

Player Name \_\_\_\_\_

Character Name **11** Wizard Spellguard Wizard Level Class Paragon Path Epic Destiny Total XP **26,000**

Human Medium Race Size Age Gender Height Weight Alignment Deity Adventuring Company or Other Affiliations

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
<b>12</b>	<b>3</b>	<b>5</b>	<b>4</b>

CONDITIONAL MODIFIERS

### DEFENSES

SCORE	DEFENSE	10 + ARMOR/1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>23</b>	<b>AC</b>	<b>15</b>	<b>5</b>			<b>3</b>		

CONDITIONAL BONUSSES

### 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>12</b>	<b>STR</b> Strength	<b>1</b>	<b>6</b>
<b>14</b>	<b>CON</b> Constitution	<b>2</b>	<b>7</b>
<b>16</b>	<b>DEX</b> Dexterity	<b>3</b>	<b>8</b>
<b>21</b>	<b>INT</b> Intelligence	<b>5</b>	<b>10</b>
<b>13</b>	<b>WIS</b> Wisdom	<b>1</b>	<b>6</b>
<b>12</b>	<b>CHA</b> Charisma	<b>1</b>	<b>6</b>

### FORT

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>18</b>	<b>FORT</b>	<b>15</b>	<b>2</b>				<b>1</b>	

CONDITIONAL BONUSSES

### REF

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>21</b>	<b>REF</b>	<b>15</b>	<b>5</b>				<b>1</b>	

CONDITIONAL BONUSSES

### WILL

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>19</b>	<b>WILL</b>	<b>15</b>	<b>1</b>	<b>2</b>			<b>1</b>	

CONDITIONAL BONUSSES

### SENSES

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

SPECIAL SENSES

### HIT POINTS

MAX HP	BLOODED	HEALING SURGES
	1/2 HP	1/4 HP
<b>74</b>	<b>37</b>	<b>8</b>

CURRENT HIT POINTS	CURRENT SURGE USES
<b>23</b>	<b>0</b>

SECOND WIND 1/ENCOUNTER  USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS +1 to all saving throws

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

### SKILLS

BONUS	SKILL NAME	ABIL	MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
<b>10</b>	<b>Acrobatics</b>	DEX	<b>8</b>	<b>0</b>		<b>2</b>
<b>15</b>	<b>Arcana</b>	INT	<b>10</b>	<b>5</b>	n/a	
<b>8</b>	<b>Athletics</b>	STR	<b>6</b>	<b>0</b>		<b>2</b>
<b>8</b>	<b>Bluff</b>	CHA	<b>6</b>	<b>0</b>	n/a	<b>2</b>
<b>8</b>	<b>Diplomacy</b>	CHA	<b>6</b>	<b>0</b>	n/a	<b>2</b>
<b>11</b>	<b>Dungeoneering</b>	WIS	<b>6</b>	<b>5</b>	n/a	
<b>9</b>	<b>Endurance</b>	CON	<b>7</b>	<b>0</b>		<b>2</b>
<b>8</b>	<b>Heal</b>	WIS	<b>6</b>	<b>0</b>	n/a	<b>2</b>
<b>15</b>	<b>History</b>	INT	<b>10</b>	<b>5</b>	n/a	
<b>8</b>	<b>Insight</b>	WIS	<b>6</b>	<b>0</b>	n/a	<b>2</b>
<b>8</b>	<b>Intimidate</b>	CHA	<b>6</b>	<b>0</b>	n/a	<b>2</b>
<b>11</b>	<b>Nature</b>	WIS	<b>6</b>	<b>5</b>	n/a	
<b>8</b>	<b>Perception</b>	WIS	<b>6</b>	<b>0</b>	n/a	<b>2</b>
<b>15</b>	<b>Religion</b>	INT	<b>10</b>	<b>5</b>	n/a	
<b>10</b>	<b>Stealth</b>	DEX	<b>8</b>	<b>0</b>		<b>2</b>
<b>8</b>	<b>Streetwise</b>	CHA	<b>6</b>	<b>0</b>	n/a	<b>2</b>
<b>10</b>	<b>Thievery</b>	DEX	<b>8</b>	<b>0</b>		<b>2</b>

### ACTION POINTS

MILESTONES	ACTION POINTS
0	1
1	2
2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

### RACE FEATURES

Bonus Feat \_\_\_\_\_

Bonus Skill \_\_\_\_\_

Bonus At-Will Power \_\_\_\_\_

Human Defense Bonuses \_\_\_\_\_

### CLASS / PATH / DESTINY FEATURES

Arcane Implement Mastery \_\_\_\_\_

Wand of Accuracy \_\_\_\_\_

Cantrip \_\_\_\_\_

Ritual Casting \_\_\_\_\_

Spellbook \_\_\_\_\_

Spellguard Training \_\_\_\_\_

Spellguard Action \_\_\_\_\_

### LANGUAGES KNOWN

Common \_\_\_\_\_

Draconic \_\_\_\_\_

Supernal \_\_\_\_\_

Abyssal \_\_\_\_\_

### ATTACK WORKSPACE

ABILITY: \_\_\_\_\_

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

ABILITY: \_\_\_\_\_

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

### DAMAGE WORKSPACE

ABILITY: \_\_\_\_\_

DAMAGE	ABIL	FEAT	ENH	MISC	MISC

ABILITY: \_\_\_\_\_

DAMAGE	ABIL	FEAT	ENH	MISC	MISC

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
<b>13</b>	vs <b>Reflex</b>	Magic Wand +3 (Melee)	2d4+8
<b>13</b>	vs <b>Reflex</b>	Magic Wand +3 (Rang)	2d4+8
	vs		
	vs		

### FEATS

Action Surge - +3 to attacks when you spend an action point \_\_\_\_\_

Ritual Caster - Master and perform rituals \_\_\_\_\_

Improved Initiative - +4 to initiative checks \_\_\_\_\_

Human Perseverance - +1 to saving throws \_\_\_\_\_

Alchemist \_\_\_\_\_

Jack of All Trades - +2 to untrained skill checks \_\_\_\_\_

Linguist - Learn three new languages \_\_\_\_\_

Toughness - Gain 5 additional hit points per tier \_\_\_\_\_

Expanded Spellbook - Add additional daily spell to spellbook \_\_\_\_\_

**POWER INDEX**

List your powers below.  
Check the box when the power is used.  
Clear the box when the power renews.

**AT-WILL POWERS**

Scorching Burst	<input type="checkbox"/>
Ghost Sound	<input type="checkbox"/>
Light	<input type="checkbox"/>
Mage Hand	<input type="checkbox"/>
Prestidigitation	<input type="checkbox"/>
Magic Missile	<input type="checkbox"/>
Ray of Frost	<input type="checkbox"/>

**ENCOUNTER POWERS**

Burning Hands	<input type="checkbox"/>
Fire Shroud	<input type="checkbox"/>
Lightning Bolt	<input type="checkbox"/>
Spellguard Force Lash	<input type="checkbox"/>
	<input type="checkbox"/>

**DAILY POWERS**

Flaming Sphere	<input type="checkbox"/>
Fireball	<input type="checkbox"/>
Ice Storm	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

**UTILITY POWERS**

Expeditious Retreat	<input type="checkbox"/>
Invisibility	<input type="checkbox"/>
Blur	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

**OTHER EQUIPMENT**

Spellbook (Wall of Fire, Web, Acid Arrow, Sleep, Stinking Cloud)
Adventurer's Kit

**COINS AND OTHER WEALTH**

Money on hand: 50 pp  
Stored money:  
Residuum: 0

**MAGIC ITEM INDEX**

List your powers below.  
Check the box when the power is used.  
Clear the box when the power renews.

**MAGIC ITEMS**

WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
ARMOR	Repulsion Cloth armor (basic clothing) +3 (E) <input type="checkbox"/>
ARMS	<input type="checkbox"/>
FEET	<input type="checkbox"/>
HANDS	<input type="checkbox"/>
HEAD	Goggles of the Bone Collector (heroic tier) (E) <input type="checkbox"/>
NECK	<input type="checkbox"/>
RING	<input type="checkbox"/>
RING	<input type="checkbox"/>
WAIST	<input type="checkbox"/>
	Magic Wand +3 (One-hand) (E) <input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

*Daily Item Powers Per Day*

Heroic (1-10)	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>		
Paragon (11-20)	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	
Epic (21-30)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>

**RITUALS**

Tensor's Floating Disk
Comprehend Language
Brew Potion
Enchant Magic Item
Seek Rumor
Detect Object
Water Breathing

**CHARACTER PORTRAIT**



**PERSONALITY TRAITS**

**MANNERISMS AND APPEARANCE**

**CHARACTER BACKGROUND**

**COMPANIONS AND ALLIES**

**SESSION AND CAMPAIGN NOTES**

CHARACTER NAME

PLAYER NAME

RACE Human CLASS Wizard LEVEL 11

<b>HP</b> 74	<b>12 STR</b>	<b>Fort</b> 18
<b>AC</b> 23	<b>14 CON</b>	<b>Ref</b> 21
<b>Speed</b> 6	<b>16 DEX</b>	<b>Will</b> 19
<b>Init</b> +12	<b>21 INT</b>	
	<b>13 WIS</b>	
	<b>12 CHA</b>	

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

### Action Points

**1** Action Points

Once per encounter, you can spend an action point. When you spend an action point, it's gone, but you can earn more.

Most often, you spend an action point to take an extra action during your turn.

If you spend an action point to take an extra action and are within sight of an allied warlord, the warlord's Commanding Presence grants you a benefit.

Instead of taking an extra action when you spend an action point, you can use a paragon path feature or a feat that requires an action point. Whatever you use an action point for, you can only spend 1 per encounter.

**SPEND AN ACTION POINT: FREE ACTION**

- During Your Turn
- Gain an Extra Action
- Once per Encounter

CLASS Player Ability LEVEL \* PAGE PHB

### Second Wind

**18** Surge Value      **8** Surges Per Day

You can dig into your resolve and endurance to find an extra burst of vitality. In game terms, you spend a healing surge to regain some of your lost hit points, and you focus on defending yourself.

Unless otherwise noted in the statistics block of a monster or a nonplayer character, this action is available only to player characters.

**SECOND WIND: STANDARD ACTION**

- Spend a Healing Surge
- +2 Bonus to All Defenses
- Once per Encounter
- Minor Action for Dwarves

CLASS Player Ability LEVEL \* PAGE PHB

**PLAY DATA** DUNGEONS & DRAGONS

**ACTION POINTS** DUNGEONS & DRAGONS

**SECOND WIND** DUNGEONS & DRAGONS

### Scorching Burst

KEYWORDS Arcane, Fire, Implement USED

Standard	10	Area burst 1 within 10 squares
<b>ACTION</b>	1	<b>RANGE</b>
<b>13</b>	vs <b>Reflex</b>	Each creature in burst
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

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

Your stats using Magic Wand +3:  
+13 bonus to hit, 1d6+8 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.  
+3 to attack rolls if this attack was gained by spending an action

CLASS Wizard LEVEL 1 PAGE PHB

### Ghost Sound

KEYWORDS Arcane, Illusion USED

Standard	10	Ranged 10
<b>ACTION</b>	1	<b>RANGE</b>
	vs	One object or unoccupied square
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

Effect: You cause a sound as quiet as a whisper or as loud as a yelling or fighting creature to emanate from the target. You can produce nonvocal sounds such as the ringing of a sword blow, jingling armor, or scraping stone. If you whisper, you can whisper quietly enough that only creatures adjacent to the target can hear your words.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS Wizard LEVEL 1 PAGE PHB

### Light

KEYWORDS Arcane USED

Minor	5	Ranged 5
<b>ACTION</b>	1	<b>RANGE</b>
	vs	One object or unoccupied square
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

Effect: You cause the target to shed bright light. The light fills the target's square and all squares within 4 squares of it. The light lasts for 5 minutes. Putting out the light is a free action.

Special: You can have only one light cantrip active at a time. If you create a new light, your previously cast light winks out.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS Wizard LEVEL 1 PAGE PHB

**AT-WILL POWER** DUNGEONS & DRAGONS

**AT-WILL POWER** DUNGEONS & DRAGONS

**AT-WILL POWER** DUNGEONS & DRAGONS

### Mage Hand

KEYWORDS Arcane, Conjunction USED

Minor	5	Ranged 5
<b>ACTION</b>	1	<b>RANGE</b>
	vs	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

Effect: You conjure a spectral, floating hand in an unoccupied square within range. The hand picks up, moves, or manipulates an adjacent object weighing 20 pounds or less and carries it up to 5 squares. If you are holding the object when you use this power, the hand can move the object into a pack, a pouch, a sheath, or a similar container and simultaneously move any one object carried or worn anywhere on your body into your hand.

As a move action, you can move the hand up to 5 squares. As a free action, you can cause the hand to drop an object it is holding, and as a minor action, you can cause the hand to pick up or manipulate a different object.

Sustain Minor: You can sustain the hand indefinitely.  
Special: You can create only one hand at a time.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS Wizard LEVEL 1 PAGE PHB

### Prestidigitation

KEYWORDS Arcane USED

Standard	2	Ranged 2
<b>ACTION</b>	1	<b>RANGE</b>
	vs	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

Effect: Use this cantrip to accomplish one of the effects given below.

- Move up to 1 pound of material.
- Create a harmless sensory effect, such as a shower of sparks, a puff of wind, faint music, or a strong odor.
- Color, clean, or soil items in 1 cubic foot for up to 1 hour.
- Instantly light (or snuff out) a candle, a torch, or a small campfire.
- Chill, warm, or flavor up to 1 pound of nonliving material for up to 1 hour.
- Make a small mark or symbol appear on a surface for up to 1 hour.
- Produce out of nothingness a small item or image that exists until the end of your next turn.
- Make a small, handheld item invisible until the end of your next turn.

Nothing you create with this cantrip can deal damage, serve as a weapon or a tool, or hinder another creature's actions. This cantrip cannot duplicate the effect of any other power.

Special: You can have as many as three prestidigitations effects active at one time.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS Wizard LEVEL 1 PAGE PHB

### Magic Missile

KEYWORDS Arcane, Force, Implement USED

Standard	20	Ranged 20
<b>ACTION</b>	1	<b>RANGE</b>
<b>13</b>	vs <b>Reflex</b>	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

Attack: Intelligence vs. Reflex  
Hit: 2d4 + Intelligence modifier force damage.  
Increase damage to 4d4 + Intelligence modifier 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.

Your stats using Magic Wand +3:  
+13 bonus to hit, 2d4+8 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.  
+3 to attack rolls if this attack was gained by spending an action

CLASS Wizard LEVEL 1 PAGE PHB

**AT-WILL POWER** DUNGEONS & DRAGONS

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**AT-WILL POWER** DUNGEONS & DRAGONS

## Ray of Frost

KEYWORDS		Arcane, Cold, Implement		USED
Standard	10	Ranged 10		
<b>ACTION</b>		<b>RANGE</b>		
<b>13</b>	vs	<b>Fort</b>	One creature	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>		
<p>Attack: Intelligence vs. Fortitude                      Hit: 1d6 + Intelligence modifier cold damage, and the target is slowed until the end of your next turn.                      Increase damage to 2d6 + Intelligence modifier at 21st level.</p> <p>Your stats using Magic Wand +3:                      +13 bonus to hit, 1d6+8 damage.</p>				
<p>ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.                      +3 to attack rolls if this attack was gained by spending an action</p>				
CLASS	Wizard	LEVEL	1	PAGE <i>PHB</i>

### AT-WILL POWER



## Burning Hands

KEYWORDS		Arcane, Fire, Implement		USED
Standard	5	Close blast 5		
<b>ACTION</b>		<b>RANGE</b>		
<b>13</b>	vs	<b>Reflex</b>	Each creature in blast	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>		
<p>Attack: Intelligence vs. Reflex                      Hit: 2d6 + Intelligence modifier fire damage.</p> <p>Your stats using Magic Wand +3:                      +13 bonus to hit, 2d6+8 damage.</p>				
<p>ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.                      +3 to attack rolls if this attack was gained by spending an action</p>				
CLASS	Wizard	LEVEL	1	PAGE <i>PHB</i>

### ENCOUNTER POWER



## Fire Shroud

KEYWORDS		Arcane, Fire, Implement		USED
Standard	3	Close burst 3		
<b>ACTION</b>		<b>RANGE</b>		
<b>13</b>	vs	<b>Fort</b>	Each enemy in burst	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>		
<p>Attack: Intelligence vs. Fortitude                      Hit: 1d8 + Intelligence modifier fire damage, and ongoing 5 fire damage (save ends).</p> <p>Your stats using Magic Wand +3:                      +13 bonus to hit, 1d8+8 damage.</p>				
<p>ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.                      +3 to attack rolls if this attack was gained by spending an action</p>				
CLASS	Wizard	LEVEL	3	PAGE <i>PHB</i>

### ENCOUNTER POWER



## Lightning Bolt

KEYWORDS		Arcane, Implement, Lightning		USED
Standard	10	Ranged 10		
<b>ACTION</b>		<b>RANGE</b>		
<b>13</b>	vs	<b>Reflex</b>		
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>		
<p>Primary Target: One creature                      Attack: Intelligence vs. Reflex                      Hit: 2d6 + Intelligence modifier 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 lightning damage.</p> <p>Your stats using Magic Wand +3:                      +13 bonus to hit, 2d6+8 damage.</p>				
<p>ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.                      +3 to attack rolls if this attack was gained by spending an action</p>				
CLASS	Wizard	LEVEL	7	PAGE <i>PHB</i>

### ENCOUNTER POWER



## Spellguard Force Lash

KEYWORDS		Arcane, Force, Implement		USED
Immediate	10	Ranged 10		
<b>ACTION</b>		<b>RANGE</b>		
<b>13</b>	vs	<b>Fort</b>	Triggering creature	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>		
<p>Trigger: A creature moves into any square within range                      Attack: Intelligence vs. Fortitude                      Hit: 1d10 + Intelligence modifier force damage, and the target is knocked prone.</p> <p>Your stats using Magic Wand +3:                      +13 bonus to hit, 1d10+8 damage.</p>				
<p>ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.                      +3 to attack rolls if this attack was gained by spending an action</p>				
CLASS		LEVEL	11	PAGE <i>FRPG</i>

### ENCOUNTER POWER



## Flaming Sphere

KEYWORDS		Arcane, Conjunction, Fire, Implement		USED
Standard	10	Ranged 10		
<b>ACTION</b>		<b>RANGE</b>		
<b>13</b>	vs	<b>Reflex</b>	One creature adjacent to the flaming sphere	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>		
<p>Attack: Intelligence vs. Reflex                      Hit: 2d6 + Intelligence modifier fire damage.                      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 fire damage. As a move action, you can move the sphere 6 squares.                      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.</p> <p>Your stats using Magic Wand +3:                      +13 bonus to hit, 2d6+8 damage.</p>				
<p>ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.                      +3 to attack rolls if this attack was gained by spending an action</p>				
CLASS	Wizard	LEVEL	1	PAGE <i>PHB</i>

### DAILY POWER



## Fireball

KEYWORDS		Arcane, Fire, Implement		USED
Standard	20	Area burst 3 within 20 squares		
<b>ACTION</b>	3	<b>RANGE</b>		
<b>13</b>	vs	<b>Reflex</b>	Each creature in burst	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>		
<p>Attack: Intelligence vs. Reflex                      Hit: 3d6 + Intelligence modifier fire damage.                      Miss: Half damage.</p> <p>Your stats using Magic Wand +3:                      +13 bonus to hit, 3d6+8 damage.</p>				
<p>ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.                      +3 to attack rolls if this attack was gained by spending an action</p>				
CLASS	Wizard	LEVEL	5	PAGE <i>PHB</i>

### DAILY POWER



## Ice Storm

KEYWORDS		Arcane, Cold, Implement, Zone		USED
Standard	20	Area burst 3 within 20 squares		
<b>ACTION</b>	3	<b>RANGE</b>		
<b>13</b>	vs	<b>Fort</b>	Each creature in burst	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>		
<p>Attack: Intelligence vs. Fortitude                      Hit: 2d8 + Intelligence modifier 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.</p> <p>Your stats using Magic Wand +3:                      +13 bonus to hit, 2d8+8 damage.</p>				
<p>ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.                      +3 to attack rolls if this attack was gained by spending an action</p>				
CLASS	Wizard	LEVEL	9	PAGE <i>PHB</i>

### DAILY POWER



## Wall of Fire

KEYWORDS		Arcane, Conjunction, Fire, Implement		USED
Standard	10	Area wall 8 within 10 squares		
<b>ACTION</b>		<b>RANGE</b>		
<b>13</b>	vs			
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>		
<p>Effect: You conjure a wall that consists of contiguous squares filled with arcane fire. It can be up to 8 squares long and up to 4 squares high. The wall lasts until the end of your next turn. Any creature that starts its turn adjacent to the wall takes 1d6 + Intelligence modifier fire damage. If a creature moves into the wall's space or starts its turn there, the creature takes 3d6 + Intelligence modifier fire damage. Entering a square occupied by the wall costs 3 extra squares of movement. The wall blocks line of sight.                      Sustain Minor: The wall persists.</p>				
<p>ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.</p>				
CLASS	Wizard	LEVEL	9	PAGE <i>PHB</i>

### DAILY POWER



### Web

KEYWORDS Arcane, Implement, Zone USED

Standard	20	Area burst 2 within 20 squares
<b>ACTION</b>	2	<b>RANGE</b>
<b>13</b>	vs <b>Reflex</b>	Each creature in burst
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

Attack: Intelligence vs. Reflex  
 Hit: The target is immobilized (save ends).  
 Effect: The burst creates a zone of webs that fills the area until the end of the encounter or for 5 minutes. The zone is considered difficult terrain. Any creature that ends its move in the web is immobilized (save ends).

Your stats using Magic Wand +3:  
 +13 bonus to hit

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.  
 +3 to attack rolls if this attack was gained by spending an action

CLASS Wizard LEVEL 5 PAGE PHB

**DAILY POWER** DUNGEONS & DRAGONS

### Acid Arrow

KEYWORDS Acid, Arcane, Implement USED

Standard	20	Ranged 20
<b>ACTION</b>	2	<b>RANGE</b>
<b>13</b>	vs <b>Reflex</b>	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

Primary Target: One creature  
 Attack: Intelligence vs. Reflex  
 Hit: 2d8 + Intelligence modifier 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 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.

Your stats using Magic Wand +3:  
 +13 bonus to hit, 2d8+8 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.  
 +3 to attack rolls if this attack was gained by spending an action

CLASS Wizard LEVEL 1 PAGE PHB

**DAILY POWER** DUNGEONS & DRAGONS

### Sleep

KEYWORDS Arcane, Implement, Sleep USED

Standard	20	Area burst 2 within 20 squares
<b>ACTION</b>	2	<b>RANGE</b>
<b>13</b>	vs <b>Will</b>	Each creature in burst
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

Attack: Intelligence vs. Will  
 Hit: The target is slowed (save ends). If the target fails its first saving throw against this power, the target becomes unconscious (save ends).  
 Miss: The target is slowed (save ends).

Your stats using Magic Wand +3:  
 +13 bonus to hit

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.  
 +3 to attack rolls if this attack was gained by spending an action

CLASS Wizard LEVEL 1 PAGE PHB

**DAILY POWER** DUNGEONS & DRAGONS

### Stinking Cloud

KEYWORDS Arcane, Implement, Poison, Zone USED

Standard	20	Area burst 2 within 20 squares
<b>ACTION</b>	2	<b>RANGE</b>
<b>13</b>	vs <b>Fort</b>	Each creature in burst
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

Attack: Intelligence vs. Fortitude  
 Hit: 1d10 + Intelligence modifier poison damage.  
 Effect: The burst creates a zone of poisonous vapor that blocks line of sight until the end of your next turn. Creatures that enter the zone or start their turns there take 1d10 + Intelligence modifier poison damage. As a move action, you can move the zone up to 6 squares. Sustain Minor: The zone persists.

Your stats using Magic Wand +3:  
 +13 bonus to hit, 1d10+8 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.  
 +3 to attack rolls if this attack was gained by spending an action

CLASS Wizard LEVEL 5 PAGE PHB

**DAILY POWER** DUNGEONS & DRAGONS

### Mordenkainen's Sword

KEYWORDS Arcane, Conjunction, Force, Implement USED

Standard	10	Ranged 10
<b>ACTION</b>	2	<b>RANGE</b>
<b>13</b>	vs <b>Reflex</b>	One creature adjacent to the sword
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

Effect: You conjure a sword of force in an unoccupied square within range, and it attacks. As a move action, you can move the sword to a new target within range. The sword lasts until the end of your next turn.  
 Attack: Intelligence vs. Reflex  
 Hit: 1d10 + Intelligence modifier force damage.  
 Sustain Minor: When you sustain the sword, it attacks again.

Your stats using Magic Wand +3:  
 +13 bonus to hit, 1d10+8 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.  
 +3 to attack rolls if this attack was gained by spending an action

CLASS Wizard LEVEL 9 PAGE PHB

**DAILY POWER** DUNGEONS & DRAGONS

### Expeditious Retreat

KEYWORDS Arcane USED

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

Effect: Shift up to twice your speed.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS Wizard LEVEL 2 PAGE PHB

**UTILITY POWER** DUNGEONS & DRAGONS

### Invisibility

KEYWORDS Arcane, Illusion USED

Standard	5	Ranged 5
<b>ACTION</b>	2	<b>RANGE</b>
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: The target is invisible until the end of your next turn. If the target attacks, the effect ends.  
 Sustain Standard: If the target is within range, you can sustain the effect.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS Wizard LEVEL 6 PAGE PHB

**UTILITY POWER** DUNGEONS & DRAGONS

### Blur

KEYWORDS Arcane, Illusion USED

Minor	Personal
<b>ACTION</b>	<b>RANGE</b>
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER
<input checked="" type="checkbox"/> 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 FROM RACE, CLASS, FEAT, ETC.

CLASS Wizard LEVEL 10 PAGE PHB

**UTILITY POWER** DUNGEONS & DRAGONS

### Feather Fall

KEYWORDS Arcane USED

Free Action	10	Ranged 10
<b>ACTION</b>	2	<b>RANGE</b>
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> 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 FROM RACE, CLASS, FEAT, ETC.

CLASS Wizard LEVEL 2 PAGE PHB

**UTILITY POWER** DUNGEONS & DRAGONS

### Dimension Door

KEYWORDS Arcane, Teleportation USED

Move Action Personal

**ACTION** RANGE

AT-WILL  ENCOUNTER  DAILY

Effect: Teleport 10 squares. You can't take other creatures with you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS Wizard LEVEL 6 PAGE PHB

### Resistance

KEYWORDS Arcane USED

Minor Ranged 10

**ACTION** RANGE

AT-WILL  ENCOUNTER  DAILY

Effect: Against a particular damage type chosen by you, the target gains resistance equal to your level + your Intelligence modifier until the end of the encounter or for 5 minutes. Choose the damage type from the following list: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS Wizard LEVEL 10 PAGE PHB

### Repulsion Cloth armor (basic clot)

BONUS +3 AC ENHANCEMENT CRITICAL

PROPERTIES

KEYWORDS USED

**ACTION**

AT-WILL  ENCOUNTER  DAILY

POWER

Power (Daily): Minor Action. Whenever an enemy moves into an adjacent square, you can push that enemy 1 square as an immediate reaction. This power lasts until the end of the encounter.

ITEM SLOT/TYPE Body LEVEL 12 PRICE 13000 PAGE AV

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### Magic Wand +3

BONUS +3 Attack rolls and damage ENHANCEMENT +3d6 damage CRITICAL

PROPERTIES

KEYWORDS USED

**ACTION**

AT-WILL  ENCOUNTER  DAILY

POWER

Item Slot: One-hand

ITEM SLOT/TYPE One-hand LEVEL 11 PRICE 9000 PAGE PHB

### Goggles of the Bone Collector (he

BONUS ENHANCEMENT CRITICAL

PROPERTIES

Gain a +3 item bonus to monster knowledge checks.

KEYWORDS USED

**ACTION**

AT-WILL  ENCOUNTER  DAILY

POWER

Item Slot: Head

Power (Encounter): Minor Action. Learn the origin, type, and keyword(s) of one creature in sight.

ITEM SLOT/TYPE Head LEVEL 9 PRICE 4200 PAGE AV

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