

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

Ann Woody

17

Level

Kitara Melumbra

Unaligned female Shadar-kai Wizard (Bladesinger)

27 Age 5'9" Height 160 lb. Weight Medium Size Deity

83000

Total XP

99000

Defenses

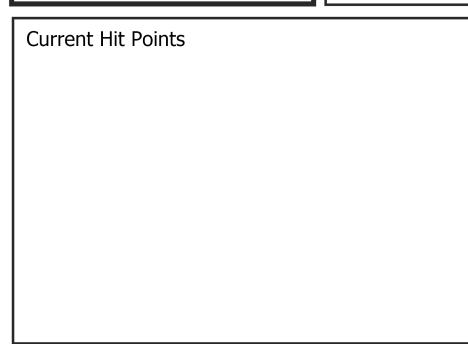


Conditional Bonuses

Hit Points

Max HP (Bloodied 53)	107	Temp HP
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Current Hit Points



Healing Surges

Surge Value	Surges/Day
26	9

Current Conditions:

Combat Statistics and Senses

Initiative	13
Conditional Modifiers:	
Speed	8
Passive Insight	21
Passive Perception	26

Special Senses: Darkvision

Action Points

Action Points	Milestones	Action Points
<input type="text"/>	0	1
	1	2
	2	3

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.



Second Wind (one per encounter)

 Used

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

Death Saving Throw Failures

 +2 Death Saving Throw Bonus

Saving Throw Mods

0

+2 Saving Throws against the unconscious condition, +2 Saving Throws against fear or charm effects

Resistances/Vulnerabilities

Resist 5 Psychic

Current Conditions and Effects

Basic Attacks

Melee

Supremely Vicious Broadsword +2

21	1d10+9
Strength vs. AC	Damage

Ranged

Unarmed

13	1d4+9
Dexterity vs. AC	Damage

Languages

All, Common, Dwarven

Abilities

STR Strength	17	Check 11
CON Constitution	15	10
DEX Dexterity	21	13
INT Intelligence	24	15
WIS Wisdom	17	11
CHA Charisma	18	12

Skills

Acrobatics	Dexterity	15
Arcana	Intelligence	✓ 20
Athletics	Strength	11
Bluff	Charisma	14
Diplomacy	Charisma	✓ 17
Dungeoneering	Wisdom	11
Endurance	Constitution	10
Heal	Wisdom	11
History	Intelligence	15
Insight	Wisdom	11
Intimidate	Charisma	14
Nature	Wisdom	11
Perception	Wisdom	✓ 16
Religion	Intelligence	15
Stealth	Dexterity	16
Streetwise	Charisma	12
Thievery	Dexterity	✓ 18

Ann Woody

Player Name

Kitara Melumbra

Character Name



Character Details

Background

Burglar

Theme

Oracle of the Evil Eye

Mannerisms and Appearance

Heavily tattooed and pierced, she wears a patch over her left eye

Personality Traits

Boastful, overconfident, full of bravado hiding deep paranoia and insecurity

Adventuring Company

Dusk Wardens

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Helm of Languages

Neck

Amulet of Protection +3

Arms

Bracers of the Perfect Shot...

Hands

Rings

[Empty box]

Off Hand

Orb of Enduring Magic +3

Main Hand

Supremely Vicious Broadsword +2

Waist

Belt of Vim (heroic tier)

Armor

Gloaming Leather Armor +1

Tattoo

[Empty box]

Ki Focus

[Empty box]

Other Equipment

Amulet of Mental Resolve +1

Bag of Holding

Orb of Nimble Thoughts +1

Adventurer's Kit

Climber's Kit

Lantern

Oil (1 pint) (3)

Silk Rope (50 ft.)

Potion of Healing (2)

Pearl of Power (heroic tier)

Darkskull

Dragon Claw Fangs and Maw

Leather Armor

Longsword

Mental Block (heroic tier)

Shadowdance Leather Armor +1

Total Weight (lbs.)

113

Carrying Capacity
(lbs.)

Normal

170

Heavy

340

Max

850

Treasure

234 gp
0 gp banked

Ann Woody

Player Name

Kitara Melumbra

Character Name



Racial Features

Shadow Jaunt

Use shadow jaunt as an encounter power

Shadow Origin

Your origin is shadow creature.

Winterkin

+1 to Fortitude

Class/Other Features

Broadsword

gain proficiency with Broadsword as an implement, counts as wand

Guarded Flourish

Your ranged and area attacks don't provoke opportunity attacks when you use 1-handed melee weapons; you gain a +2 shield bonus to AC with light/no armor and a one-handed melee weapon without shield

Oracle of the Evil Eye Starting Feature

Gain the gaze of the evil eye power

Arcane Strike

Make a melee basic attack as a minor action when you use a bladesinger daily attack power on your turn

Oracle of the Evil Eye Level 5 Feature

Gain a +2 power bonus to Bluff checks and Intimidate checks

Steely Retort

Use melee basic attack as opportunity action against adjacent enemies who hit you while bladesong is active

Oracle of the Evil Eye Level 10 Feature

Gain low-light vision or darkvision if you already had low-light vision

Choir of Swords

Spend action point while bladesong is active, make melee basic attack against all adjacent enemies as standard action

Bladesong Ballet

Use an action point while your bladesong is active to shift your speed in squares

Unerring Bladespell

While bladesong is active, you can use a bladespell power when you make a melee basic attack, even if you miss

Bladespell Step

Teleport 5 squares as free action after you use a bladespell power, 1/encounter

Feats

Expanded Spellbook

Add additional daily spell to spellbook

Reaper's Touch

You gain a benefit with some attack powers.

White Lotus Dueling Expertise

Gain +1/2/3 (by tier) feat bonus to arcane and basic attack rolls with proficient weapon and implements; gain proficiency with rods, rods, staves, or wands

Dual Implement Spellcaster

Add off-hand implement enhancement to damage rolls

Arcane Familiar

You gain a familiar

White Lotus Riposte

When an enemy attacks you before the start of your next turn after you hit it with an arcane at-will attack power, it takes damage (of the same type) equal to that power's ability modifier.

Destructive Wizardry

+2 to damage if you hit two or more creatures

White Lotus Master Riposte

When an enemy you hit with an arcane at-will attack power but have not marked attacks you before the start of your next turn, repeat the attack against that enemy as an immediate reaction.

Shared Speed

+1 speed for you and familiar (for all modes).

Paragon Defenses

+1 to Fortitude, Reflex, and Will

Kitara Melumbra

Level 17 Shadar-kai Wizard (Bladesinger)

HP	Score	Ability Mod	AC
Spd	17	STR 3	30
Init	15	CON 2	Fort 27
	21	DEX 5	Ref 29
	24	INT 7	Will 28
	17	WIS 3	
	18	CHA 4	

21 Passive Insight
26 Passive Perception

Player Name: Ann Woody

Lightning Ring

At-Will (Special) ♦ No Action

Ranged 10

Target: One creature

You stab your opponent, and an arc of lightning leaps from your hand to encircle a foe in a crackling ring.

Keywords: Arcane, Bladespell, Lightning

Trigger: During your turn, you hit an enemy with a melee basic attack using a one-handed weapon while your other hand holds no weapon or shield.

Effect: Dex modifier (+5) lightning damage, and the first time the target moves before the end of your next turn, it takes the lightning damage again.

Level 11: 2 + Dex modifier (+5) lightning damage.

Special: You can use only one bladespell power per triggering attack.

Additional Effects

Wizard Attack

Gaze of the Evil Eye

At-Will ♦ Minor Action

Ranged 5

Target: One creature you can see that isn't marked by you

Your foe feels the foreboding stare of your evil eye warning it away from you.

Keywords: Arcane, Psychic

Effect: The target takes 2 psychic damage whenever it hits you with an attack (a creature can take this damage only once per turn). The effect ends if you don't have line of sight to the target at the end of your turn, or if you use this power against a different target.

Additional Effects

Skills

Acrobatics	Dexterity	15
Arcana	Intelligence	• 20
Athletics	Strength	11
Bluff	Charisma	14
Diplomacy	Charisma	• 17
Dungeoneering	Wisdom	11
Endurance	Constitution	10
Heal	Wisdom	11
History	Intelligence	15
Insight	Wisdom	11
Intimidate	Charisma	14
Nature	Wisdom	11
Perception	Wisdom	• 16
Religion	Intelligence	15
Stealth	Dexterity	16
Streetwise	Charisma	12
Thievery	Dexterity	• 18

• indicates a trained skill.

Action Point

Base action points: 1

Choir of Swords: While your bladesong is active, you can spend an action point to make a melee basic attack against each enemy adjacent to you as a standard action.



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.

Encounter Special

Unseen Hand

At-Will (Special) ♦ No Action

Ranged 10

Target: One creature

You level a crushing blow against your foe, and an unseen force grasps an enemy and drags it about the field of battle.

Keywords: Arcane, Bladespell, Force

Trigger: During your turn, you hit an enemy with a melee basic attack using a one-handed weapon while your other hand holds no weapon or shield.

Effect: Dex modifier (+5) force damage, and you slide the target up to 3 squares.

Level 11: 2 + Dex modifier (+5) force damage.

Special: You can use only one bladespell power per triggering attack.

Additional Effects

Wizard Attack

Melee Basic Attack

At-Will ♦ Standard Action

Supremely Vicious Broadsword +2: +21 vs. AC, 1d10+9 damage

Melee weapon

Target: One creature

You resort to the simple attack you learned when you first picked up a melee weapon.

Keyword: Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+3) damage.

Level 21: 2[W] + Str modifier (+3) damage.

Additional Effects

Ranged Basic Attack

At-Will ♦ Standard Action

Unarmed: +13 vs. AC, 1d4+9 damage

Ranged weapon

Target: One creature

You resort to the simple attack you learned when you first picked up a ranged weapon.

Keyword: Weapon

Attack: Dexterity vs. AC

Hit: 1[W] + Dex modifier (+5) damage.

Level 21: 2[W] + Dex modifier (+5) damage.

Additional Effects

<h3>Magic Missile</h3> <p>At-Will ◆ Standard Action</p> <p>Supremely Vicious Broadsword +2: 12 damage Orb of Enduring Magic +3: 13 damage</p> <p>Ranged 20 Target: One creature</p> <p><i>A glowing blue bolt of magical energy hurtles from your finger and unerringly strikes your target.</i></p> <p>Keywords: Arcane, Evocation, Force, Implement</p> <p>Effect: 2 + Int modifier (+7) force damage. Level 11: 3 + Int modifier (+7) force damage.</p> <p>Special: If the implement used with this power has an enhancement bonus, add that bonus to the damage. In addition, you can use this power as a ranged basic attack.</p> <p>Reaper's Touch: This power gains a range of Melee touch in addition to its normal range</p> <p>Additional Effects</p>	<h3>Burning Hands</h3> <p>Daily ◆ Standard Action</p> <p>Supremely Vicious Broadsword +2: +19 vs. Reflex, 2d6+12 damage Orb of Enduring Magic +3: +20 vs. Reflex, 2d6+12 damage</p> <p>Close blast 5 Target: Each creature in the blast</p> <p><i>A gout of flame erupts from your hands and scorches nearby foes.</i></p> <p>Keywords: Arcane, Evocation, Fire, Implement</p> <p>Attack: Intelligence vs. Reflex</p> <p>Hit: 2d6 + Int modifier (+7) fire damage.</p> <p>Miss: Half damage.</p> <p>Additional Effects +3 to damage rolls if you hit two or more creatures - Destructive Wizardry.</p>	<h3>Chill Strike</h3> <p>Daily ◆ Standard Action</p> <p>Supremely Vicious Broadsword +2: +19 vs. Fortitude, 2d8+12 damage Orb of Enduring Magic +3: +20 vs. Fortitude, 2d8+12 damage</p> <p>Ranged 10 Target: One creature</p> <p><i>You hit your foe with a bolt of frigid purple energy, reducing its ability to act for a moment.</i></p> <p>Keywords: Arcane, Cold, Evocation, Implement</p> <p>Attack: Intelligence vs. Fortitude</p> <p>Hit: 2d8 + Int modifier (+7) cold damage, and the target is dazed until the end of your next turn.</p> <p>Miss: The target is slowed until the end of your next turn.</p> <p>Additional Effects</p>
<p>Wizard Attack 1 Used <input type="checkbox"/></p> <h3>Ray of Enfeeblement</h3> <p>Daily ◆ Standard Action</p> <p>Supremely Vicious Broadsword +2: +19 vs. Fortitude, 1d10+12 damage Orb of Enduring Magic +3: +20 vs. Fortitude, 1d10+12 damage</p> <p>Ranged 10 Target: One creature</p> <p><i>You point three fingers at your foe, curling them like talons. Weird green mist streams from your enemy's flesh, carrying away its strength.</i></p> <p>Keywords: Arcane, Implement, Necromancy, Necrotic</p> <p>Attack: Intelligence vs. Fortitude</p> <p>Hit: 1d10 + Int modifier (+7) necrotic damage, and the target is weakened until the end of your next turn.</p> <p>Miss: Half damage.</p> <p>Additional Effects</p>	<p>Wizard Attack 1 Used <input type="checkbox"/></p> <h3>Blissful Ignorance</h3> <p>Daily ◆ Standard Action</p> <p>Area burst 2 within 10 squares Target: Each creature in the burst</p> <p><i>A tangle of fey magic soothes and distracts your enemies, leaving them vulnerable as they chase after pleasant dreams.</i></p> <p>Keywords: Arcane, Charm, Enchantment</p> <p>Effect: Each target is slowed and can't take opportunity actions or immediate actions until the end of your next turn.</p> <p>Additional Effects</p>	<p>Wizard Attack 1 Used <input type="checkbox"/></p> <h3>Color Spray</h3> <p>Daily ◆ Standard Action</p> <p>Supremely Vicious Broadsword +2: +19 vs. Will, 1d6+12 damage Orb of Enduring Magic +3: +20 vs. Will, 1d6+12 damage</p> <p>Close blast 5 Target: Each creature in the blast</p> <p><i>A brilliant blast of flashing colors springs from your outstretched fingers, knocking nearby enemies senseless.</i></p> <p>Keywords: Arcane, Evocation, Implement, Radiant</p> <p>Attack: Intelligence vs. Will</p> <p>Hit: 1d6 + Int modifier (+7) radiant damage, and the target is dazed until the end of your next turn.</p> <p>Additional Effects +3 to damage rolls if you hit two or more creatures - Destructive Wizardry.</p>
<p>Wizard Attack 1 Used <input type="checkbox"/></p> <h3>Shock Sphere</h3> <p>Daily ◆ Standard Action</p> <p>Supremely Vicious Broadsword +2: +19 vs. Reflex, 2d6+12 damage Orb of Enduring Magic +3: +20 vs. Reflex, 2d6+12 damage</p> <p>Area burst 2 within 10 squares Target: Each creature in the burst</p> <p><i>You hurl a crackling orb of lightning that explodes at a point you designate, engulfing all nearby creatures in its electric embrace.</i></p> <p>Keywords: Arcane, Evocation, Implement, Lightning</p> <p>Attack: Intelligence vs. Reflex</p> <p>Hit: 2d6 + Int modifier (+7) lightning damage.</p> <p>Miss: Half damage.</p> <p>Additional Effects +3 to damage rolls if you hit two or more creatures - Destructive Wizardry.</p>	<p>Wizard Attack 3 Used <input type="checkbox"/></p> <h3>Fire Burst</h3> <p>Daily ◆ Standard Action</p> <p>Supremely Vicious Broadsword +2: +19 vs. Reflex, 3d6+12 damage Orb of Enduring Magic +3: +20 vs. Reflex, 3d6+12 damage</p> <p>Area burst 2 within 20 squares Target: Each creature in the burst</p> <p><i>You send a fiery red bead streaking toward your foes, then make it burst into a great ball of magical flame.</i></p> <p>Keywords: Arcane, Evocation, Fire, Implement</p> <p>Attack: Intelligence vs. Reflex</p> <p>Hit: 3d6 + Int modifier (+7) fire damage.</p> <p>Miss: Half damage.</p> <p>Additional Effects +3 to damage rolls if you hit two or more creatures - Destructive Wizardry.</p>	<p>Wizard Attack 3 Used <input type="checkbox"/></p> <h3>Lightning Bolt</h3> <p>Daily ◆ Standard Action</p> <p>Supremely Vicious Broadsword +2: +19 vs. Reflex, 2d6+12 damage Orb of Enduring Magic +3: +20 vs. Reflex, 2d6+12 damage</p> <p>Ranged 10 Target: One, two, or three creatures</p> <p><i>Brilliant strokes of blue-white lightning erupt from your outstretched hand.</i></p> <p>Keywords: Arcane, Evocation, Implement, Lightning</p> <p>Attack: Intelligence vs. Reflex</p> <p>Hit: 2d6 + Int modifier (+7) lightning damage.</p> <p>Miss: Half damage.</p> <p>Additional Effects</p>

<h3>Spectral Ram</h3> <p>Daily ♦ Standard Action</p> <p>Supremely Vicious Broadsword +2: +19 vs. Fortitude, 2d10+12 damage Orb of Enduring Magic +3: +20 vs. Fortitude, 2d10+12 damage</p> <p>Ranged 10 Target: One creature</p> <p><i>You seize your foe with unseen magical force and bash him against the ceiling and walls before hurling it to the ground.</i></p> <p>Keywords: Arcane, Evocation, Force, Implement</p> <p>Attack: Intelligence vs. Fortitude</p> <p>Hit: 2d10 + Int modifier (+7) force damage, and you push the target up to 3 squares and knock it prone.</p> <p>Miss: You push the target up to 3 squares.</p> <p>Additional Effects</p>	<h3>Winter's Wrath</h3> <p>Daily ♦ Standard Action</p> <p>Supremely Vicious Broadsword +2: +19 vs. Fortitude, 2d8+12 damage Orb of Enduring Magic +3: +20 vs. Fortitude, 2d8+12 damage</p> <p>Area burst 2 within 10 squares Target: Each creature in the burst</p> <p><i>You raise your hand, and an icy blizzard rains down mercilessly upon an area you designate.</i></p> <p>Keywords: Arcane, Cold, Evocation, Implement, Zone</p> <p>Attack: Intelligence vs. Fortitude</p> <p>Hit: 2d8 + Int modifier (+7) cold damage.</p> <p>Effect: The burst creates a zone that lasts until the end of your next turn or until you dismiss it as a minor action. The zone is lightly obscured, and any creature that starts its turn in the zone takes cold damage equal to your Int modifier (+7). A creature can take this damage only once per turn.</p> <p>Additional Effects</p> <p>+3 to damage rolls if you hit two or more creatures - Destructive Wizardry.</p>	<h3>Hold Monster</h3> <p>Daily ♦ Standard Action</p> <p>Ranged 5 Target: One creature</p> <p><i>Your magic clouds your foe's mind, leaving it too disoriented to move or attack effectively.</i></p> <p>Keywords: Arcane, Charm, Enchantment</p> <p>Effect: The target is restrained until the end of your next turn.</p> <p>Additional Effects</p>
<p>Wizard Attack 7 Used <input type="checkbox"/></p> <h3>Prismatic Burst</h3> <p>Daily ♦ Standard Action</p> <p>Supremely Vicious Broadsword +2: +19 vs. Will, 3d6+12 damage Orb of Enduring Magic +3: +20 vs. Will, 3d6+12 damage</p> <p>Area burst 2 within 20 squares Target: Each creature in the burst</p> <p><i>You lob a fist-sized orb of pulsating white light among your enemies, blasting them with rays of multicolored light.</i></p> <p>Keywords: Arcane, Evocation, Implement, Radiant</p> <p>Attack: Intelligence vs. Will</p> <p>Hit: 3d6 + Int modifier (+7) radiant damage, and the target is blinded until the end of your next turn.</p> <p>Miss: Until the end of the target's next turn, creatures have partial concealment against the target.</p> <p>Additional Effects</p> <p>+3 to damage rolls if you hit two or more creatures - Destructive Wizardry.</p>	<p>Wizard Attack 7 Used <input type="checkbox"/></p> <h3>Thunderlance</h3> <p>Daily ♦ Standard Action</p> <p>Supremely Vicious Broadsword +2: +19 vs. Reflex, 4d6+12 damage Orb of Enduring Magic +3: +20 vs. Reflex, 4d6+12 damage</p> <p>Close blast 5 Target: Each creature in the blast</p> <p><i>A thunderous pulse of concussive energy rolls from your hand, throwing your enemies back.</i></p> <p>Keywords: Arcane, Evocation, Implement, Thunder</p> <p>Attack: Intelligence vs. Reflex</p> <p>Hit: 4d6 + Int modifier (+7) thunder damage, and you push the target up to 4 squares.</p> <p>Miss: You push the target up to 4 squares.</p> <p>Additional Effects</p> <p>+3 to damage rolls if you hit two or more creatures - Destructive Wizardry.</p>	<p>Wizard Attack 13 Used <input type="checkbox"/></p> <h3>Ghost Sound</h3> <p>At-Will ♦ Standard Action</p> <p>Ranged 10 Target: One object or unoccupied square</p> <p><i>With a wink, you create an illusory sound that emanates from a distant location.</i></p> <p>Keywords: Arcane, Illusion</p> <p>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.</p> <p>Additional Effects</p>
<p>Wizard Attack 13 Used <input type="checkbox"/></p> <h3>Mage Hand</h3> <p>At-Will ♦ Minor Action</p> <p>Ranged 5</p> <p><i>You gesture toward an object nearby, and a spectral floating hand lifts the object into the air and moves it where you wish.</i></p> <p>Keywords: Arcane, Conjunction</p> <p>Effect: You conjure a spectral, floating hand in an unoccupied square within range. The hand lasts until the end of your next turn or until you use this power again. If you are holding an 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. While the hand persists, you can take the following actions.</p> <p>Minor Action: The hand picks up or manipulates an object weighing 20 pounds or less. It can hold only one object at a time.</p> <p>Move Action: The hand moves up to 5 squares in any direction, carrying the object it holds.</p> <p>Free Action: The hand drops the object it is holding.</p> <p>Sustain Minor: The hand persists until the end of your next turn.</p> <p>Additional Effects</p>	<p>Wizard Attack 13 Used <input type="checkbox"/></p> <h3>Prestidigitation</h3> <p>At-Will ♦ Standard Action</p> <p>Ranged 2</p> <p><i>You perform an amusing magical trick, such as creating a dancing wisp of light, freshening a wilting flower, making a coin invisible, or warming a cold drink.</i></p> <p>Keyword: Arcane</p> <p>Effect: Use this cantrip to accomplish one of the effects given below:</p> <ul style="list-style-type: none"> • Change the color of items in 1 cubic foot. • Create a harmless sensory effect, such as a shower of sparks, a puff of wind, faint music, or a strong odor. • Clean or soot items in 1 cubic foot. • 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. <p>Special: You can have as many as three prestidigitation effects active at one time. 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.</p> <p>Additional Effects</p>	<p>Wizard Utility</p> <h3>Bladesong</h3> <p>Encounter ♦ Minor Action</p> <p>Personal</p> <p><i>Your whirling blade begins to sing through the air as you enter a state of total concentration.</i></p> <p>Keyword: Arcane</p> <p>Requirement: You must be wielding a melee weapon in one hand and no weapon or shield in the other hand. The power's effect ends if you stop fulfilling this requirement.</p> <p>Effect: Until the end of your next turn, you gain a +2 power bonus to attack rolls and all defenses, and a +5 power bonus to damage rolls.</p> <p>Level 17: +10 power bonus to damage rolls.</p> <p>Additional Effects</p>

<h3>Shadow Jaunt</h3> <p>Encounter ♦ Move Action</p> <p>Personal</p> <p>You move like a wraith between two points, your body rematerializing slowly after you arrive at your destination.</p> <p>Keyword: Teleportation</p> <p>Effect: You teleport 3 squares and become insubstantial until the start of your next turn.</p> <p>Additional Effects</p>	<h3>Shield</h3> <p>Encounter ♦ Immediate Interrupt</p> <p>Personal</p> <p>You throw up your hand, and a shield of arcane energy springs into existence, protecting you against imminent attacks.</p> <p>Keyword: Arcane</p> <p>Trigger: You are hit by an attack.</p> <p>Effect: You gain a +4 power bonus to AC and Reflex until the end of your next turn.</p> <p>Additional Effects</p>	<h3>Feather Fall</h3> <p>Daily ♦ Free Action</p> <p>Ranged 10 Target: The triggering creature</p> <p>You or a creature you choose falls gently, like a feather.</p> <p>Keyword: Arcane</p> <p>Trigger: You fall, or a creature within 10 squares of you falls.</p> <p>Effect: The target takes no damage from the fall, and consequently does not fall prone at the end of it.</p> <p>Additional Effects</p>
<p>Shadar-kai Racial Power</p> <p>Used <input type="checkbox"/></p> <p>Invisibility</p> <p>Daily ♦ Standard Action</p> <p>Ranged 5 Target: You or one creature</p> <p>A creature you choose vanishes from sight.</p> <p>Keywords: Arcane, Illusion</p> <p>Effect: The target becomes invisible until the end of your next turn. If the target makes an attack, the invisibility ends.</p> <p>Sustain Standard: If the target is within 5 squares of you, the invisibility persists until the end of your next turn.</p> <p>Additional Effects</p>	<p>Wizard Utility 2</p> <p>Used <input type="checkbox"/></p> <p>Wizard's Escape</p> <p>Daily ♦ Immediate Interrupt</p> <p>Personal</p> <p>With a flash, you are gone.</p> <p>Keywords: Arcane, Teleportation</p> <p>Trigger: An enemy hits you with a melee attack.</p> <p>Effect: You teleport up to 5 squares to a space that is not adjacent to an enemy.</p> <p>Additional Effects</p>	<p>Wizard Utility 2</p> <p>Used <input type="checkbox"/></p> <p>Blur</p> <p>Daily ♦ Minor Action</p> <p>Personal</p> <p>You cloak yourself with a shimmering aura, making your outline almost impossible to discern.</p> <p>Keywords: Arcane, Illusion</p> <p>Effect: Until the end of the encounter, you gain a +2 power bonus to all defenses, and you are invisible to enemies 5 squares or more away from you.</p> <p>Additional Effects</p>
<p>Wizard Utility 6</p> <p>Used <input type="checkbox"/></p> <p>Mirror Image</p> <p>Daily ♦ Minor Action</p> <p>Personal</p> <p>Three duplicate images of you appear, imitating your actions perfectly and confusing your enemies.</p> <p>Keywords: Arcane, Illusion</p> <p>Effect: Three duplicate images of yourself appear in your space, and you gain a +6 power bonus to AC. Each time an attack misses you, one of your duplicate images disappears, and the bonus granted by this power decreases by 2. When the bonus reaches 0, all your images are gone and the power ends. Otherwise, the effect lasts for 1 hour.</p> <p>Additional Effects</p>	<p>Wizard Utility 6</p> <p>Used <input type="checkbox"/></p> <p>Fly</p> <p>Daily ♦ Standard Action</p> <p>Personal</p> <p>You leap into the air and are borne aloft on wings of magic.</p> <p>Keyword: Arcane</p> <p>Effect: You gain a fly speed of 8 until the end of your next turn. When the fly speed ends, you float to the ground without taking falling damage.</p> <p>Sustain Minor: The fly speed persists until the end of your next turn.</p> <p>Additional Effects</p>	<p>Wizard Utility 10</p> <p>Used <input type="checkbox"/></p> <p>Stoneskin</p> <p>Daily ♦ Standard Action</p> <p>Melee touch Target: You or one ally</p> <p>With an arcane word and a sprinkle of diamond dust, you imbue yourself or an ally with skin as hard as granite.</p> <p>Keywords: Arcane, Transmutation</p> <p>Effect: The target gains resist 10 to all damage until the end of the encounter.</p> <p>Additional Effects</p>
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<p>Amulet of Mental Resolve +1 Neck Slot Item ♦ Level 2</p> <p>Enhancement: +1 Fortitude, Reflex, and Will</p> <p>Properties</p> <p>Gain a +2 item bonus to saving throws against effects with the charm, illusion, or sleep keyword.</p>	<p>Amulet of Protection +3 Neck Slot Item ♦ Level 11</p> <p>Enhancement: +3 Fortitude, Reflex, and Will</p>	<p>Darkskull Wondrous Item ♦ Level 9</p> <p>Power (Illusion) ♦ Encounter</p> <p>As a minor action, you cause all active light sources within 10 squares of you to be suppressed until the end of the encounter. Light sources activated after you use this power function normally.</p>
<p>Mental Block (heroic tier) Alternative Reward ♦ Level 4</p> <p>Properties</p> <p>You gain resist 5 psychic and a +2 item bonus to saving throws against fear or charm effects.</p> <p>Power ♦ Daily (No Action)</p> <p>Trigger: You are subject to a fear or charm effect.</p> <p>Effect: You make a saving throw against the triggering effect. On a save, the effect ends.</p>	<p>Orb of Nimble Thoughts +1 Orb ♦ Level 3</p> <p>Enhancement: +1 attack rolls and damage rolls</p> <p>Critical: +1d6 psychic damage per plus</p> <p>Properties</p> <p>You gain an item bonus to initiative checks equal to the enhancement bonus of this orb.</p> <p>Power (Augmentable) ♦ Encounter (Move Action)</p> <p>You shift a number of squares equal to your Intelligence modifier.</p> <p>Augment 1: You regain the use of this power.</p>	<p>Shadowdance Leather... Armor ♦ Level 5</p> <p>Armor Bonus: 2</p> <p>Enhancement: +1 AC</p> <p>Properties</p> <p>Your area and ranged attacks don't provoke opportunity attacks.</p> <p>Power ♦ Daily (Free Action)</p> <p>Trigger: You move more than 3 squares.</p> <p>Effect: In bright light, your space and all adjacent squares become shrouded in dim light until the end of your next turn. If you were already in dim light, your space and all adjacent squares become dark, blocking line of sight, until the end of your next turn. You can see perfectly in this area of dim light or darkness.</p>
<p>Boots of Striding Feet Slot Item ♦ Level 9</p> <p>Properties</p> <p>You gain a +1 item bonus to speed when wearing light or no armor.</p>	<p>Potion of Healing Consumable ♦ Level 5</p> <p>Power (Healing) ♦ Consumable (Minor Action)</p> <p>Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.</p>	<p>Belt of Vim (heroic tier) Waist Slot Item ♦ Level 8</p> <p>Properties</p> <p>Gain a +1 bonus to Fortitude defense.</p>

<p>Bracers of the Perfect Shot... Arms Slot Item ♦ Level 13</p> <p>Properties</p> <p>When you hit with a ranged basic attack, you gain a +4 item bonus to the damage roll.</p>	<p>Pearl of Power (heroic tier) Wondrous Item ♦ Level 7</p> <p>Utility Power ♦ Daily (Free Action)</p> <p><i>Trigger:</i> You miss all targets with an encounter attack power of level 3 or lower.</p> <p><i>Effect:</i> You do not expend the use of the power.</p>	<p>Supremely Vicious... Weapon ♦ Level 7</p> <p>Damage: 1d10 Proficiency Bonus: 2 Properties: Versatile Enhancement: +2 attack rolls and damage rolls Critical: +1d8 damage per plus, and you can choose to reroll any or all of your critical damage dice, but you must take the second result of each die.</p>
<p>Bag of Holding Wondrous Item ♦ Level 5</p> <p>Properties</p> <p>This bag can hold up to 200 pounds in weight or 20 cubic feet in volume, but it always weighs only 1 pound.</p> <p>Drawing an item from the bag is a minor action.</p>	<p>Helm of Languages Head Slot Item ♦ Level 10</p> <p>Properties</p> <p>You can speak and understand any spoken language (the helm does not grant literacy or the ability to speak Abyssal or Supernal).</p>	<p>Orb of Enduring Magic +3 Orb ♦ Level 12</p> <p>Enhancement: +3 attack rolls and damage rolls Critical: +1d6 damage per plus</p> <p>Utility Power ♦ Encounter (Minor Action)</p> <p><i>Effect:</i> You sustain all of your active powers that can be sustained with a minor action. In addition, you gain temporary hit points equal to 2 + the orb's enhancement bonus.</p>
<p>Dragon Claw Fangs and Maw Alternative Reward ♦ Level 16</p> <p>Utility Power (Healing) ♦ Encounter (Move Action)</p> <p><i>Effect:</i> You shift up to 2 squares. If your next melee weapon attack this turn hits, you deal 2d6 damage to each enemy adjacent to you that wasn't a target of the attack. You regain hit points equal to the total damage dealt this way.</p>	<p>Gloaming Leather Armor +1 Armor ♦ Level 5</p> <p>Armor Bonus: 2 Enhancement: +1 AC</p> <p>Properties</p> <p>You gain an item bonus to Stealth checks equal to the armor's enhancement bonus.</p> <p>Utility Power (Illusion) ♦ Encounter (Standard Action)</p> <p><i>Effect:</i> You become invisible until you attack or until the end of the encounter. You can end this effect as a minor action.</p>	