

Unbalancing Force



You point your implement and blast a foe so that it reels from your ally's attack.

Arcane, Force, Implement

KEYWORDS

Standard		Ranged 5
ACTION		RANGE
INT vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 1d8 + Intelligence modifier force damage. The next ally who hits the target before the end of your next turn also pushes the target 1 square.
Level 21: 2d8 + Intelligence modifier force damage.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARTIFICER	POWER TYPE ATTACK	LEVEL 1
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AT-WILL POWER

Focused Fury



As you smite your chosen prey, you drive back another enemy.

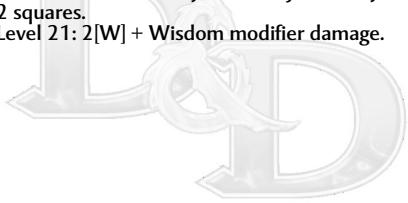
Divine, Weapon

KEYWORDS

Standard	⚔	↔	Melee or Ranged weapon
ACTION		RANGE	
WIS	vs	AC	One creature
ATTACK	DEFENSE	TARGET	

Hit: 1[W] + Wisdom modifier damage. If the target is your oath of enmity target, you can push a different enemy that is adjacent to you 2 squares.

Level 21: 2[W] + Wisdom modifier damage.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER	POWER TYPE ATTACK	LEVEL 1
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AT-WILL POWER

Foe to Foe

Each foe that you slay fills you with the rush of battle, and as the battle rages, you cut your way from one foe to the next.

Primal, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Strength modifier damage. If you have reduced at least one non-minion enemy to 0 hit points during this encounter, this attack deals 1d8 extra damage. While raging, you instead deal 1d10 extra damage. Increase damage to 2[W] + Strength modifier at 21st level.

D&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN	POWER TYPE ATTACK	LEVEL 1
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AT-WILL POWER

Clawfoot Berserker Rage

You channel the behemoth's fury to avenge injury to allies who fight alongside you.

Primal, Rage, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier damage.
Miss: Half damage.
Effect: You enter the rage of the clawfoot berserker. Until the rage ends, when any ally within 5 squares of you becomes bloodied, you gain a +2 power bonus to attack rolls until the end of your next turn and can make a melee basic attack as an immediate reaction.

D&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN	POWER TYPE ATTACK	LEVEL 5
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DAILY POWER

Laugh it Off

You laugh at your foe's attack, making even its mightiest effort seem pointless against your boundless endurance.

Primal
KEYWORDS

Imm. Interrupt		Personal
ACTION		RANGE

AT-WILL
 ENCOUNTER
 DAILY

Trigger: You are hit by an enemy's attack.
Effect: Reduce the triggering attack's damage by an amount equal to your Constitution modifier. You gain a +2 power bonus to your next attack roll and damage roll against the triggering enemy made before the end of your next turn.

D&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN	POWER TYPE UTILITY	LEVEL 6
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UTILITY POWER

Frenzied Beast Rage

You are so consumed with primal fury that you enter a self-destructive rampage.

Primal, Rage, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier damage.
Miss: Half damage.
Effect: You enter the rage of the frenzied beast. Until the rage ends, once per round as a minor action you can take 5 damage to deal 5 + your Constitution modifier damage to an enemy adjacent to you. The damage you take cannot be reduced or negated.

D&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN	POWER TYPE ATTACK	LEVEL 9
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DAILY POWER

Cutting Words



With the aid of your magic, your words become a weapon capable of luring a foe into a tactical blunder.

Arcane, Implement, Psychic

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CHA vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 1d8 + Charisma modifier psychic damage, and you pull the target 2 squares. Increase damage to 2d8 + Charisma modifier at 21st level.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD	POWER TYPE ATTACK	LEVEL 1
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AT-WILL POWER

Gaze of Defiance

With a fearless glare, you mark your foe as a target for allied attacks.

Divine, Implement, Psychic		
KEYWORDS		
Standard		Ranged 5
ACTION		RANGE
WIS vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 1d8 + Wisdom modifier psychic damage, and your allies gain a +1 power bonus to attack rolls against the target until the end of your next turn. If the target attacks you before the end of your next turn, the bonus increases to +3.
Increase damage to 2d8 + Wisdom modifier at 21st level.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CLERIC	POWER TYPE ATTACK	LEVEL 1
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AT-WILL POWER

Invigorating Assault

You chant a prayer to bolster a nearby ally while you strike at your foe.

Divine, Weapon		
KEYWORDS		
Standard		Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Strength modifier damage.
Level 21: 2[W] + Strength modifier damage.
Effect: One ally adjacent to you gains temporary hit points equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CLERIC	POWER TYPE ATTACK	LEVEL 1
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AT-WILL POWER

Walk Among the Wounded

As you pass by your allies, your presence bolsters their spirits.

Divine		
KEYWORDS		
Move		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: Move up to your speed. Each ally adjacent to you at any point during this move gains a +1 power bonus to AC until the end of your next turn. If you are bloodied, the bonus is instead +2.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CLERIC	POWER TYPE UTILITY	LEVEL 6
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UTILITY POWER

Healing Circle

Soothing radiance surrounds you and your companions.

Divine, Healing, Zone		
KEYWORDS		
Minor		Close burst 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: You and each ally in burst
Effect: Each target regains 15 hit points. The burst creates a zone of healing light that lasts until the end of the encounter. When you or any ally spends a healing surge while within the zone, he or she regains additional hit points equal to 5 + your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CLERIC	POWER TYPE UTILITY	LEVEL 16
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UTILITY POWER

Grasping Tide



A vortex of water appears amidst your foes, drawing them into its grasp.

Primal, Implement

KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION	✱	RANGE
WIS vs Fort		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 1d6 + Wisdom modifier damage. Until the end of your next turn, if the target leaves the burst's area of effect, you can use an opportunity action to make a secondary attack against it.
Increase damage to 2d6 + Wisdom modifier at 21st level.

Secondary Attack: Wisdom vs. Reflex

Hit: You knock the target prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID	POWER TYPE ATTACK	LEVEL 1
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AT-WILL POWER

Leaf Wall



Wind spirits hurl tempests of leaves in a swirling mass that disorients enemies while concealing your allies.

Primal, Conjunction

KEYWORDS

Minor		Area wall 5 within 10 squares
ACTION	✱	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: You conjure a wall of fluttering green and gold leaves that lasts until the end of the encounter. The wall can be up to 4 squares high. Any ally who is within the wall or being attacked through it has concealment. Any enemy that enters the wall's space or starts its turn there grants combat advantage until the end of that enemy's next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID	POWER TYPE UTILITY	LEVEL 6
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UTILITY POWER

Knockdown Assault

You smash your weapon into your foe so hard that the enemy loses its footing.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: Strength modifier damage, and you knock the target prone.
Special: When charging, you can use this power in place of a melee basic attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER	POWER TYPE ATTACK	LEVEL 1
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AT-WILL POWER

Close the Gap

As your foe falls, you quickly move on to challenge a new enemy.

Martial

KEYWORDS

Imm. Reaction		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: An adjacent enemy marked by you drops to 0 hit points
Effect: You move a number of squares equal to your Dexterity modifier. You can mark one enemy that is adjacent to you after this movement. The mark lasts until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER	POWER TYPE UTILITY	LEVEL 2
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UTILITY POWER

Daring Shot

You challenge nearby enemies to attack you, bolstering your own stamina.

Martial

KEYWORDS

Minor	←	Close burst 1
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: Each enemy in burst you can see.
Effect: The target is marked until the end of your next turn. You gain temporary hit points equal to your Constitution modifier + the number of targets in the burst.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER	POWER TYPE UTILITY	LEVEL 6
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UTILITY POWER

Phalanx Leader

You gather your allies behind your shield's bulwark, and their presence gives you the upper hand.

Martial

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Requirement: You must be using a shield.
Effect: Until the end of your next turn, while any ally is adjacent to you, that ally gains a +2 shield bonus to AC and Reflex and you gain a +2 power bonus to melee attack rolls.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER	POWER TYPE UTILITY	LEVEL 10
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UTILITY POWER

Astral Wind



Divine wind screams from you to hurl your enemies back.

Divine, Implement

KEYWORDS

Standard		Close blast 3
ACTION	←	RANGE
WIS vs Fort		Each creature in blast
ATTACK	DEFENSE	TARGET

Hit: 1d6 + Wisdom modifier damage, and you push the target 1 square. If the target moves nearer to you on its next turn, it takes extra damage equal to your Constitution modifier.
Level 21: 2d6 + Wisdom modifier damage.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER	POWER TYPE ATTACK	LEVEL 1
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AT-WILL POWER

Challenging Strike

Your powerful attack challenges your foe to face you.

Divine, Weapon		
<small>KEYWORDS</small>		
Standard	↓	Melee weapon
<small>ACTION</small>		<small>RANGE</small>
STR vs AC		One creature
<small>ATTACK</small>	<small>DEFENSE</small>	<small>TARGET</small>

Hit: 1[W] + Strength modifier damage, and the target is marked until the end of your next turn or until you move into a square not adjacent to the target. Increase damage to 2[W] + Strength modifier at 21st level.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> PALADIN	<small>POWER TYPE</small> ATTACK	<small>LEVEL</small> 1
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AT-WILL POWER

Forbidding Strike

The divine might of your attack extends your shield's magical protection to your ally.

Divine, Weapon		
<small>KEYWORDS</small>		
Standard	↓	Melee weapon
<small>ACTION</small>		<small>RANGE</small>
STR vs AC		One creature
<small>ATTACK</small>	<small>DEFENSE</small>	<small>TARGET</small>

Requirement: You must be using a shield.
Hit: 1[W] + Strength modifier damage, and an ally adjacent to you gains resist 2 to all damage until the end of your next turn.
 Level 11: Resist 5 to all damage.
 Level 21: Resist 10 to all damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> PALADIN	<small>POWER TYPE</small> ATTACK	<small>LEVEL</small> 1
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AT-WILL POWER

Flare of Divine Vengeance

The energy of your divine challenge erupts with light that heals you as the enemy attacks and empowers your next strike against it.

Divine, Healing		
<small>KEYWORDS</small>		
Imm. Interrupt		Personal
<small>ACTION</small>		<small>RANGE</small>
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Trigger: The target of your divine challenge hits you
Effect: You can spend a healing surge. You gain a +2 power bonus to attack rolls against the triggering enemy until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> PALADIN	<small>POWER TYPE</small> UTILITY	<small>LEVEL</small> 6
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UTILITY POWER

Hunter's Teamwork



You use a nearby ally to gain advantage with your attack.

Martial, Weapon

KEYWORDS

Standard	↗	Ranged weapon
ACTION		RANGE
DEX vs AC		One creature
ATTACK	DEFENSE	TARGET

Attack: Dexterity vs. AC. If two or more allies are adjacent to the target, you gain combat advantage against the target with the attack.
Hit: 1[W] + Dexterity modifier damage.
 Increase damage to 2[W] + Dexterity modifier at 21st level.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS RANGER	POWER TYPE ATTACK	LEVEL 1
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AT-WILL POWER

Shield of Blades



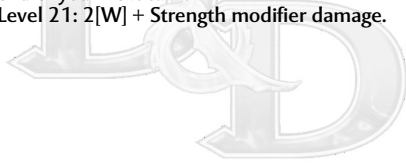
You defend with one weapon while striking with the other.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding two melee weapons.
Hit: 1[W] + Strength modifier damage, and you gain a +2 power bonus to AC until the end of your next turn.
 Level 21: 2[W] + Strength modifier damage.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS RANGER	POWER TYPE ATTACK	LEVEL 1
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AT-WILL POWER

Clever Strike



You can turn even a minor distraction into an opportunity for a deadly attack.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
DEX vs AC	One creature	
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a light blade.
Hit: 1[W] + Dexterity modifier damage.
 Level 21: 2[W] + Dexterity modifier damage.
Special: If an ally is adjacent to the target and is able to attack it, you have combat advantage against the target for this attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE	POWER TYPE ATTACK	LEVEL 1
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AT-WILL POWER

Probing Strike



As you attack, you perceive a flaw in the enemy's defenses.

Martial, Weapon

KEYWORDS

Standard	↓	↗	Melee or Ranged weapon
ACTION		RANGE	
DEX vs AC	One creature		
ATTACK	DEFENSE	TARGET	

Hit: 1[W] + Dexterity modifier damage.
 Increase damage to 2[W] + Dexterity modifier at 21st level.
Effect: You gain a +1 power bonus to your next attack roll against the target before the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE	POWER TYPE ATTACK	LEVEL 1
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AT-WILL POWER

Hidden Blade



You conceal a small weapon in your hand until it's time to strike!

Martial

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Prerequisite: You must be trained in Thievery.
Effect: You gain combat advantage on the next attack roll you make with a weapon that has the off-hand property before the end of your turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE	POWER TYPE UTILITY	LEVEL 6
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UTILITY POWER

Arcing Fire



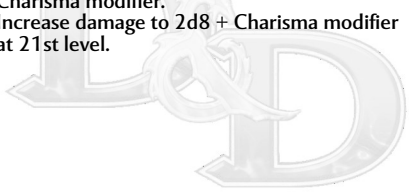
You lob a blast of fire past intervening foes that scorches them on the way to your target.

Arcane, Fire, Implement

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CHA vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 1d8 + Charisma modifier fire damage.
Any enemy providing the target cover against this attack takes fire damage equal to your Charisma modifier.
Increase damage to 2d8 + Charisma modifier at 21st level.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER	POWER TYPE ATTACK	LEVEL 1
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AT-WILL POWER

Frostwind Blade



You slice into your foe, and a freezing wind of the Elemental Chaos howls from the wound.

Arcane, Cold, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
INT vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Intelligence modifier cold damage.
A different enemy marked by you within 3 squares of you takes cold damage equal to your Constitution modifier.
Level 21: 2[W] + Intelligence modifier cold damage.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SWORDMAGE	POWER TYPE ATTACK	LEVEL 1
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AT-WILL POWER

Eldritch Strike



The dire power of your attack drives your enemy before you.

Arcane, Weapon

KEYWORDS

Standard	⊕	Melee weapon
ACTION		RANGE
CHA or CON vs	AC	One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Charisma or Constitution modifier damage, and you slide the target 1 square. Increase damage to 2[W] + Charisma or Constitution modifier at 21st level.
Special: When you take this power, you determine whether you use Charisma or Constitution for the power's attack roll and damage roll. This choice remains throughout the character's life.
This power counts as a melee basic attack. You can choose this power instead of *eldritch blast* as the power associated with your Eldritch Blast class feature.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARLOCK	POWER TYPE ATTACK	LEVEL 1
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AT-WILL POWER

Ethereal Sidestep



You slip through a rift in reality and appear a few feet away.

Arcane, Teleportation

KEYWORDS

Move		Personal
ACTION		RANGE
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: You teleport 1 square.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARLOCK	POWER TYPE UTILITY	LEVEL 10
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UTILITY POWER

Inevitable Wave



You and your allies charge a foe with the relentless power of the incoming tide.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Strength modifier damage. Until the end of your next turn, any ally who charges the target deals extra damage equal to your Intelligence modifier.
Level 21: 2[W] + Strength modifier damage.
Special: When charging, you can use this power in place of a melee basic attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARLORD	POWER TYPE ATTACK	LEVEL 1
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AT-WILL POWER

Rousing Assault



Your bold attack lends strength to your words of inspiration.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Strength modifier damage, and you add your Charisma modifier to the hit points restored with any warlord healing power you use before the end of your next turn.
Increase damage to 2[W] + Strength modifier at 21st level.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARLORD	POWER TYPE ATTACK	LEVEL 1
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AT-WILL POWER

Dragon's Tenacity



You and your companions become as fierce and indomitable as dragons, striking harder the more you all are hurt.

Martial

KEYWORDS

Minor	↔	Close burst 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: You and each bloodied ally in burst
Effect: Each target gains a +2 power bonus to attack rolls until the end of your next turn.
Special: If you are a dragonborn, the bonus to attack rolls is +3.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARLORD	POWER TYPE UTILITY	LEVEL 6
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UTILITY POWER

Chilling Cloud

A lingering swarm of ice crystals chills foes to the bone.

Arcane, Cold, Implement

KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION	✱	RANGE
INT vs Fort		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: Intelligence modifier cold damage.
Effect: Until the end of your next turn, any enemy in the power's area takes a -2 penalty to attack rolls. Increase damage to twice Intelligence modifier at 21st level.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WIZARD	POWER TYPE ATTACK	LEVEL 1
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AT-WILL POWER

Refocus

You take a deep breath and picture the pages of your spellbook in your mind.

Arcane

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: You can replace an unexpended wizard utility or daily power with another power of the same level that is in your spellbook. You gain a +1 power bonus to attack rolls with that power until the end of your next turn.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WIZARD	POWER TYPE UTILITY	LEVEL 6
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UTILITY POWER

Repelling Shield

A sudden shield of arcane energy blocks an attack and pushes the enemy away.

Arcane

KEYWORDS

Imm. Interrupt		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: You are hit by a melee attack
Effect: You gain a +4 power bonus to AC and Reflex until the end of your next turn. If any creature makes a melee attack against you while this effect lasts, you can push it 1 square after the attack resolves.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WIZARD	POWER TYPE UTILITY	LEVEL 10
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UTILITY POWER