

CHARACTER NAME
Aramil

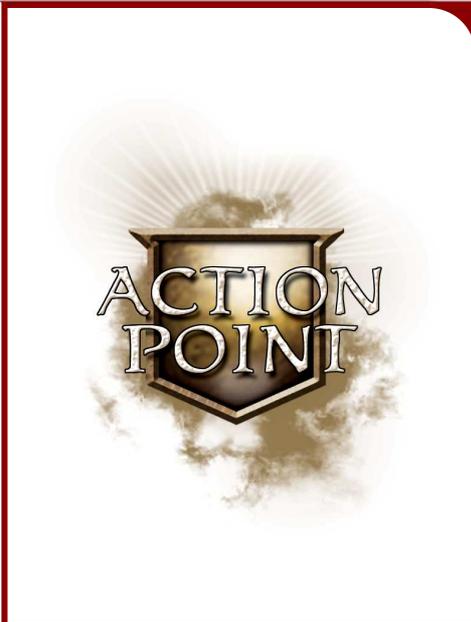
PLAYER NAME
MC

RACE **Eladrin** CLASS **Wizard** LEVEL **5**

SCORE	ABILITY	MOD
HP 45	STR +0	AC 18
Spd 6	CON +2	Fort 14
Init +3	DEX +1	Ref 16
	INT +4	Will 17
	WIS +2	
	CHA +1	

21 Passive Insight **21** Passive Perception

PLAY DATA



ENCOUNTER SPECIAL

Second Wind

KEYWORDS USED

Standard Personal

ACTION **RANGE**

AT-WILL **ENCOUNTER** **DAILY**

Effect: You spend a healing surge and regain 11 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK *PH*

UTILITY POWER

Ghost Sound

KEYWORDS Arcane, Illusion USED

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 USED

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 USED

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 USED

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 prestidigitations active at one time.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK *PH*

AT-WILL POWER

Magic Missile

KEYWORDS Arcane, Force, Implement USED

Standard **20** Ranged 20

ACTION **RANGE**

7 vs **Reflex** One creature

ATTACK **DEFENSE** **TARGET**

Attack: Intelligence vs. Reflex
Hit: 2d4 + Intelligence modifier (+4) force damage.
Increase damage to 4d4 + Intelligence modifier (+4) 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 Insurmountable Force +1: +7 attack, 2d4 +5 damage

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK *PH*

AT-WILL POWER

Thunderwave

KEYWORDS Arcane, Implement, Thunder USED

Standard Close blast 3

ACTION **3** **RANGE**

7 vs **Fort** Each creature in blast

ATTACK **DEFENSE** **TARGET**

Attack: Intelligence vs. Fortitude
Hit: 1d6 + Intelligence modifier (+4) thunder damage, and you push the target a number of squares equal to your Wisdom modifier (+2).
Increase damage to 2d6 + Intelligence modifier (+4) at 21st level.

Orb of Insurmountable Force +1: +7 attack, 1d6 +5 damage

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK *PH*

AT-WILL POWER

Fey Step

KEYWORDS Teleportation		USED
Move		Personal
ACTION		RANGE
7	vs Reflex	Each creature in burst
ATTACK	DEFENSE	TARGET

Effect: Teleport up to 5 squares.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL * BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS

Orb of Imposition

KEYWORDS Implement		USED
Free		
ACTION		RANGE
7	vs Reflex	Each creature in burst
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 (+2). 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 PH

ENCOUNTER POWER DUNGEONS & DRAGONS

Shock Sphere

KEYWORDS Arcane, Implement, Lightning		USED
Standard		Area burst 2 within 10 squares
ACTION		RANGE
7	vs Reflex	Each creature in burst
ATTACK	DEFENSE	TARGET

Attack: Intelligence vs. Reflex
Hit: 2d6 + Intelligence modifier (+4) lightning damage.

Orb of Insurmountable Force +1: +7 attack, 2d6 +5 damage

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 3 BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS

Orbmaster's Incendiary Detonation

KEYWORDS Arcane, Fire, Force, Implement, Zone		USED
Standard		Area burst 1 within 10 squares
ACTION		RANGE
7	vs Reflex	Each creature in burst
ATTACK	DEFENSE	TARGET

Attack: Intelligence vs. Reflex
Hit: 1d6 + Intelligence modifier (+4) force damage, and you knock the target prone.
Effect: The burst creates a zone of licking flames that lasts until the end of your next turn. Each enemy that enters the zone or starts its turn there takes 2 fire damage.
Orb of Imposition: You can extend the duration of this effect, even though it is not an at-will power. If you do so, the area expands to burst 3 and doesn't affect you or your allies.

Orb of Insurmountable Force +1: +7 attack, 1d6+5 damage

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK AP

ENCOUNTER POWER DUNGEONS & DRAGONS

Flaming Sphere

SPELLBOOK

KEYWORDS Arcane, Conjunction, Fire, Implement		USED
Standard		Ranged 10
ACTION		RANGE
7	vs Reflex	See below
ATTACK	DEFENSE	TARGET

Effect: You conjure a Medium flaming sphere that occupies a square within range, and the sphere attacks. Any creature that starts its turn adjacent to the sphere takes 1d4 + Intelligence modifier (+4) fire damage. As a move action, you can move the sphere 6 squares.
Target: One creature adjacent to the flaming sphere
Attack: Intelligence vs. Reflex
Hit: 2d6 + Intelligence modifier (+4) fire damage.
Sustain Minor: You can sustain this power until the end of the encounter. As a standard action, you can make another attack with the sphere.

Orb of Insurmountable Force +1: +7 attack, 2d6+5 damage

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK PH

DAILY POWER DUNGEONS & DRAGONS

Rolling Thunder

KEYWORDS Arcane, Conjunction, Implement, Thunder		USED
Standard		Ranged 10
ACTION		RANGE
7	vs Reflex	One or two creatures
ATTACK	DEFENSE	TARGET

Attack: Intelligence vs. Reflex
Hit: 3d6 + Intelligence modifier (+4) thunder damage, and you slide the primary target 3 squares.
Miss: Half damage, and you slide the primary target 1 square.
Effect: You conjure a thunderball in 1 square within each primary target's space. Each thunderball lasts until the end of your next turn. Each thunderball can make a secondary attack.
Opportunity Action: Melee 1
Trigger: A creature moves out of the thunderball's square.
Secondary Target: The triggering creature
Secondary Attack: Intelligence vs. Reflex
Hit: 5 thunder damage.
Sustain Minor: Each thunderball persists.

Orb of Insurmountable Force +1: +7 attack, 3d6+5 damage

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK AP

DAILY POWER DUNGEONS & DRAGONS

Bigby's Icy Grasp

KEYWORDS Arcane, Cold, Conjunction, Implement		USED
Standard		Ranged 20
ACTION		RANGE
7	vs Reflex	One creature adjacent to the hand
ATTACK	DEFENSE	TARGET

Effect: You conjure a 5-foot-tall hand of ice in an unoccupied square within range, and the hand attacks. As a move action, you can move the hand up to 6 squares.
Attack: Intelligence vs. Reflex
Hit: 2d8 + Intelligence modifier (+4) cold damage, and the hand grabs the target. If the target attempts to escape, the hand uses your Fortitude or Reflex defense.
Sustain Minor: A target grabbed by the hand takes 1d8 + Intelligence modifier (+4) cold damage when you sustain this power. As a standard action, you can attack another target with the hand, but it must release a target it has grabbed.

Orb of Insurmountable Force +1: +7 attack, 2d8+5 damage

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 5 BOOK PH

DAILY POWER DUNGEONS & DRAGONS

Phantasmal Assailant

SPELLBOOK

KEYWORDS Arcane, Illusion, Implement, Psychic		USED
Standard		Ranged 20
ACTION		RANGE
7	vs Will	One creature
ATTACK	DEFENSE	TARGET

Attack: Intelligence vs. Will
Hit: 2d10 + Intelligence modifier (+4) psychic damage.
Effect: The target takes ongoing 5 psychic damage and grants combat advantage to all your allies (save ends both).

Orb of Insurmountable Force +1: +7 attack, 2d10 +5 damage

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 5 BOOK AP

DAILY POWER DUNGEONS & DRAGONS

Moonstride

KEYWORDS Arcane		USED
Imm React		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: An enemy moves adjacent to you
Effect: You become insubstantial until the end of your next turn. Then you shift 2 squares to a square farther from the triggering enemy.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 2 BOOK Dragon 382

UTILITY POWER DUNGEONS & DRAGONS

Shield

SPELLBOOK

KEYWORDS Arcane, Force USED

Imm Interr	<input type="checkbox"/>	<input type="checkbox"/>	Personal
ACTION	<input type="checkbox"/>	<input type="checkbox"/>	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> 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®

Orb of Insurmountable Force +1

DAMAGE	PROFICIENT	GROUP	RANGE
+1 attack rolls and damage rolls		3	+1d6 force damage
ENHANCEMENT	LEVEL	CRITICAL	

PROPERTIES

Magic Missile: +7 attack, 2d4+5 damage

<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
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POWER

Power (Encounter): Free Action. Use this power when you use an arcane attack power with this orb. If the attack is successful, you can push the target a number of squares equal to the enhancement bonus of the orb.

ITEM SLOT Off-hand WEIGHT 0 PRICE 680 BOOK AV

MAGIC WEAPON DUNGEONS & DRAGONS®

Nail of Sealing (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
		4	Consumable
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
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POWER

Power (Consumable): Standard Action. When you push this nail into a door, chest, or other closeable object, it magically sinks into the material of that object and seals it shut. Treat this as if you had used an Arcane Lock ritual with an Arcana check result of 25.
Special: You can use this item in place of the required component cost for an Arcane Lock ritual. In that case, use your own Arcana check instead of that of the nail.

ITEM SLOT WEIGHT 0 PRICE 40 BOOK AV

MAGIC ITEM DUNGEONS & DRAGONS®

Boots of Bounding (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
		6	1
ENHANCEMENT	LEVEL	TYPE	
		Feet Slot Item	

PROPERTIES

You gain a +2 item bonus to Athletics checks to jump.

<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
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POWER

Power (Encounter): Move Action. You make an Athletics check to jump as if you had a running start. You add 3 squares to the distance jumped for a long jump, or 2 squares for a high jump.

ITEM SLOT Feet WEIGHT 0 PRICE 1800 BOOK AV2

MAGIC ITEM DUNGEONS & DRAGONS®

Power Jewel (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
		5	1
ENHANCEMENT	LEVEL	TYPE	
		Wondrous Item	

PROPERTIES

<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
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POWER

Power (Daily): Minor Action. This power allows you to regain the use of an encounter power of 1st or 3rd level.
Special: You must have reached at least one milestone today to activate this item.

ITEM SLOT WEIGHT 0 PRICE 1000 BOOK AV

MAGIC ITEM DUNGEONS & DRAGONS®

Robe of Scintillation Cloth Armor (Basic)

AC BONUS	CHECK	SPEED	QUANTITY
+2 AC		7	1
ENHANCEMENT	LEVEL	TYPE	
		Armor	

PROPERTIES

<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
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POWER

Power (At-Will • Radiant): Minor Action. The robe radiates colored lights, illuminating like a torch. You can end the illumination as a free action.
Power (Daily • Radiant): Standard Action. The robe shines bright with myriad colors. Make an attack: Close burst 2; Intelligence or Charisma vs. Will (add the robe's enhancement bonus as an enhancement bonus to the attack roll); on a hit, the target is dazed (save ends).

ITEM SLOT Body WEIGHT 4 PRICE 2600 BOOK PH

MAGIC ITEM DUNGEONS & DRAGONS®

Diadem of Acuity (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
		8	1
ENHANCEMENT	LEVEL	TYPE	
		Head Slot Item	

PROPERTIES

Gain a +2 item bonus to Insight checks and Perception checks.

<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
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POWER

ITEM SLOT Head WEIGHT 0 PRICE 3400 BOOK PH

MAGIC ITEM DUNGEONS & DRAGONS®