Ghost Sound Wizard Cantrip

At-Will _ Arcane, Illusion
Standard Action Ranged 10
Target: One object or unoccupied square
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.

Light Wizard Cantrip

At-Will _ Arcane
Minor Action Ranged 5
Target: One object or unoccupied square
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.

Mage Hand Wizard Cantrip

At-Will _ Arcane, Conjuration
Minor Action Ranged 5
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.

Prestidigitation Wizard Cantrip

At-Will _ Arcane
Standard Action Ranged 2
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.

Magic Missile Wizard Attack 1

At-Will _ Arcane, Force, Implement
Standard Action Ranged 20
Target: One creature
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.

Scorching Burst Wizard Attack 1

At-Will _ Arcane, Fire, Implement
Standard Action Area burst 1 within 10 squares
Target: Each creature in burst
Attack: Intelligence vs. Reflex
Hit: 1d6 + Intelligence modifier fire damage. Increase damage to 2d6 + Intelligence modifier at 21st level.

Fade Away Gnome Racial Power

Encounter _ Illusion
Immediate Reaction Personal
Trigger: You take damage
Effect: You are invisible until you attack or until the end of your next turn.

Burning Hands Wizard Attack 1

Encounter _ Arcane, Fire, Implement
Standard Action Close blast 5
Target: Each creature in blast
Attack: Intelligence vs. Reflex
Hit: 2d6 + Intelligence modifier fire damage.

Acid Arrow Wizard Attack 1

Daily _ Acid, Arcane, Implement
Standard Action Ranged 20
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.

Sleep Wizard Attack 1

Daily _ Arcane, Implement, Sleep
Standard Action Area burst 2 within 20 squares
Target: Each creature in burst
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).