

Player Name Erica

Talirowyn "Tali" 11 Wizard Spellstorm Mage  
 Character Name Level Class Paragon Path Epic Destiny Total XP 26,000  
 Half-Elf Medium Female 6' 160lbs Unaligned  
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
<b>9</b>	<b>4</b>	<b>5</b>	

CONDITIONAL MODIFIERS

### DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>23</b>	<b>AC</b>	<b>15</b>	<b>6</b>			<b>2</b>		

CONDITIONAL BONUSES

### MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
<b>6</b>	<b>Speed (Squares)</b>	<b>6</b>		

SPECIAL MOVEMENT

### ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
<b>13</b>	<b>STR</b> Strength	<b>1</b>	<b>6</b>
<b>18</b>	<b>CON</b> Constitution	<b>4</b>	<b>9</b>
<b>18</b>	<b>DEX</b> Dexterity	<b>4</b>	<b>9</b>
<b>18</b>	<b>INT</b> Intelligence	<b>4</b>	<b>9</b>
<b>17</b>	<b>WIS</b> Wisdom	<b>3</b>	<b>8</b>
<b>15</b>	<b>CHA</b> Charisma	<b>2</b>	<b>7</b>

### FORT

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>20</b>	<b>FORT</b>	<b>15</b>	<b>4</b>			<b>1</b>		

CONDITIONAL BONUSES

### REF

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>20</b>	<b>REF</b>	<b>15</b>	<b>4</b>			<b>1</b>		

CONDITIONAL BONUSES

### WILL

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>21</b>	<b>WILL</b>	<b>15</b>	<b>3</b>	<b>2</b>		<b>1</b>		

CONDITIONAL BONUSES

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
<b>25</b>	<b>Passive Insight</b>	<b>10</b>	<b>+</b> <b>15</b>
<b>18</b>	<b>Passive Perception</b>	<b>10</b>	<b>+</b> <b>8</b>

SPECIAL SENSES  
Low-light Vision

### ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Staff of Fiery Might +2

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
<b>+ 10</b>	<b>5</b>	<b>1</b>		<b>2</b>		<b>2</b>	

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
<b>+ 6</b>	<b>5</b>	<b>1</b>					

### HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
		SURGE VALUE SURGES/DAY
<b>68</b>	<b>34</b>	<b>17</b> <b>10</b>
	1/2 HP	1/4 HP

CURRENT HIT POINTS

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CURRENT SURGE USES

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SECOND WIND 1/ENCOUNTER  USED

TEMPORARY HIT POINTS

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DEATH SAVING THROW FAILURES

SAVING THROW MODS

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RESISTANCES

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CURRENT CONDITIONS AND EFFECTS

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### SKILLS

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

### ACTION POINTS

MILESTONES	ACTION POINTS
0	1
1	2
2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

### RACE FEATURES

**Dilettante** - Choose at-will power from other class; use as encounter power.

**Dual Heritage** - Count as elf, half-elf, and human for choosing feats.

**Group Diplomacy** - Allies within 10 get +1 to Diplomacy.

### CLASS / PATH / DESTINY FEATURES

**Arcane Implement Mastery** - Choose Orb of Imposition, S **Orb of Imposition** - Encounter, free; with orb, penalize

**Cantrips** - Use ghost sound, light, mage hand, and prestidig

**Ritual Casting** - Gain Ritual Caster as a bonus feat.

**Spellbook** - Three 1st-level rituals, plus more at higher level.

**Arcane Admixture Cold**

**Storm Spell** - Daily, regain use of used spell, make Wis chec

**Extra Damage Action** - When you spend action point to tak

### LANGUAGES KNOWN

Common, Elven, Draconic

### DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Staff of Fiery Might +2

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
<b>1d8+3</b>	<b>1</b>		<b>2</b>		

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
<b>1d4+1</b>	<b>1</b>				

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
<b>10</b>	vs <b>AC</b>	Staff of Fiery Might +2	1d8+3
<b>6</b>	vs <b>AC</b>	Unarmed (Melee)	1d4+1
<b>9</b>	vs <b>AC</b>	Unarmed (Range)	1d4+4
	vs		

### FEATS

**Ritual Caster** - Master and perform rituals

**Astral Fire** - +1 damage with fire or radiant power

**Armor Proficiency (Leather)** - Training with leather armor

**Destructive Wizardry** - +2 to damage if you hit two or more creatures

**Coordinated Explosion** - +1 to attack rolls with blast or burst if ally is in area

**Arcane Reserves** - +2 to damage with at-will powers when encounter powers are expended

**Surging Flame** - Fire-resistant target takes extra damage from fire powers

**Arcane Admixture** - Add additional damage type to one arcane power



CHARACTER NAME  
**Talirowyn "Tali"**

PLAYER NAME  
**Erica**

RACE Half-Elf CLASS Wizard LEVEL 11

SCORE	ABILITY	MOD
<b>HP</b> 68	<b>13 STR</b>	<b>+1</b>
<b>Spd</b> 6	<b>18 CON</b>	<b>+4</b>
<b>Init</b> +9	<b>18 DEX</b>	<b>+4</b>
	<b>18 INT</b>	<b>+4</b>
	<b>17 WIS</b>	<b>+3</b>
	<b>15 CHA</b>	<b>+2</b>

**AC** 23

**Fort** 20

**Ref** 20

**Will** 21

**25** Passive Insight **18** Passive Perception

Skills


9	Acrobatics	DEX
14	Arcana	INT (Trained)
6	Athletics	STR
7	Bluff	CHA
14	Diplomacy	CHA (Trained)
8	Dungeoneering	WIS
9	Endurance	CON
8	Heal	WIS
9	History	INT
15	Insight	WIS (Trained)
7	Intimidate	CHA
13	Nature	WIS (Trained)
8	Perception	WIS
9	Religion	INT
9	Stealth	DEX
7	Streetwise	CHA
9	Thievery	DEX

ADDITIONAL EFFECTS

Action Point

ADDITIONAL EFFECTS

**Extra Damage Action:** When you spend an action point to take an extra action, you also add one-half your level to the damage dealt by any of your standard action attacks this turn.



**Effect:** Gain a standard action this turn.  
**Special:** You are reset to one action point when you take an extended rest. You gain an action point each milestone.

PLAY DATA **DUNGEONS & DRAGONS**

PLAY DATA **DUNGEONS & DRAGONS**

ENCOUNTER SPECIAL **DUNGEONS & DRAGONS**

Second Wind

KEYWORDS Standard Personal ACTION RANGE

AT-WILL  ENCOUNTER  DAILY

Effect: You spend a healing surge and regain 17 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 11 BOOK PH

Melee Basic Attack

KEYWORDS Weapon ACTION RANGE

10 vs AC One creature

ATTACK DEFENSE TARGET

**Attack:** Strength vs. AC  
**Hit:** 1[W] + Strength modifier (+1) damage. Increase damage to 2[W] + Strength modifier (+1) at 21st level.  
**Special:** You can use an unarmed attack as a weapon to make a melee basic attack.

Staff of Fiery Might +2: +10 attack, 1d8+3 damage  
Unarmed: +6 attack, 1d4+1 damage

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 11 BOOK PH

Ranged Basic Attack

KEYWORDS Weapon ACTION RANGE

9 vs AC One creature

ATTACK DEFENSE TARGET

**Attack:** Dexterity vs. AC  
**Hit:** 1[W] + Dexterity modifier (+4) damage. Increase damage to 2[W] + Dexterity modifier (+4) at 21st level.  
**Special:** Weapons with the heavy thrown property use Strength instead of Dexterity for attack rolls and damage rolls. Warlocks can use eldritch blast as a ranged basic attack, and wizards can use magic missile as a ranged basic attack.

Unarmed: +9 attack, 1d4+4 damage

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 11 BOOK PH

UTILITY POWER **DUNGEONS & DRAGONS**

AT-WILL POWER **DUNGEONS & DRAGONS**

AT-WILL POWER **DUNGEONS & DRAGONS**

Ghost Sound

KEYWORDS Arcane, Illusion ACTION RANGE

10 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

Light

KEYWORDS Arcane ACTION RANGE

5 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

Mage Hand

KEYWORDS Arcane, Conjuraction ACTION RANGE

5 vs One object or unoccupied square

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 **DUNGEONS & DRAGONS**

AT-WILL POWER **DUNGEONS & DRAGONS**

AT-WILL POWER **DUNGEONS & DRAGONS**

### Prestidigitation

KEYWORDS Arcane		USED
Standard	2	Ranged 2
<b>ACTION</b>		<b>RANGE</b>
11	vs Reflex	Each creature in burst
<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

### Scorching Burst

KEYWORDS Arcane, Fire, Implement, Cold		USED
Standard	10	Area burst 1 within 10 squares
<b>ACTION</b>	1	<b>RANGE</b>
11	vs Reflex	Each creature in burst
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Attack:** Intelligence vs. Reflex  
**Hit:** 1d6 + Intelligence modifier (+4) fire damage.  
 Increase damage to 2d6 + Intelligence modifier (+4) at 21st level.

Unarmed: +9 attack, 1d6+6 damage

ADDITIONAL EFFECTS  
 +3 to damage rolls if you hit two or more creatures - Destructive Wizardry.

CLASS Wizard LEVEL 1 BOOK PH

### Cloud of Daggers

KEYWORDS Arcane, Force, Implement		USED
Standard	10	Area 1 square within 10 squares
<b>ACTION</b>		<b>RANGE</b>
11	vs Reflex	Each creature in square
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Attack:** Intelligence vs. Reflex  
**Hit:** 1d6 + Intelligence modifier (+4) force damage.  
 Increase damage to 2d6 + Intelligence modifier (+4) at 21st level.

**Effect:** The power's area is filled with sharp daggers of force. Any creature that enters the area or starts its turn there takes force damage equal to your Wisdom modifier (+3) (minimum 1). The cloud remains in place until the end of your next turn. You can dispel it earlier as a minor action.

Unarmed: +9 attack, 1d6+4 damage

ADDITIONAL EFFECTS  
 +3 to damage rolls if you hit two or more creatures - Destructive Wizardry.

CLASS Wizard LEVEL 1 BOOK PH

### Thundering Armor

KEYWORDS Arcane, Implement, Thunder		USED
Standard	10	Close burst 10
<b>ACTION</b>		<b>RANGE</b>
9	vs Fort	You or one ally in burst
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Effect:** The primary target gains a +1 power bonus to AC until the end of your next turn. Make an attack.

**Secondary Target:** One creature adjacent to the primary target in burst

**Attack:** Intelligence vs. Fortitude  
**Hit:** 1d8 + Intelligence modifier (+4) thunder damage, and you push the secondary target 1 square away from the primary target.  
 Level 21: 2d8 + Intelligence modifier (+4) thunder damage.

Unarmed: +9 attack, 1d8+4 damage

ADDITIONAL EFFECTS  
 +3 to damage rolls if you hit two or more creatures - Destructive Wizardry.

CLASS Artificer LEVEL 1 BOOK EPG

### Orb of Imposition

KEYWORDS Implement		USED
Free		
<b>ACTION</b>		<b>RANGE</b>
	vs	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**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 next saving throw against that effect equal to your Wisdom modifier (+3). 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 Wizard LEVEL \* BOOK PH

### Force Orb

KEYWORDS Arcane, Force, Implement		USED
Standard	20	Ranged 20
<b>ACTION</b>		<b>RANGE</b>
11	vs Reflex	One creature or object
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Attack:** Intelligence vs. Reflex  
**Hit:** 2d8 + Intelligence modifier (+4) force damage. Make a secondary attack.

**Secondary Target:** Each enemy adjacent to the primary target

**Secondary Attack:** Intelligence vs. Reflex  
**Hit:** 1d10 + Intelligence modifier (+4) force damage.

Unarmed: +9 attack, 2d8+4 damage

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK PH

### Pinioning Vortex

KEYWORDS Arcane, Implement		USED
Standard	10	Ranged 10
<b>ACTION</b>		<b>RANGE</b>
11	vs Fort	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Attack:** Intelligence vs. Fortitude  
**Hit:** 2d6 + Intelligence modifier (+4) damage, and you slide the target 10 feet (2 squares) vertically. The target remains aloft until the start of its next turn; while aloft, it is dazed and immobilized, and it grants combat advantage to you and your allies. At the start of its next turn, it lands on its feet in the space it formerly occupied or in the nearest unoccupied space of its choice.

Unarmed: +9 attack, 2d6+4 damage

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 3 BOOK AP

### Lightning Bolt

KEYWORDS Arcane, Implement, Lightning		USED
Standard	10	Ranged 10
<b>ACTION</b>		<b>RANGE</b>
11	vs Reflex	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Attack:** Intelligence vs. Reflex  
**Hit:** 2d6 + Intelligence modifier (+4) lightning damage.  
**Effect:** Make a secondary attack.

**Secondary Targets:** Two creatures within 10 squares of the primary target

**Secondary Attack:** Intelligence vs. Reflex  
**Hit:** 1d6 + Intelligence modifier (+4) lightning damage.

Staff of Fiery Might +2: +11 attack, 2d6+6 damage  
 Book of Undeniable Fire +2: +11 attack, 2d6+6 damage  
 Orb Implement: +9 attack, 2d6+4 damage  
 Wand Implement: +9 attack, 2d6+4 damage  
 Unarmed: +9 attack, 2d6+4 damage

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 7 BOOK PH

### Storm Cage

KEYWORDS Arcane, Conjuration, Implement, Lightning, Thunder		USED
Standard	20	Area burst 2 within 20 squares
<b>ACTION</b>	2	<b>RANGE</b>
11	vs Reflex	Each creature in burst
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Attack:** Intelligence vs. Reflex  
**Hit:** 4d6 + Intelligence modifier (+4) lightning and thunder damage.

**Effect:** You conjure a wall in the 16 outer squares of the burst (forming a square enclosure). Any creature that starts its turn adjacent to the wall or moves into a wall square takes 10 lightning damage. Moving into a wall square costs 1 extra square of movement. The wall does not grant cover or concealment. It lasts until the end of your next turn.

Staff of Fiery Might +2: +11 attack, 4d6+6 damage  
 Book of Undeniable Fire +2: +11 attack, 4d6+6 damage  
 Orb Implement: +9 attack, 4d6+4 damage  
 Wand Implement: +9 attack, 4d6+4 damage  
 Unarmed: +9 attack, 4d6+4 damage

ADDITIONAL EFFECTS  
 +3 to damage rolls if you hit two or more creatures - Destructive Wizardry.

CLASS Spellstorm Mage LEVEL 11 BOOK PH

### Flaming Sphere

KEYWORDS Arcane, Conjunction, Fire, Implement USED

Standard		10	Ranged 10
<b>ACTION</b>			<b>RANGE</b>
11	vs	Reflex	One creature adjacent to the flame
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

**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.

**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.

Unarmed: +9 attack, 2d6+6 damage

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK PH

DAILY POWER

### Acid Arrow

SPELLBOOK

KEYWORDS Acid, Arcane, Implement USED

Standard		20	Ranged 20
<b>ACTION</b>			<b>RANGE</b>
11	vs	Reflex	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

**Attack:** Intelligence vs. Reflex  
**Hit:** 2d8 + Intelligence modifier (+4) acid damage, and ongoing 5 acid damage (save ends). Make a secondary attack.  
**Secondary Target:** Each creature adjacent to the primary target  
**Secondary Attack:** Intelligence vs. Reflex  
**Hit:** 1d8 + Intelligence modifier (+4) acid damage, and ongoing 5 acid damage (save ends).  
**Miss:** Half damage, and ongoing 2 acid damage to primary target (save ends), and no secondary attack.

Unarmed: +9 attack, 2d8+4 damage

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK PH

DAILY POWER

### Fireball

KEYWORDS Arcane, Fire, Implement USED

Standard		20	Area burst 3 within 20 squares
<b>ACTION</b>		3	<b>RANGE</b>
11	vs	Reflex	Each creature in burst
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

**Attack:** Intelligence vs. Reflex  
**Hit:** 3d6 + Intelligence modifier (+4) fire damage.  
**Miss:** Half damage.

Unarmed: +9 attack, 3d6+6 damage

ADDITIONAL EFFECTS  
+3 to damage rolls if you hit two or more creatures - Destructive Wizardry.

CLASS Wizard LEVEL 5 BOOK PH

DAILY POWER

### Glitterdust

SPELLBOOK

KEYWORDS Arcane, Implement, Radiant USED

Standard		20	Area burst 1 within 20 squares
<b>ACTION</b>		1	<b>RANGE</b>
11	vs	Reflex	Each creature in burst
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

**Attack:** Intelligence vs. Reflex  
**Hit:** 1d10 + Intelligence modifier (+4) radiant damage, and the target is blinded until the end of your next turn.  
**Effect:** The target gains no benefit from concealment or invisibility, nor can it become hidden (save ends).

Unarmed: +9 attack, 1d10+6 damage

ADDITIONAL EFFECTS  
+3 to damage rolls if you hit two or more creatures - Destructive Wizardry.

CLASS Wizard LEVEL 5 BOOK AP

DAILY POWER

### Firescythe

KEYWORDS Arcane, Fire, Implement USED

Standard		10	Area burst 2 within 10 squares
<b>ACTION</b>		2	<b>RANGE</b>
11	vs	Reflex	Each nonprone creature in burst
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

**Effect:** Each ally in the area can fall prone as a free action.  
**Attack:** Intelligence vs. Reflex  
**Hit:** 3d8 + Intelligence modifier (+4) fire damage.  
**Miss:** Half damage.

Staff of Fiery Might +2: +11 attack, 3d8+8 damage  
Book of Undeniable Fire +2: +11 attack, 3d8+8 damage  
Orb Implement: +9 attack, 3d8+6 damage  
Wand Implement: +9 attack, 3d8+6 damage  
Unarmed: +9 attack, 3d8+6 damage

ADDITIONAL EFFECTS  
+3 to damage rolls if you hit two or more creatures - Destructive Wizardry.

CLASS Wizard LEVEL 9 BOOK Dragon 383

DAILY POWER

### Summon Hell Hound

KEYWORDS Arcane, Fire, Implement, Summoning USED

Minor		10	Ranged 10
<b>ACTION</b>			<b>RANGE</b>
	vs		
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

**Effect:** You summon a Medium hell hound in an unoccupied space within range. The hell hound has speed 7 and resist 10 fire. Any creature that enters a square adjacent to it or starts its turn there takes 5 fire damage. You can give the hell hound the following special command.  
**Standard action:** Close blast 3; targets each creature in blast; Intelligence vs. Reflex; 2d6 + Intelligence modifier (+4) fire damage.  
**Intrinsic Nature:** If you haven't given the hell hound any commands by the end of your turn, it makes its attack against at least one enemy, targeting as many creatures as possible. If it can't target any enemies, it moves its speed toward the nearest enemy. In addition, you take 5 fire damage.  
**Symbiosis:** While the summoned hell hound is present, you deal 1d6 extra fire damage with close and area attacks, and each creature that hits you with melee attacks takes 1d6 fire damage.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 9 BOOK Dragon 385

DAILY POWER

### Summon Magma Beast

KEYWORDS Arcane, Fire, Implement, Summoning USED

Minor		10	Ranged 10
<b>ACTION</b>			<b>RANGE</b>
	vs		
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

**Effect:** You summon a Medium magma beast in an unoccupied space within range. The magma beast has speed 4 (8 while charging) and resist 5 fire. You can give the magma beast the following special command.  
**Standard action:** Melee 1; targets one creature; Intelligence vs. Reflex; 1d10 + Intelligence modifier (+4) fire damage, and the target takes ongoing 5 fire damage and is slowed (save ends both).  
**Intrinsic Nature:** If you haven't given the magma beast any commands by the end of your turn, it attacks an adjacent creature or charges the nearest creature it can charge and makes its listed attack (above) in place of a melee basic attack. Otherwise, it moves its speed toward the nearest enemy. In addition, you are slowed until the end of your next turn.  
**Symbiosis:** While the summoned magma beast is present, you can shift 2 squares with a move action. Each creature that you hit with a basic or at-will attack cannot shift until the end of its next turn.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 5 BOOK Dragon 385

DAILY POWER

### Wall of Fire

SPELLBOOK

KEYWORDS Arcane, Conjunction, Fire, Implement USED

Standard		10	Area wall 8 within 10 squares
<b>ACTION</b>			<b>RANGE</b>
	vs		
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

**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 (+4) fire damage. If a creature moves into the wall's space or starts its turn there, the creature takes 3d6 + Intelligence modifier (+4) 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

### Shield

KEYWORDS Arcane, Force USED

Imm Interr			Personal
<b>ACTION</b>			<b>RANGE</b>
<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

### Feather Fall

SPELLBOOK

KEYWORDS Arcane

Free  10  Ranged 10

ACTION    RANGE

AT-WILL  ENCOUNTER  DAILY

**Trigger:** You or one creature in range falls  
**Effect:** You or the creature takes no damage from the fall, regardless of its distance, and does not fall prone at the end of the fall.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 2 BOOK PH

UTILITY POWER

### Fire Shield

SPELLBOOK

KEYWORDS Arcane, Fire

Minor    Personal

ACTION    RANGE

AT-WILL  ENCOUNTER  DAILY

**Effect:** You gain resist 10 cold and resist 10 fire until the end of the encounter. Whenever a creature makes a melee attack roll against you, it takes 2d6 + your Intelligence modifier (+4) fire damage. No creature can take this damage more than once per turn.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 6 BOOK AP

UTILITY POWER

### Summon Iron Cohort

SPELLBOOK

KEYWORDS Arcane, Implement, Summoning

Minor    Close burst 2

ACTION 2    RANGE

AT-WILL  ENCOUNTER  DAILY

**Effect:** You summon a Small iron cohort in an unoccupied square within the burst. The iron cohort has a speed of 6 and has a +2 bonus to AC. You can give the iron cohort the following special command.  
**Immediate Interrupt:** When you are targeted by a ranged or melee attack and the iron cohort is adjacent to you, the iron cohort becomes the attack's target instead.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 6 BOOK AP

UTILITY POWER

### Blur

SPELLBOOK

KEYWORDS Arcane, Illusion

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

### Mass Resistance

SPELLBOOK

KEYWORDS Arcane

Minor    Close burst 10

ACTION 10    RANGE

AT-WILL  ENCOUNTER  DAILY

**Target:** You and each ally in burst  
**Effect:** Choose acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder. Until the end of the encounter, each target gains resistance to that damage type equal to one-half your level + your Intelligence modifier (+4).

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 10 BOOK AP

UTILITY POWER

### Staff of Fiery Might +2

DAMAGE	PROFICIENT	GROUP	RANGE
+2 attack rolls and damage rolls		7	+2d8 fire damage
ENHANCEMENT		LEVEL	CRITICAL

PROPERTIES  
 Melee Basic Attack: +10 attack, 1d8+3 damage

AT-WILL  ENCOUNTER  DAILY

POWER  
**Power (Daily):** Free Action. Use this power when using a power that has the fire keyword. After rolling damage, you can reroll a number of damage dice equal to or less than the staff's enhancement bonus. You must keep the new results, and you can't reroll any die more than once.

ITEM SLOT Off-hand WEIGHT 0 PRICE 2600 BOOK PH

MAGIC WEAPON

### Book of Undeniable Fire +2

DAMAGE	PROFICIENT	GROUP	RANGE
+2 attack rolls and damage rolls		10	+2d8 fire damage
ENHANCEMENT		LEVEL	CRITICAL

PROPERTIES  
 When you use a wizard fire power through this tome, the target's resistance to fire (if any) against that attack is reduced by 10. This tome contains two wizard daily fire powers. Both powers must be of a level equal to or lower than that of the tome. Choose these powers when you acquire the tome; they cannot be changed later. You can add these powers to your spellbook.

AT-WILL  ENCOUNTER  DAILY

POWER  
**Power (Daily • Arcane, Fire, Implement):** Free Action. Choose a power contained in this tome and expend an unused wizard daily attack power of an equal or higher level. You gain the use of the chosen power during this encounter. The power is lost if you do not use it before the end of the encounter.

ITEM SLOT Off-hand WEIGHT 0 PRICE 5000 BOOK AP

MAGIC WEAPON

### Potion of Healing (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
		5	1
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

AT-WILL  ENCOUNTER  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 WEIGHT 0 PRICE 50 BOOK PH

MAGIC ITEM

### Cape of the Mountebank +1

AC BONUS	CHECK	SPEED	QUANTITY
+1 Fortitude, Reflex, and Will		5	1
ENHANCEMENT		LEVEL	TYPE

PROPERTIES  
 Neck Slot Item

AT-WILL  ENCOUNTER  DAILY

POWER  
**Power (Daily • Teleportation):** Immediate Reaction. Use this power when you are hit by an attack. Teleport 5 squares and gain combat advantage against the attacker until the end of your next turn.

ITEM SLOT Neck WEIGHT 0 PRICE 1000 BOOK AV

MAGIC ITEM

### Warmage's Uniform Leather Armor +2

AC BONUS	CHECK	SPEED	QUANTITY
2	-	-	1
+2 AC ENHANCEMENT		8 LEVEL	Armor TYPE
PROPERTIES			
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY			
<b>POWER (Daily):</b> Free. Trigger: You hit an enemy with an arcane attack power Effect: Until the end of your next turn, one ally within 5 squares of that enemy gains a power bonus to attack rolls against the enemy equal to the armor's enhancement bonus.			
ITEM SLOT	WEIGHT	PRICE	BOOK
Body	15	3400	PH

MAGIC ITEM

### Burning Gauntlets (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
			1
ENHANCEMENT		6 LEVEL	Hands Slot Item TYPE
PROPERTIES			
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY			
<b>POWER (Daily • Fire):</b> Free Action. Use this power when you make an attack with the fire keyword. The first target hit by that attack, if any, also takes ongoing 5 fire damage (save ends). Also, you deal an extra 1 fire damage on successful attacks with the fire keyword until the end of the encounter. If you've reached at least one milestone today before using this power, instead deal an extra 2 fire damage on successful attacks with the fire keyword until the end of the encounter.			
ITEM SLOT	WEIGHT	PRICE	BOOK
Hands	0	1800	AV

MAGIC ITEM

### Belt of Blood (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
			1
ENHANCEMENT		10 LEVEL	Waist Slot Item TYPE
PROPERTIES			
Your healing surge value increases by your Constitution modifier while you are bloodied.			
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY			
POWER			
ITEM SLOT	WEIGHT	PRICE	BOOK
Waist	0	5000	AV

MAGIC ITEM