

Common, Draconic

Mirage

PLAYER NAME

RACE **Tiefling** CLASS **Wizard** LEVEL **12**

HP 78	9 STR	AC 27
Spd 6	14 CON	Fort 20
Init +13	18 DEX	Ref 24
	22 INT	Will 21
	11 WIS	
	13 CHA	

21 Passive Insight	16 Passive Perception
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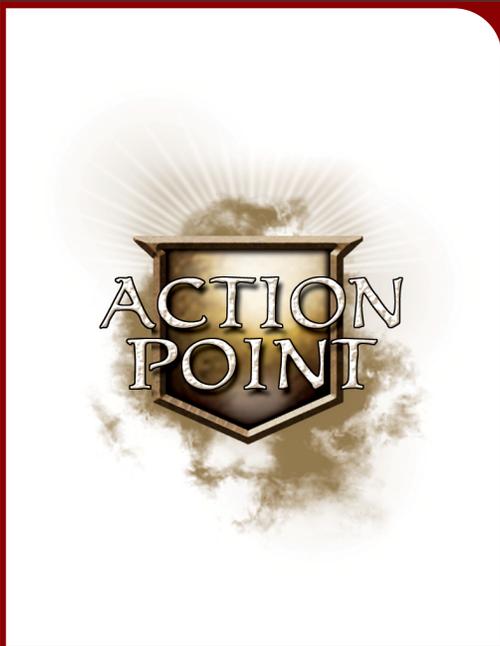
PLAY DATA



ENCOUNTER SPECIAL



ENCOUNTER ACTION



KEYWORDS

Standard	↓	↗	Personal
ACTION	←	✳	RANGE
	vs		Self
ATTACK		DEFENSE	TARGET

Effect: You spend a healing surge and regain 19 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK *PH*

Ghost Sound

KEYWORDS Arcane, Illusion

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*

AT-WILL POWER



Light

KEYWORDS Arcane

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



Mage Hand

KEYWORDS Arcane, Conjuration

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



Prestidigitation

KEYWORDS Arcane

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



Illusory Ambush

KEYWORDS Arcane, Illusion, Implement, Psychic

Standard	↓	10	↗	Ranged 10
ACTION	←		✳	RANGE
16	vs	Will		One creature
ATTACK		DEFENSE		TARGET

Attack: Intelligence vs. Will
 Hit: 1d6 + Intelligence modifier (+6) 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 (+6) at 21st level.

Flame Wand +3: +16 attack, 1d6+9 damage

ADDITIONAL EFFECTS
 +1 to attack rolls against bloodied foes - Bloodhunt.

CLASS Wizard LEVEL 1 BOOK *Dragon 364*

AT-WILL POWER



Scorching Burst

KEYWORDS Arcane, Fire, Implement

Standard	↓	10	↗	Area burst 1 within 10 squares
ACTION	←		✳	RANGE
16	vs	Reflex		Each creature in burst
ATTACK		DEFENSE		TARGET

Attack: Intelligence vs. Reflex
 Hit: 1d6 + Intelligence modifier (+6) fire damage. Increase damage to 2d6 + Intelligence modifier (+6) at 21st level.

Flame Wand +3: +16 attack, 1d6+12 damage

ADDITIONAL EFFECTS
 +1 to attack rolls against bloodied foes - Bloodhunt.

CLASS Wizard LEVEL 1 BOOK *PH*

AT-WILL POWER



Infernal Wrath

KEYWORDS USED

Minor			Personal
ACTION			RANGE
vs			
ATTACK	DEFENSE	TARGET	

Effect: You can channel your fury to gain a +1 power bonus to your next attack roll against an enemy that hit you since your last turn. If your attack hits and deals damage, add your Charisma modifier (+1) as extra damage.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL * BOOK PH

ENCOUNTER POWER

Wand of Accuracy

KEYWORDS USED

Free Action			
ACTION			RANGE
vs			
ATTACK	DEFENSE	TARGET	

Effect: you gain a bonus to a single attack roll equal to your Dexterity modifier (+4).
Requirement: You must wield your wand.

ADDITIONAL EFFECTS

CLASS LEVEL * BOOK PH

ENCOUNTER POWER

Grasping Shadows

KEYWORDS Arcane, Illusion, Implement, Psychic USED

Standard		10		Area burst 1 within 10 squares
ACTION		1		RANGE
16	vs	Will	Each creature in burst	
ATTACK	DEFENSE	TARGET		

Attack: Intelligence vs. Will
Hit: 1d8 + Intelligence modifier (+6) psychic damage, and target is slowed until the end of your next turn.
Effect: Shadows writhe in the designated area and continue until the end of your next turn. Any creature that enters the area of the grasping shadows takes psychic damage equal to your Intelligence modifier (+6) and is slowed until the end of its next turn.

Flame Wand +3: +16 attack, 1d8+9 damage

ADDITIONAL EFFECTS

+1 to attack rolls against bloodied foes - Bloodhunt.

CLASS Wizard LEVEL 1 BOOK Dragon 364

ENCOUNTER POWER

Shock Sphere

KEYWORDS Arcane, Implement, Lightning USED

Standard		10		Area burst 2 within 10 squares
ACTION		2		RANGE
15	vs	Reflex	Each creature in burst	
ATTACK	DEFENSE	TARGET		

Attack: Intelligence vs. Reflex
Hit: 2d6 + Intelligence modifier (+6) lightning damage.

Flame Wand +3: +15 attack, 2d6+9 damage

ADDITIONAL EFFECTS

+1 to attack rolls against bloodied foes - Bloodhunt.

CLASS Wizard LEVEL 3 BOOK PH

ENCOUNTER POWER

Fire Burst

KEYWORDS Arcane, Fire, Implement USED

Standard		20		Area burst 2 within 20 squares
ACTION		2		RANGE
16	vs	Reflex	Each creature in burst	
ATTACK	DEFENSE	TARGET		

Attack: Intelligence vs. Reflex
Hit: 3d6 + Intelligence modifier (+6) fire damage.

Flame Wand +3: +16 attack, 3d6+12 damage

ADDITIONAL EFFECTS

+1 to attack rolls against bloodied foes - Bloodhunt.

CLASS Wizard LEVEL 7 BOOK PH

ENCOUNTER POWER

Blood Pulse

KEYWORDS Arcane, Implement USED

Standard		20		Area burst 3 within 20 squares
ACTION		3		RANGE
15	vs	Will	Each enemy in burst	
ATTACK	DEFENSE	TARGET		

Attack: Intelligence vs. Will
Hit: 2d6 + Intelligence modifier (+6) damage, and until the end of your next turn the target takes 1d6 damage for every square it leaves.

Flame Wand +3: +15 attack, 2d6+9 damage

ADDITIONAL EFFECTS

+1 to attack rolls against bloodied foes - Bloodhunt.

CLASS LEVEL 11 BOOK PH

ENCOUNTER POWER

Sleep

KEYWORDS Arcane, Implement, Sleep USED

Standard		20		Area burst 2 within 20 squares
ACTION		2		RANGE
15	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).

Flame Wand +3: +15 attack

ADDITIONAL EFFECTS

+1 to attack rolls against bloodied foes - Bloodhunt.

CLASS Wizard LEVEL 1 BOOK PH

DAILY POWER

Phantasmal Assailant

KEYWORDS Arcane, Illusion, Implement, Psychic USED

Standard		20		Ranged 20
ACTION				RANGE
16	vs	Will	One creature	
ATTACK	DEFENSE	TARGET		

Attack: Intelligence vs. Will
Hit: 2d10 + Intelligence modifier (+6) psychic damage.
Effect: The target takes ongoing 5 psychic damage and grants combat advantage to all your allies (save ends both).

Flame Wand +3: +16 attack, 2d10+9 damage

ADDITIONAL EFFECTS

+1 to attack rolls against bloodied foes - Bloodhunt.

CLASS Wizard LEVEL 5 BOOK Dragon 364

DAILY POWER

Wall of Fire

KEYWORDS Arcane, Conjuraton, Fire, Implement USED

Standard		10		Area wall 8 within 10 squares
ACTION				RANGE
vs				
ATTACK	DEFENSE	TARGET		

Effect: You conjure a wall that consists of contiguous squares filled with arcane fire. It can be up to 8 squares long and up to 4 squares high. The wall lasts until the end of your next turn. Any creature that starts its turn adjacent to the wall takes 1d6 + Intelligence modifier (+6) fire damage. If a creature moves into the wall's space or starts its turn there, the creature takes 3d6 + Intelligence modifier (+6) fire damage. Entering a square occupied by the wall costs 3 extra squares of movement. The wall blocks line of sight.
Sustain Minor: The wall persists.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 9 BOOK PH

DAILY POWER

Phantom Chasm

KEYWORDS Arcane, Illusion, Implement, Psychic USED

Standard	↑ 20 ⚡	Area burst 1 within 20 squares
ACTION	← 1 ✖	RANGE
16	vs Will	Each creature in burst
ATTACK	DEFENSE	TARGET

Attack: Intelligence vs. Will
 Hit: 2d6 + Intelligence modifier (+6) 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.

Flame Wand +3: +16 attack, 2d6+9 damage

ADDITIONAL EFFECTS
 +1 to attack rolls against bloodied foes - Bloodhunt.

CLASS Wizard LEVEL 1 BOOK *Dragon 364*

DAILY POWER

Fireball

KEYWORDS Arcane, Fire, Implement USED

Standard	↑ 20 ⚡	Area burst 3 within 20 squares
ACTION	← 3 ✖	RANGE
16	vs Reflex	Each creature in burst
ATTACK	DEFENSE	TARGET

Attack: Intelligence vs. Reflex
 Hit: 3d6 + Intelligence modifier (+6) fire damage.
 Miss: Half damage.

Flame Wand +3: +16 attack, 3d6+12 damage

ADDITIONAL EFFECTS
 +1 to attack rolls against bloodied foes - Bloodhunt.

CLASS Wizard LEVEL 5 BOOK *PH*

DAILY POWER

Mordenkainen's Sword

KEYWORDS Arcane, Conjunction, Force, Implement USED

Standard	↑ 10 ⚡	Ranged 10
ACTION	← ✖	RANGE
15	vs Reflex	One creature adjacent to the sword
ATTACK	DEFENSE	TARGET

Effect: You conjure a sword of force in an unoccupied square within range, and it attacks. As a move action, you can move the sword to a new target within range. The sword lasts until the end of your next turn.

Attack: Intelligence vs. Reflex
 Hit: 1d10 + Intelligence modifier (+6) force damage.
 Sustain Minor: When you sustain the sword, it attacks again.

Flame Wand +3: +15 attack, 1d10+9 damage

ADDITIONAL EFFECTS
 +1 to attack rolls against bloodied foes - Bloodhunt.

CLASS Wizard LEVEL 9 BOOK *PH*

DAILY POWER

Sleep

KEYWORDS Arcane, Implement, Sleep USED

Standard	↑ 20 ⚡	Area burst 2 within 20 squares
ACTION	← 2 ✖	RANGE
15	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).

Flame Wand +3: +15 attack

ADDITIONAL EFFECTS
 +1 to attack rolls against bloodied foes - Bloodhunt.

CLASS Wizard LEVEL 1 BOOK *PH*

DAILY POWER

Phantasmal Assailant

KEYWORDS Arcane, Illusion, Implement, Psychic USED

Standard	↑ 20 ⚡	Ranged 20
ACTION	← ✖	RANGE
16	vs Will	One creature
ATTACK	DEFENSE	TARGET

Attack: Intelligence vs. Will
 Hit: 2d10 + Intelligence modifier (+6) psychic damage.
 Effect: The target takes ongoing 5 psychic damage and grants combat advantage to all your allies (save ends both).

Flame Wand +3: +16 attack, 2d10+9 damage

ADDITIONAL EFFECTS
 +1 to attack rolls against bloodied foes - Bloodhunt.

CLASS Wizard LEVEL 5 BOOK *Dragon 364*

DAILY POWER

Wall of Fire

KEYWORDS Arcane, Conjunction, Fire, Implement USED

Standard	↑ 10 ⚡	Area wall 8 within 10 squares
ACTION	← ✖	RANGE
	vs	
ATTACK	DEFENSE	TARGET

Effect: You conjure a wall that consists of contiguous squares filled with arcane fire. It can be up to 8 squares long and up to 4 squares high. The wall lasts until the end of your next turn. Any creature that starts its turn adjacent to the wall takes 1d6 + Intelligence modifier (+6) fire damage. If a creature moves into the wall's space or starts its turn there, the creature takes 3d6 + Intelligence modifier (+6) fire damage. Entering a square occupied by the wall costs 3 extra squares of movement. The wall blocks line of sight.
 Sustain Minor: The wall persists.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 9 BOOK *PH*

DAILY POWER

Expeditious Retreat

KEYWORDS Arcane USED

Move Action	↑ ⚡	Personal
ACTION	← ✖	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Shift up to twice your speed.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 2 BOOK *PH*

UTILITY POWER

Dimension Door

KEYWORDS Arcane, Teleportation USED

Move Action	↑ ⚡	Personal
ACTION	← ✖	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Teleport 10 squares. You can't take other creatures with you.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 6 BOOK *PH*

UTILITY POWER

Feywild Spell Surge

KEYWORDS Arcane USED

Free Action	↑ ⚡	Personal
ACTION	← ✖	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Trigger: You miss at least one attack with a power that has the Arcane keyword.
 Effect: Reroll one of the missed attack rolls. Use the second roll, even if it is lower.
 Special: If you are an eladrin, you gain a +2 bonus to the rerolled attack.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 10 BOOK *Dragon 366*

UTILITY POWER

Shield

KEYWORDS Arcane, Force USED

Imm Interru 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**

Invisibility

KEYWORDS Arcane, Illusion USED

Standard 5 Ranged 5
ACTION **RANGE**

AT-WILL ENCOUNTER DAILY

Effect: The target is invisible until the end of your next turn. If the target attacks, the effect ends.
 Sustain Standard: If the target is within range, you can sustain the effect.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 6 BOOK PH

UTILITY POWER **DUNGEONS & DRAGONS**

Blur

KEYWORDS Arcane, Illusion USED

Minor Personal
ACTION **RANGE**

AT-WILL ENCOUNTER DAILY

Effect: Until the end of the encounter, you gain a +2 power bonus to all defenses, and enemies 5 or more squares away from you cannot see you.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 10 BOOK PH

UTILITY POWER **DUNGEONS & DRAGONS**

Soul Burn

KEYWORDS Arcane USED

Minor Personal
ACTION **RANGE**

AT-WILL ENCOUNTER DAILY

Effect: You spend a healing surge. Instead of regaining hit points, you regain one encounter power you have already used.

ADDITIONAL EFFECTS

CLASS LEVEL 12 BOOK PH

UTILITY POWER **DUNGEONS & DRAGONS**

Expeditious Retreat

KEYWORDS Arcane USED

Move Actio Personal
ACTION **RANGE**

AT-WILL ENCOUNTER DAILY

Effect: Shift up to twice your speed.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 2 BOOK PH

UTILITY POWER **DUNGEONS & DRAGONS**

Dimension Door

KEYWORDS Arcane, Teleportation USED

Move Actio Personal
ACTION **RANGE**

AT-WILL ENCOUNTER DAILY

Effect: Teleport 10 squares. You can't take other creatures with you.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 6 BOOK PH

UTILITY POWER **DUNGEONS & DRAGONS**

Feywild Spell Surge

KEYWORDS Arcane USED

Free Action Personal
ACTION **RANGE**

AT-WILL ENCOUNTER DAILY

Trigger: You miss at least one attack with a power that has the Arcane keyword.
 Effect: Reroll one of the missed attack rolls. Use the second roll, even if it is lower.
 Special: If you are an eladrin, you gain a +2 bonus to the rerolled attack.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 10 BOOK Dragon 366

UTILITY POWER **DUNGEONS & DRAGONS**

Feytouched Drowmesh +3

	+3 AC	
BONUS	ENHANCEMENT	CRITICAL

PROPERTIES

Gain an item bonus to initiative checks equal to the armor's enhancement bonus.

KEYWORDS USED

ACTION AT-WILL ENCOUNTER DAILY

POWER

Power (Encounter • Illusion): Standard Action. You become invisible until the end of your next turn.

ITEM SLOT/TYPE Body LEVEL 12 PRICE 13000 BOOK AV

MAGIC ITEM **DUNGEONS & DRAGONS**

Magic Dagger +2

	+2 attack rolls and damage	+2d6 damage
BONUS	ENHANCEMENT	CRITICAL

PROPERTIES

KEYWORDS USED

ACTION AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT/TYPE Off-hand LEVEL 6 PRICE 1800 BOOK PH

MAGIC ITEM **DUNGEONS & DRAGONS**

Cloak of Distortion +2

+2 Fortitude, Reflex, and V		
BONUS	ENHANCEMENT	CRITICAL
PROPERTIES		
A ranged attack against you from more than 5 squares away takes a -5 penalty to the attack roll.		
KEYWORDS		
USED		
ACTION		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
POWER		
Item Slot: Neck		
ITEM SLOT/TYPE	LEVEL	PRICE
Neck	9	4200
BOOK AV		

MAGIC ITEM

Steadfast Boots (heroic tier)

BONUS	ENHANCEMENT	CRITICAL
PROPERTIES		
Item Slot: Feet		
Power (Encounter): Minor Action. As long as you stay in the same space that you began the current turn, gain a +2 power bonus to AC and all defenses until the beginning of your next turn. If you move or are moved from your starting square at any time through any means, you lose these bonuses.		
KEYWORDS		
USED		
ACTION		
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
POWER		
Item Slot: Feet		
ITEM SLOT/TYPE	LEVEL	PRICE
Feet	8	3400
BOOK AV		

MAGIC ITEM

Solitaire (Citrine) (paragon tier)

BONUS	ENHANCEMENT	CRITICAL
PROPERTIES		
Power (Encounter • Healing): Free Action. Use this power when you score a critical hit on your turn. You spend a healing surge.		
Special: You cannot use more than one solitaire in an encounter.		
KEYWORDS		
USED		
ACTION		
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
POWER		
Item Slot: Neck		
ITEM SLOT/TYPE	LEVEL	PRICE
Neck	11	9000
BOOK AV		

MAGIC ITEM

Potion of Regeneration (heroic tier)

BONUS	ENHANCEMENT	CRITICAL
PROPERTIES		
Power (Consumable • Healing): Minor Action. Drink this potion and spend a healing surge. You do not gain hit points as normal. Instead, gain regeneration 5 until the end of the encounter. If you aren't bloodied at the start of your turn while this power is in effect, you don't regain any hit points and the regeneration is suppressed until the start of your next turn.		
KEYWORDS		
USED		
ACTION		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
POWER		
Item Slot: Neck		
ITEM SLOT/TYPE	LEVEL	PRICE
Neck	9	160
BOOK AV		

MAGIC ITEM

Potion of Healing (heroic tier)

BONUS	ENHANCEMENT	CRITICAL
PROPERTIES		
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.		
KEYWORDS		
USED		
ACTION		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
POWER		
Item Slot: Neck		
ITEM SLOT/TYPE	LEVEL	PRICE
Neck	5	50
BOOK PH		

MAGIC ITEM

Headband of Intellect (heroic tier)

BONUS	ENHANCEMENT	CRITICAL
PROPERTIES		
Gain a +2 item bonus to knowledge or monster knowledge checks, and a +1 item bonus to attack rolls on powers that have the psychic keyword.		
KEYWORDS		
USED		
ACTION		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
POWER		
Item Slot: Head		
ITEM SLOT/TYPE	LEVEL	PRICE
Head	10	5000
BOOK AV		

MAGIC ITEM

Deathcap Spores (paragon tier)

BONUS	ENHANCEMENT	CRITICAL
PROPERTIES		
Power (Consumable • Poison): Standard Action. Make an attack: Area burst 1 within 10; +15 vs. Fortitude; 2d8 poison damage, and ongoing 5 poison damage (save ends).		
KEYWORDS		
USED		
ACTION		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
POWER		
Item Slot: Neck		
ITEM SLOT/TYPE	LEVEL	PRICE
Neck	12	500
BOOK Dragon 370		

MAGIC ITEM

Flame Wand +3

+3 attack rolls and damage		
+3d8 fire damage		
BONUS	ENHANCEMENT	CRITICAL
PROPERTIES		
Gain a +2 item bonus to damage rolls when you use this wand to attack with a power that has the fire and implement keywords.		
KEYWORDS		
USED		
ACTION		
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
POWER		
Item Slot: Off-hand		
Power (Encounter • Arcane, Fire, Implement): Standard Action. As the wizard's scorching burst power.		
Scorching Burst Wizard Attack 1.		
ITEM SLOT/TYPE	LEVEL	PRICE
Off-hand	13	17000
BOOK AV		

MAGIC ITEM