

Character Name: **Quelenna Nimuriel** Level: **19** Class: **Wizard** Blood Mage Paragon Path Epic Destiny Total XP: **119,000**

Race: **Eladrin** Size: **Medium** Age: **Female** Height: **5'11"** Weight: **130 lb** Alignment: **Good** Deity: **Mystra**

Adventuring Company: _____ RPGA Number: _____

INITIATIVE			
SCORE	DEX	1/2 LVL	MISC
20	Initiative	3	9
CONDITIONAL MODIFIERS			

ABILITY SCORES			
SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
11	STR Strength	0	9
9	CON Constitution	-1	8
17	DEX Dexterity	3	12
24	INT Intelligence	7	16
19	WIS Wisdom	4	13
11	CHA Charisma	0	9

HIT POINTS			
MAX HP	BLOODIED	HEALING SURGES SURGE VALUE	SURGES/DAY
101	50	25	5
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 +5 Racial bonus against charm effects			
RESISTANCES			
CURRENT CONDITIONS AND EFFECTS			

SKILLS						
BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC	
12	Acrobatics	DEX	12	0		
23	Arcana	INT	16	5	n/a	2
9	Athletics	STR	9	0		
9	Bluff	CHA	9	0	n/a	
9	Diplomacy	CHA	9	0	n/a	
18	Dungeoneering	WIS	13	5	n/a	
8	Endurance	CON	8	0		
13	Heal	WIS	13	0	n/a	
25	History	INT	16	5	n/a	4
18	Insight	WIS	13	5	n/a	
9	Intimidate	CHA	9	0	n/a	
13	Nature	WIS	13	0	n/a	
20	Perception	WIS	13	5	n/a	2
16	Religion	INT	16	0	n/a	
12	Stealth	DEX	12	0		
9	Streetwise	CHA	9	0	n/a	
12	Thievery	DEX	12	0		

DEFENSES									
SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC	
32	AC	19	9			4			

CONDITIONAL BONUSES
+1 AC whenever you are adjacent to a wall, +1 AC against ranged, area, and close attacks

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC	
23	FORT	19				4			

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

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC	
30	REF	19	7			4			

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

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC	
30	WILL	19	4	2		4	1		

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

ACTION POINTS		
	MILESTONES	ACTION POINTS
Action Points	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES	
Trance - Meditate aware 4 hours instead of sleep.	
Eladrin Weapon Proficiency - Proficient with longsword.	
Eladrin Education - Training in any one additional skill.	
Eladrin Will - +1 Will; +5 to saving throws against charm.	
Fey Step - Use fey step as an encounter power.	
Fey Origin - Your origin is fey, not natural.	
Arcana Bonus	
History Bonus	

CLASS / PATH / DESTINY FEATURES	
Arcane Implement Mastery - Choose Orb of Imposition, Staff of Defense, or Wand of Accuracy.	
Orb of Imposition - Encounter, free; with orb, penalize foe's saving throws against your spell, or extend duration of your at-will spell one round.	
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.	
Burning Blood - Second wind deals foes within 10 your Con mod in psychic damage; more for foes suffering effects you caused	
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, Elven	

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

SPECIAL MOVEMENT

SENSES			
SCORE	PASSIVE SENSE	BASE	SKILL BONUS
28	Passive Insight	10	+ 18
30	Passive Perception	10	+ 20

SPECIAL SENSES
Low-light Vision

ATTACK WORKSPACE									
ABILITY: Magic Missile - Orb of the Sequestered Boneyard									
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC		
+ 20	9	7				4			
ABILITY: Melee Basic Attack - Longsword									
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC		
+ 12	9	0		3					

DAMAGE WORKSPACE						
ABILITY: Magic Missile - Orb of the Sequestered Boneyard						
DAMAGE	ABIL	FEAT	ENH	MISC	MISC	
2d4+11	7		4			
ABILITY: Melee Basic Attack - Longsword						
DAMAGE	ABIL	FEAT	ENH	MISC	MISC	
1d8	0					

BASIC ATTACKS			
ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
20	vs Ref	Magic Missile (Orb of the Sec	2d4+11
12	vs AC	Longsword	1d8
9	vs AC	Unarmed (Melee)	1d4
12	vs AC	Unarmed (Range)	1d4+3

FEATS	
Ritual Caster - Master and perform rituals	
Moon Elf Resilience - Spend healing surge as free action when using fey step in certain situations	
Improved Initiative - +4 to initiative checks	
Armor Proficiency (Leather) - Training with leather armor	
Alertness - No combat advantage when surprised, +2 to Perception	
Burning Blizzard - +1 damage with acid or cold power	
Expanded Spellbook - Add additional daily spell to spellbook	
Psychic Lock - Target hit with psychic power takes -2 on next attack roll	
Back to the Wall - +1 to melee attack, damage, AC when adjacent to a wall	
Combat Anticipation - +1 to defenses against ranged, area, close attacks	
Distant Shot - Ignore -2 penalty for long range	
Toughness - Gain 5 additional hit points per tier	

CHARACTER NAME		
Quelenna Nimuriel		
PLAYER NAME		
RACE	Eladrin	CLASS Wizard
LEVEL	19	
<div><div>HP</div><div>101</div><div>Spd</div><div>6</div><div>Init</div><div>+20</div></div> <div><div>11 STR</div><div>9 CON</div><div>17 DEX</div><div>24 INT</div><div>19 WIS</div><div>11 CHA</div></div> <div><div>AC</div><div>32</div><div>Fort</div><div>23</div><div>Ref</div><div>30</div><div>Will</div><div>30</div></div> <div><div>28</div><div>Passive Insight</div><div>30</div><div>Passive Perception</div></div>		

PLAY DATA

DUNGEONS & DRAGONS

Ghost Sound		
KEYWORDS		USED
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	LEVEL	BOOK
Wizard	1	PH

AT-WILL POWER

DUNGEONS & DRAGONS

Prestidigitation		
KEYWORDS		USED
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 prestidigitatation effects active at one time.		
ADDITIONAL EFFECTS		
CLASS	LEVEL	BOOK
Wizard	1	PH

AT-WILL POWER

DUNGEONS & DRAGONS



ENCOUNTER SPECIAL

DUNGEONS & DRAGONS

Light		
KEYWORDS		USED
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	LEVEL	BOOK
Wizard	1	PH

AT-WILL POWER

DUNGEONS & DRAGONS

Magic Missile		
KEYWORDS		USED
Arcane, Force, Implement		
Standard	20	Ranged 20
ACTION		RANGE
20	vs Reflex	One creature
ATTACK	DEFENSE	TARGET
Attack: Intelligence vs. Reflex Hit: 2d4 + Intelligence modifier (+7) force damage. Increase damage to 4d4 + Intelligence modifier (+7) 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. Orb of the Sequestered Boneyard +4: +20 attack, 2d4+11 damage		
ADDITIONAL EFFECTS		
CLASS	LEVEL	BOOK
Wizard	1	PH

AT-WILL POWER

DUNGEONS & DRAGONS

Second Wind		
KEYWORDS		USED
Standard		Personal
ACTION		RANGE
vs	Self	
ATTACK	DEFENSE	TARGET
Effect: You spend a healing surge and regain 25 hit points. You gain a +2 bonus to all defenses until the start of your next turn.		
ADDITIONAL EFFECTS		
CLASS	LEVEL	BOOK
		PH

ENCOUNTER ACTION

DUNGEONS & DRAGONS

Mage Hand		
KEYWORDS		USED
Arcane, Conjunction		
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	LEVEL	BOOK
Wizard	1	PH

AT-WILL POWER



DUNGEONS & DRAGONS

Thunderwave		
KEYWORDS		USED
Arcane, Implement, Thunder		
Standard		Close blast 3
ACTION	3	RANGE
20	vs Fort	Each creature in blast
ATTACK	DEFENSE	TARGET
Attack: Intelligence vs. Fortitude Hit: 1d6 + Intelligence modifier (+7) thunder damage, and you push the target a number of squares equal to your Wisdom modifier (+4). Increase damage to 2d6 + Intelligence modifier (+7) at 21st level. Orb of the Sequestered Boneyard +4: +20 attack, 1d6+11 damage		
ADDITIONAL EFFECTS		
+1 to attack rolls whenever you are adjacent to a wall - Back to the Wall. +1 to damage rolls whenever you are adjacent to a wall - Back to the Wall.		
CLASS	LEVEL	BOOK
Wizard	1	PH

AT-WILL POWER



DUNGEONS & DRAGONS

Fey Step

KEYWORDS Teleportation		USED
Move		Personal
ACTION		RANGE
20	vs	
ATTACK	DEFENSE	TARGET
Effect: Teleport up to 5 squares.		
ADDITIONAL EFFECTS		
CLASS Racial Power	LEVEL *	BOOK <i>PH</i>



ENCOUNTER POWER 

Blood Pulse

KEYWORDS Arcane, Implement		USED
Standard		Area burst 3 within 20 squares
ACTION		RANGE
20	vs	Will
ATTACK	DEFENSE	TARGET
Attack: Intelligence vs. Will Hit: 2d6 + Intelligence modifier (+7) damage, and until the end of your next turn the target takes 1d6 damage for every square it leaves.		
Orb of the Sequestered Boneyard +4: +20 attack, 2d6+11 damage		
ADDITIONAL EFFECTS		
CLASS Blood Mage	LEVEL 11	BOOK <i>PH</i>



ENCOUNTER POWER 


Ice Storm

KEYWORDS Arcane, Cold, Implement, Zone		USED
Standard		Area burst 3 within 20 squares
ACTION		RANGE
20	vs	Fort
ATTACK	DEFENSE	TARGET
Attack: Intelligence vs. Fortitude Hit: 2d8 + Intelligence modifier (+7) cold damage, and the target is immobilized (save ends). Miss: Half damage, and the target is slowed (save ends). Effect: The burst creates a zone of ice. The zone is difficult terrain until the end of the encounter or for 5 minutes.		
Orb of the Sequestered Boneyard +4: +20 attack, 2d8+13 damage		
ADDITIONAL EFFECTS		
CLASS Wizard	LEVEL 9	BOOK <i>PH</i>



DAILY POWER 

Orb of Imposition

KEYWORDS Implement		USED
Free		
ACTION		RANGE
20	vs	
ATTACK	DEFENSE	TARGET
Effect: you can use your orb to gain one of the following two effects. You can designate one creature you have cast a wizard spell upon that has an effect that lasts until the subject succeeds on a saving throw. That creature takes a penalty to its saving throws against that effect equal to your Wisdom modifier (+4). Alternatively, you can choose to extend the duration of an effect created by a wizard at-will spell (such as cloud of daggers or ray of frost) that would otherwise end at the end of your current turn. The effect instead ends at the end of your next turn. Requirement: You must wield an orb to use this ability.		
ADDITIONAL EFFECTS		
CLASS	LEVEL *	BOOK <i>PH</i>



ENCOUNTER POWER 


Mesmeric Hold

KEYWORDS Arcane, Charm, Implement, Psychic		USED
Standard		Ranged 10
ACTION		RANGE
20	vs	Will
ATTACK	DEFENSE	TARGET
Attack: Intelligence vs. Will, one attack per target Special: If you target only one creature with this power, you gain a +4 power bonus to the attack roll. Hit: 2d6 + Intelligence modifier (+7) psychic damage, and the target is immobilized until the end of your next turn.		
Orb of the Sequestered Boneyard +4: +20 attack, 2d6+11 damage		
ADDITIONAL EFFECTS		
CLASS Wizard	LEVEL 13	BOOK <i>PH</i>



ENCOUNTER POWER 


Otiluke's Resilient Sphere

KEYWORDS Arcane, Conjuraton, Force, Implement		USED
Standard		Ranged 10
ACTION		RANGE
20	vs	Reflex
ATTACK	DEFENSE	TARGET
Attack: Intelligence vs. Reflex Hit: You conjure a sphere of force that fills the target's entire space until the end of your next turn. The target is immo-bilized and can't attack anything outside its own space. Creatures outside the sphere can't attack the target, and the sphere blocks objects and creatures attempting to pass through it. The sphere, though impenetrable, is not impervious to damage. Attacks against the sphere automatically hit, and it has 100 hit points. Sustain Minor: If your attack roll was successful, you can sustain the sphere. Miss: The target is immobilized (save ends). Special: Instead of attacking an enemy, you can put the sphere around yourself or a willing ally within range without making an attack roll.		
Orb of the Sequestered Boneyard +4: +20 attack		
ADDITIONAL EFFECTS		
CLASS Wizard	LEVEL 15	BOOK <i>PH</i>



DAILY POWER 

Spectral Ram

KEYWORDS Arcane, Force, Implement		USED
Standard		Ranged 10
ACTION		RANGE
20	vs	Fort
ATTACK	DEFENSE	TARGET
Hit: 2d10 + Intelligence modifier (+7) force damage, and you push the target 3 squares and it is knocked prone. Attack: Intelligence vs. Fortitude		
Orb of the Sequestered Boneyard +4: +20 attack, 2d10+11 damage		
ADDITIONAL EFFECTS		
CLASS Wizard	LEVEL 7	BOOK <i>PH</i>



ENCOUNTER POWER 


Crushing Titan's Fist

KEYWORDS Arcane, Force, Implement		USED
Standard		Area burst 2 within 20 squares
ACTION		RANGE
20	vs	Reflex
ATTACK	DEFENSE	TARGET
Attack: Intelligence vs. Reflex Hit: 3d8 + Intelligence modifier (+7) force damage, and the target is immobilized until the end of your next turn. Effect: Entering a square within the power's area costs 4 extra squares of movement. This effect ends at the end of your next turn, and you can dismiss it as a minor action.		
Orb of the Sequestered Boneyard +4: +20 attack, 3d8+11 damage		
ADDITIONAL EFFECTS		
CLASS Wizard	LEVEL 17	BOOK <i>PH</i>

ENCOUNTER POWER 

Disintegrate

KEYWORDS Arcane, Implement		USED
Standard		Ranged 10
ACTION		RANGE
20	vs	Reflex
ATTACK	DEFENSE	TARGET
Attack: Intelligence vs. Reflex Special: You don't need to make an attack roll to hit an unattended object with this power. Hit: 5d10 + Intelligence modifier (+7) damage, and ongoing 10 damage (save ends). If the target saves, it takes ongoing 5 damage (save ends). Miss: 3d10 + Intelligence modifier (+7) damage, and ongoing 5 damage (save ends).		
Orb of the Sequestered Boneyard +4: +20 attack, 5d10+11 damage		
ADDITIONAL EFFECTS		
CLASS Wizard	LEVEL 19	BOOK <i>PH</i>

DAILY POWER 

Wall of Fire

SPELLBOOK

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 (+7) fire damage. If a creature moves into the wall's space or starts its turn there, the creature takes 3d6 + Intelligence modifier (+7) 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

DUNGEONS & DRAGONS

Visions of Ruin

SPELLBOOK

KEYWORDS Arcane, Fear, Illusion, Implement, Psychic, Zone

USED

Standard 10 Area burst 1 within 10 squares

ACTION RANGE

20 vs Will

ATTACK DEFENSE TARGET

Effect: The burst creates a zone of illusory safety. A target that is forced to leave the zone takes 2d8 + Intelligence modifier (+7) psychic damage, and this effect ends for it. The zone lasts until no creature is subject to this effect.
Attack: Intelligence vs. Will
Hit: The target is affected by visions of ruin (save ends). While affected by visions of ruin, it cannot voluntarily leave the zone, and it does not have line of sight to targets outside the zone.
Miss: Until the end of your next turn, the target cannot voluntarily leave the zone, and it does not have line of sight to targets outside the zone.
Special: A creature whose space is partly within the zone can move only into squares within the zone.

Orb of the Sequestered Boneyard +4: +20 attack

ADDITIONAL EFFECTS

CLASS Wizard

LEVEL 9

BOOK AP

DAILY POWER

DUNGEONS & DRAGONS

Jump

KEYWORDS Arcane

USED

Move 10 Ranged 10

ACTION RANGE

AT-WILL ENCOUNTER DAILY

Target: You or one creature
Effect: The target makes an Athletics check as a free action to jump with a +10 power bonus. The target can move as many squares as the check allows and is considered to have a running start.

ADDITIONAL EFFECTS

CLASS Wizard

LEVEL 2

BOOK PH

UTILITY POWER

DUNGEONS & DRAGONS

Prismatic Beams

SPELLBOOK

KEYWORDS Arcane, Fire, Implement, Poison

USED

Standard 5 Close burst 5

ACTION RANGE

vs

ATTACK DEFENSE TARGET

Attack: Intelligence vs. Fortitude, Reflex, Will
Hit (Reflex): If the attack hits the target's Reflex defense, the target takes 2d6 + Intelligence modifier (+7) fire damage, and ongoing 5 fire damage (save ends).
Hit (Fortitude): If the attack hits the target's Fortitude defense, the target takes 2d6 + Intelligence modifier (+7) poison damage, and ongoing 5 poison damage (save ends).
Hit (Will): If the attack hits the target's Will defense, the target is dazed (save ends).
Special: You make only one attack per target, but compare that attack result against all three defenses. A target might be subject to any, all, or none of the effects depending on how many of its defenses were hit. The target must make a saving throw against each ongoing effect separately.

ADDITIONAL EFFECTS

CLASS Wizard

LEVEL 15

BOOK PH

DAILY POWER

DUNGEONS & DRAGONS

Wall of Ice

SPELLBOOK

KEYWORDS Arcane, Cold, Conjuraton, Implement

USED

Standard 10 Area wall 12 within 10 squares

ACTION RANGE

vs

ATTACK DEFENSE TARGET

Effect: You conjure a solid wall of contiguous squares filled with arcane ice. The wall can be up to 12 squares long and up to 6 squares high.
Any creature that starts its turn adjacent to the wall takes 2d6 + Intelligence modifier (+7) cold damage. The wall blocks line of sight and prevents movement. No creature can enter a square containing the wall.
Special: A creature can attack the wall. Each square has 50 hit points. Any creature that makes a melee attack against the wall takes 2d6 cold damage. The wall has vulnerability 25 to fire. If the wall is not destroyed, it melts away after 1 hour.

ADDITIONAL EFFECTS

CLASS Wizard

LEVEL 15

BOOK PH

DAILY POWER

DUNGEONS & DRAGONS

Disguise Self

KEYWORDS Arcane, Illusion

USED

Minor Personal

ACTION RANGE

AT-WILL ENCOUNTER DAILY

Effect: You make yourself, your clothing, and your equipment look different. You can take on the appearance of any creature of similar build and size, including a specific individual whom you've seen. You gain neither the abilities or mannerisms of the chosen form, nor the tactile or audible properties of your form or gear. For example, if you took on the illusion of a dwarf fighter in plate armor, anyone touching you would realize you weren't wearing plate armor, and you would not clank, creak, or jingle as you walked. The illusion lasts for 1 hour, although you can end it as a minor action. You must keep the same appearance for the entire duration.
Anyone who attempts to see through your ruse makes an Insight check opposed by your Bluff check, and you gain a +5 power bonus to your check.

ADDITIONAL EFFECTS

CLASS Wizard

LEVEL 6

BOOK PH

UTILITY POWER

DUNGEONS & DRAGONS

Oppressive Force

SPELLBOOK

KEYWORDS Arcane, Force, Implement

USED

Standard 20 Ranged 20

ACTION RANGE

20 vs Reflex

ATTACK DEFENSE TARGET

Attack: Intelligence vs. Reflex
Hit: 3d10 + Intelligence modifier (+7) force damage, and the target is knocked prone and affected by oppressive force (save ends). While affected by oppressive force, the target takes ongoing 10 force damage and can't stand up from prone.
Miss: Half damage, and the target is knocked prone and affected by oppressive force (save ends). While affected by oppressive force, the target takes ongoing 5 force damage and can't stand up from prone.

Orb of the Sequestered Boneyard +4: +20 attack, 3d10 +11 damage

ADDITIONAL EFFECTS

CLASS Wizard

LEVEL 19

BOOK AP

DAILY POWER

DUNGEONS & DRAGONS

Cloudkill

SPELLBOOK

KEYWORDS Arcane, Implement, Poison, Zone

USED

Standard 20 Area burst 5 within 20 squares

ACTION RANGE

20 vs Fort

ATTACK DEFENSE TARGET

Attack: Intelligence vs. Fortitude
Hit: 1d10 + Intelligence modifier (+7) poison damage.
Effect: The burst creates a zone of poisonous vapors that lasts until the end of your next turn. A creature that enters the zone or starts its turn there takes 1d10 + Intelligence modifier (+7) poison damage. As a move action, you can move the zone 3 squares.
Sustain Minor: The zone persists.

Orb of the Sequestered Boneyard +4: +20 attack, 1d10+11 damage

ADDITIONAL EFFECTS

CLASS Wizard

LEVEL 19

BOOK PH

DAILY 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		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY		
Effect: You spend a healing surge. Instead of regaining hit points, you regain one encounter power you have already used.				
ADDITIONAL EFFECTS				
CLASS	Blood Mage	LEVEL	12	BOOK <i>PH</i>

UTILITY POWER









Levitate

SPELLBOOK		KEYWORDS		Arcane		USED
Move	  	Personal				
ACTION	  	RANGE				
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY				
Effect: You can move 4 squares vertically and remain there, hovering above the ground. While aloft, you are unsteady, taking a -2 penalty to AC and Reflex defense. If some effect, such as a pit opening below you, causes you to be more than 4 squares above the ground, you drop down to 4 squares above the ground. You do not take damage from such a fall. Sustain Move: You can sustain this power until the end of the encounter or for 5 minutes. When you sustain this power, you can move 3 squares up or down or 1 square horizontally. You cannot go higher than 4 squares above the ground. If you don't sustain the power, you descend to the ground without taking falling damage.						
ADDITIONAL EFFECTS						
CLASS	Wizard	LEVEL	6	BOOK	<i>PH</i>	

UTILITY POWER









Stoneskin

KEYWORDS		Arcane		USED
Standard	  	Melee touch		
ACTION	  	RANGE		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY		
Target: You or one ally Effect: The target gains resist 10 to all damage until the end of the encounter or for 5 minutes.				
ADDITIONAL EFFECTS				
CLASS	Wizard	LEVEL	16	BOOK <i>PH</i>

UTILITY POWER









Mirror Image

SPELLBOOK		KEYWORDS		Arcane, Illusion		USED
Minor	  	Personal				
ACTION	  	RANGE				
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY				
Effect: Three duplicate images of yourself appear in your space, and you gain a +6 power bonus to AC. Each time an attack misses you, one of your duplicate images disappears and the bonus granted by this power decreases by 2. When the bonus reaches 0, all your images are gone and the power ends. Otherwise, the effect lasts for 1 hour.						
ADDITIONAL EFFECTS						
CLASS	Wizard	LEVEL	10	BOOK	<i>PH</i>	

UTILITY POWER









Phantasmal Terrain

SPELLBOOK		KEYWORDS		Arcane, Illusion, Implement, Zone		USED
Standard	  	10	Area burst 2 within 10 squares			
ACTION	  	2	RANGE			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY				
Effect: Until the end of the encounter, difficult terrain in the designated area costs 2 extra squares of movement instead of the normal 1 extra square for your enemies. Additionally, hazards and traps within the area gain a bonus to attack rolls equal to your Intelligence modifier (+7) against your enemies.						
ADDITIONAL EFFECTS						
CLASS	Wizard	LEVEL	2	BOOK	<i>AP</i>	

UTILITY POWER



Displacement

SPELLBOOK		KEYWORDS		Arcane, Illusion		USED
Imm Interru	  	5	Ranged 5			
ACTION	  	RANGE				
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY				
Trigger: A ranged or a melee attack hits you or one ally in range Effect: The attacker must reroll the attack roll.						
ADDITIONAL EFFECTS						
CLASS	Wizard	LEVEL	16	BOOK	<i>PH</i>	

UTILITY POWER



Orb of the Sequestered Boneyard +4

DAMAGE	PROFICIENT	GROUP	RANGE
+4 attack rolls and damage rolls	20	+4d6 damage	
ENHANCEMENT	LEVEL	CRITICAL	
PROPERTIES			
Magic Missile: +20 attack, 2d4+11 damage			
<input type="checkbox"/> AT-WILL			
<input type="checkbox"/> ENCOUNTER			
<input checked="" type="checkbox"/> DAILY			
POWER			
Power (Daily • Teleportation): Standard Action. Area burst 2 within 2; you and each creature in the burst; the target disappears from the map and reappears in the area described until the end of your next turn. The target occupies the same space relative to the center of the new area as it did relative to the origin square of the burst. If a creature cannot occupy that space, it moves to the nearest unoccupied space. If a creature cannot fit in the area described, it is not affected by this power. Sustain Minor: The target remains in the area until the end of your next turn. • When you sustain the effect, attack each creature on a square filled with bones: +25 vs. AC; 1d10 damage and slide the target 1 as bones shift and move the target.			
ITEM SLOT	Off-hand	WEIGHT	0
PRICE	125000	BOOK	<i>AV2</i>

MAGIC WEAPON



Battle Harness Leather Armor +4

2	-	-	1
AC BONUS	CHECK	SPEED	QUANTITY
+4 AC	19	Armor	
ENHANCEMENT	LEVEL	TYPE	
PROPERTIES			
As a free action, you can draw a sheathed weapon or retrieve a stowed item. You gain a power bonus to initiative equal to the item's enhancement bonus.			
<input type="checkbox"/> AT-WILL			
<input type="checkbox"/> ENCOUNTER			
<input type="checkbox"/> DAILY			
POWER			
ITEM SLOT	Body	WEIGHT	15
PRICE	105000	BOOK	<i>PH</i>

MAGIC ITEM



Gloaming Shroud +4

			1
AC BONUS	CHECK	SPEED	QUANTITY
+4 Fortitude, Reflex, and Will	18	Neck Slot Item	
ENHANCEMENT	LEVEL	TYPE	
PROPERTIES			
Gain an item bonus to Stealth checks in dim light or darkness equal to the shroud's enhancement bonus.			
<input type="checkbox"/> AT-WILL			
<input type="checkbox"/> ENCOUNTER			
<input checked="" type="checkbox"/> DAILY			
POWER			
Power (Daily • Zone): Minor Action. Create a zone of dim light (close burst 10) that lasts until the end of the encounter. Bright light created or brought into the zone is reduced to dim light while within the zone.			
ITEM SLOT	Neck	WEIGHT	0
PRICE	85000	BOOK	<i>AV</i>

MAGIC ITEM

