

CHARACTER NAME Luthien		
PLAYER NAME Simmu		
RACE Eladrin	CLASS Wizard	LEVEL 1

HP 20	STR 8	AC 15
Spd 6	CON 10	Fort 10
Init +1	DEX 12	Ref 15
	INT 20	Will 15
	WIS 14	Will 15
	CHA 10	

12	Passive Insight	12	Passive Perception
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PLAY DATA	DUNGEONS & DRAGONS
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Second Wind	
KEYWORDS	USED
Standard ACTION	Personal RANGE
vs	Self TARGET
ATTACK	DEFENSE
Effect: You spend a healing surge and regain 5 hit points. You gain a +2 bonus to all defenses until the start of your next turn.	
ADDITIONAL EFFECTS	
CLASS	LEVEL BOOK PH
ENCOUNTER ACTION	DUNGEONS & DRAGONS

Ghost Sound	
KEYWORDS Arcane, Illusion	USED
Standard ACTION	Ranged 10 RANGE
vs	One object or unoccupied square TARGET
ATTACK	DEFENSE
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 BOOK PH
AT-WILL POWER	DUNGEONS & DRAGONS

Light	
KEYWORDS Arcane	USED
Minor ACTION	Ranged 5 RANGE
vs	One object or unoccupied square TARGET
ATTACK	DEFENSE
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 BOOK PH
AT-WILL POWER	DUNGEONS & DRAGONS

Mage Hand	
KEYWORDS Arcane, Conjuraton	USED
Minor ACTION	Ranged 5 RANGE
vs	
ATTACK	DEFENSE
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 BOOK PH
AT-WILL POWER	DUNGEONS & DRAGONS

Prestidigitatation	
KEYWORDS Arcane	USED
Standard ACTION	Ranged 2 RANGE
vs	
ATTACK	DEFENSE
Effect: Use this cantrip to accomplish one of the effects given below. • Move up to 1 pound of material. • Create a harmless sensory effect, such as a shower of sparks, a puff of wind, faint music, or a strong odor. • Color, clean, or soil items in 1 cubic foot for up to 1 hour. • Instantly light (or snuff out) a candle, a torch, or a small campfire. • Chill, warm, or flavor up to 1 pound of nonliving material for up to 1 hour. • Make a small mark or symbol appear on a surface for up to 1 hour. • Produce out of nothingness a small item or image that exists until the end of your next turn. • Make a small, handheld item invisible until the end of your next turn. Nothing you create with this cantrip can deal damage, serve as a weapon or a tool, or hinder another creature's actions. This cantrip cannot duplicate the effect of any other power. Special: You can have as many as three prestidigitatation effects active at one time.	
ADDITIONAL EFFECTS	
CLASS Wizard	LEVEL BOOK PH
AT-WILL POWER	DUNGEONS & DRAGONS

Scorching Burst	
KEYWORDS Arcane, Fire, Implement	USED
Standard ACTION	Area burst 1 within 10 squares RANGE
5 vs Reflex	Each creature in burst TARGET
ATTACK	DEFENSE
Attack: Intelligence vs. Reflex Hit: 1d6 + Intelligence modifier (+5) fire damage. Increase damage to 2d6 + Intelligence modifier (+5) at 21st level. Implement, Orb: +5 attack, 1d6+5 damage	
ADDITIONAL EFFECTS	
CLASS Wizard	LEVEL BOOK PH
AT-WILL POWER	DUNGEONS & DRAGONS

Thunderwave	
KEYWORDS Arcane, Implement, Thunder	USED
Standard ACTION	Close blast 3 RANGE
5 vs Fort	Each creature in blast TARGET
ATTACK	DEFENSE
Attack: Intelligence vs. Fortitude Hit: 1d6 + Intelligence modifier (+5) thunder damage, and you push the target a number of squares equal to your Wisdom modifier (+2). Increase damage to 2d6 + Intelligence modifier (+5) at 21st level. Implement, Orb: +5 attack, 1d6+5 damage	
ADDITIONAL EFFECTS	
CLASS Wizard	LEVEL BOOK PH
AT-WILL POWER	DUNGEONS & DRAGONS

Fey Step			
KEYWORDS Teleportation			USED
Move	↓	↘	Personal
ACTION	↙	↖	RANGE
vs			
ATTACK	DEFENSE	TARGET	
Effect: Teleport up to 5 squares.			
ADDITIONAL EFFECTS			
CLASS Racial Power	LEVEL *	BOOK <i>PH</i>	
ENCOUNTER POWER		DUNGEONS & DRAGONS	

Orb of Imposition			
KEYWORDS			USED
Implement			
Free			RANGE
ACTION			
vs			
ATTACK	DEFENSE	TARGET	
Effect: you can use your orb to gain one of the following two effects. You can designate one creature you have cast a wizard spell upon that has an effect that lasts until the subject succeeds on a saving throw. That creature takes a penalty to its saving throws against that effect equal to your Wisdom modifier (+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	

KEYWORDS				USED
Arcane, Cold, Implement				
Standard		10		Area burst 1 within 10 squares
ACTION		1		
				RANGE
5	vs	Reflex	Each creature in burst	
ATTACK		DEFENSE	TARGET	

Attack: Intelligence vs. Reflex
Hit: 1d6 + Intelligence modifier (+5) cold damage, and the target is knocked prone.
Effect: The power's area is difficult terrain until the end of your next turn. You can end this effect as a minor action.

Implement, Orb: +5 attack, 1d6+5 damage

ADDITIONAL EFFECTS

CLASS	Wizard	LEVEL	1	BOOK	PH
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ENCOUNTER POWER

DUNGEONS & DRAGONS

Freezing Cloud				USED					
KEYWORDS Arcane, Cold, Implement									
Standard		10		Area burst 2 within 10 squares					
ACTION		2							
5	vs	Fort	Each creature in burst						
ATTACK	DEFENSE		TARGET						
Attack: Intelligence vs. Fortitude Hit: 1d8 + Intelligence modifier (+5) cold damage. Miss: Half damage. Effect: The cloud lasts until the end of your next turn. Any creature that enters the cloud or starts its turn there is subject to another attack. You can dismiss the cloud as a minor action.									
Implement, Orb: +5 attack, 1d8+5 damage									
ADDITIONAL EFFECTS									
CLASS Wizard	LEVEL 1	BOOK PH							
DAILY POWER		DUNGEONS & DRAGONS							

Sleep			SPELLBOOK														
KEYWORDS Arcane, Implement, Sleep					USED												
Standard		20		Area burst 2 within 20 squares													
ACTION		2		RANGE													
5	vs	Will	Each creature in burst														
ATTACK	DEFENSE		TARGET														
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). Implement, Orb: +5 attack																	
ADDITIONAL EFFECTS																	
CLASS Wizard			LEVEL 1	BOOK PH													
DAILY POWER			DUNGEONS & DRAGONS														