

Player Name

Mirage	12	Wizard	Blood Mage	32,000
Character Name	Level	Class	Paragon Path	Total XP
Tiefling	Medium	25	Male	5'10"
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			

### 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

### HIT POINTS

MAX HP	BLOODIED	HEALING SURGES	SURGE VALUE	SURGES/DAY
78	39	19	1/4 HP	8
CURRENT HIT POINTS		CURRENT SURGE USES		
SECOND WIND 1/ENCOUNTER		USED <input type="checkbox"/>		
TEMPORARY HIT POINTS				
DEATH SAVING THROW FAILURES		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
SAVING THROW MODS				
RESISTANCES Resist 11 Fire,				
CURRENT CONDITIONS AND EFFECTS				

### SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
10	Acrobatics	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	
7	Streetwise	CHA	7	0	n/a
10	Thievery	DEX	10	0	

### 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								

SCORE	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								

SCORE	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								

SCORE	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								

### ACTION POINTS

MILESTONES	ACTION POINTS
0	1
1	2
2	3
ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS	

### 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.

### 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

### LANGUAGES KNOWN

Common, Draconic

### MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		
SPECIAL MOVEMENT				

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
21	Passive Insight	10 +	11

### 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	

### 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		

### 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

### 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

POWER INDEX	
<i>List your powers below. Check the box when the power is used. Clear the box when the power renews.</i>	
AT-WILL POWERS	
Ghost Sound	
Light	
Mage Hand	
Prestidigitation	
Illusory Ambush	
Scorching Burst	
ENCOUNTER POWERS	
Infernal Wrath	<input type="checkbox"/>
Wand of Accuracy	<input type="checkbox"/>
Grasping Shadows	<input type="checkbox"/>
Shock Sphere	<input type="checkbox"/>
Fire Burst	<input type="checkbox"/>
Blood Pulse	<input type="checkbox"/>
DAILY POWERS	
Sleep	<input type="checkbox"/>
Phantasmal Assailant	<input type="checkbox"/>
Wall of Fire	<input type="checkbox"/>
Phantom Chasm	<input type="checkbox"/>
Fireball	<input type="checkbox"/>
Mordenkainen's Sword	<input type="checkbox"/>
UTILITY POWERS	
Expeditious Retreat	<input type="checkbox"/>
Dimension Door	<input type="checkbox"/>
Feywild Spell Surge	<input type="checkbox"/>
Shield	<input type="checkbox"/>
Invisibility	<input type="checkbox"/>
Blur	<input type="checkbox"/>
Soul Burn	<input type="checkbox"/>
	<input type="checkbox"/>
OTHER EQUIPMENT	
Spellbook	
Adventurer's Kit	
COINS AND OTHER WEALTH	
Money on hand: 100 gp	
Stored money: 0 gp	
Encumbrance: 49 lb. / 90 lb.	

MAGIC ITEM INDEX	
<i>List your powers below. Check the box when the power is used. Clear the box when the power renews.</i>	
MAGIC ITEMS	
WEAPON	Magic Dagger +2 (Off-hand) (E) <input type="checkbox"/>
WEAPON	Flame Wand +3 (Off-hand) (E) <input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
ARMOR	Feytouched Drowmesh +3 (E) <input type="checkbox"/>
ARMS	<input type="checkbox"/>
FEET	Steadfast Boots (heroic tier) (E) <input type="checkbox"/>
HANDS	<input type="checkbox"/>
HEAD	Headband of Intellect (heroic tier) (E) <input type="checkbox"/>
NECK	Cloak of Distortion +2 (E) <input type="checkbox"/>
RING	<input type="checkbox"/>
RING	<input type="checkbox"/>
WAIST	<input type="checkbox"/>
	Solitaire (Citrine) (paragon tier) <input type="checkbox"/>
	Potion of Regeneration (heroic tier) <input type="checkbox"/>
	Potion of Healing (heroic tier) <input type="checkbox"/>
	Deathcap Spores (paragon tier) (2) <input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
<i>Daily Item Powers Per Day</i>	
Heroic (1-10)	<input type="checkbox"/> Milestone <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>
Paragon (11-20)	<input type="checkbox"/> <input type="checkbox"/> Milestone <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>
Epic (21-30)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Milestone <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>
RITUALS / ALCHEMY	
Comprehend Language	
Secret Page	
Silence	
Eye of Alarm	
Detect Secret Doors	
Knock	
Hallucinatory Item	
Sending	
Shadow Bridge	
Tenser's Binding	
Passwall	

CHARACTER PORTRAIT	
<div></div>	
PERSONALITY TRAITS	
MANNERISMS AND APPEARANCE	
CHARACTER BACKGROUND	
COMPANIONS AND ALLIES	
SESSION AND CAMPAIGN NOTES	

## Mirage

PLAYER NAME

RACE Tiefling CLASS Wizard LEVEL 12

HP  
789 STR  
14 CONAC  
27Spd  
618 DEX  
22 INTFort  
20Init  
+1311 WIS  
13 CHARef  
24Will  
2121 Passive  
Insight16 Passive  
Perception

## PLAY DATA

DUNGEONS &amp; DRAGONS®

## ENCOUNTER SPECIAL

DUNGEONS &amp; DRAGONS®

## ENCOUNTER ACTION

DUNGEONS &amp; DRAGONS®

## Ghost Sound

KEYWORDS Arcane, Illusion USED

Standard	10	Ranged 10
<b>ACTION</b>	<b>RANGE</b>	
vs	One object or unoccupied square	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

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

DUNGEONS &amp; DRAGONS®

## Light

KEYWORDS Arcane USED

Minor	5	Ranged 5
<b>ACTION</b>	<b>RANGE</b>	
vs	One object or unoccupied square	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

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 &amp; DRAGONS®

## Mage Hand

KEYWORDS Arcane, Conjunction USED

Minor	5	Ranged 5
<b>ACTION</b>	<b>RANGE</b>	
vs		
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

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 &amp; DRAGONS®

## Prestidigitation

KEYWORDS Arcane USED

Standard	2	Ranged 2
<b>ACTION</b>	<b>RANGE</b>	
vs		
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

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 &amp; DRAGONS®

## Illusory Ambush

KEYWORDS Arcane, Illusion, Implement, Psychic USED

Standard	10	Ranged 10
<b>ACTION</b>	<b>RANGE</b>	
16 vs Will	One creature	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

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

DUNGEONS &amp; DRAGONS®

## Scorching Burst

KEYWORDS Arcane, Fire, Implement USED

Standard	10	Area burst 1 within 10 squares
<b>ACTION</b>	<b>RANGE</b>	
16 vs Reflex	Each creature in burst	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

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

DUNGEONS &amp; DRAGONS®





## Infernal Wrath

KEYWORDS		USED
Minor	 	Personal
<b>ACTION</b>	 	<b>RANGE</b>
	vs	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>
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 <i>PH</i>

ENCOUNTER POWER











## Wand of Accuracy

KEYWORDS		USED
Free Action	 	
<b>ACTION</b>	 	<b>RANGE</b>
	vs	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>
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 <i>PH</i>

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		
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		
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, Conjunction, Fire, Implement				USED			
Standard		 		10		 		Area wall 8 within 10 squares			
ACTION		 						RANGE			
		vs									
ATTACK		DEFENSE						TARGET			
<p>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.</p>											
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

☐ AT-WILL

☐ ENCOUNTER

☒ 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

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✈

Personal

ACTION

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✱

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

Feywild Spell Surge

KEYWORDS

Arcane

USED

Free Action

↑

✈

Personal

ACTION

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✱

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



Shield

KEYWORDS Arcane, Force

USED

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Personal

ACTION

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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

Soul Burn

KEYWORDS Arcane

USED

Minor

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Personal

ACTION

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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

Feywild Spell Surge

KEYWORDS Arcane

USED

Free Action

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Personal

ACTION

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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

Invisibility

KEYWORDS Arcane, Illusion

USED

Standard

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Ranged 5

ACTION

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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

Expeditious Retreat

KEYWORDS Arcane

USED

Move Action

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Personal

ACTION

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RANGE

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

Effect: Shift up to twice your speed.

ADDITIONAL EFFECTS

CLASS Wizard

LEVEL 2

BOOK PH

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

Blur

KEYWORDS Arcane, Illusion

USED

Minor

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Personal

ACTION

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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

Dimension Door

KEYWORDS Arcane, Teleportation

USED

Move Action

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↗

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

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

## Cloak of Distortion +2

	+2 Fortitude, Reflex, and Will	
<b>BONUS</b>	<b>ENHANCEMENT</b>	<b>CRITICAL</b>
PROPERTIES A ranged attack against you from more than 5 squares away takes a –5 penalty to the attack roll.		
	KEYWORDS	USED
<b>ACTION</b>		
<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)

<b>BONUS</b>	<b>ENHANCEMENT</b>	<b>CRITICAL</b>
PROPERTIES		
	KEYWORDS	USED
<b>ACTION</b>		
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
POWER 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.		
ITEM SLOT/TYPE	LEVEL	PRICE
Feet	8	3400
	BOOK	AV

MAGIC ITEM



## Solitaire (Citrine) (paragon tier)

<b>BONUS</b>	<b>ENHANCEMENT</b>	<b>CRITICAL</b>
PROPERTIES		
	KEYWORDS	USED
<b>ACTION</b>		
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
POWER 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.		
ITEM SLOT/TYPE	LEVEL	PRICE
	11	9000
	BOOK	AV

MAGIC ITEM



## Potion of Regeneration (heroic tier)

<b>BONUS</b>	<b>ENHANCEMENT</b>	<b>CRITICAL</b>
PROPERTIES		
	KEYWORDS	USED
<b>ACTION</b>		
<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. 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.		
ITEM SLOT/TYPE	LEVEL	PRICE
	9	160
	BOOK	AV

MAGIC ITEM



## Potion of Healing (heroic tier)

<b>BONUS</b>	<b>ENHANCEMENT</b>	<b>CRITICAL</b>
PROPERTIES		
	KEYWORDS	USED
<b>ACTION</b>		
<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
	5	50
	BOOK	PH

MAGIC ITEM



## Headband of Intellect (heroic tier)

<b>BONUS</b>	<b>ENHANCEMENT</b>	<b>CRITICAL</b>
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
<b>ACTION</b>		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
POWER Item Slot: Head Power (Daily): Minor Action. Gain a +2 power bonus to the next Intelligence attack that you make this turn.		
ITEM SLOT/TYPE	LEVEL	PRICE
Head	10	5000
	BOOK	AV

MAGIC ITEM



## Deathcap Spores (paragon tier)

<b>BONUS</b>	<b>ENHANCEMENT</b>	<b>CRITICAL</b>
PROPERTIES		
	KEYWORDS	USED
<b>ACTION</b>		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
POWER 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).		
ITEM SLOT/TYPE	LEVEL	PRICE
	12	500
	BOOK	Dragon 370

MAGIC ITEM



## Flame Wand +3

	+3 attack rolls and damage	+3d8 fire damage
<b>BONUS</b>	<b>ENHANCEMENT</b>	<b>CRITICAL</b>
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
<b>ACTION</b>		
<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

