DUNGEONS & DRAGONS

Character Sheet

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	er Name				Level	Clas		1.10	Paragon	Path			Epic	Desti					To	tal XP	
Eladrii Race	n	Mediu Size	ım	Age	<u>Ma</u>	nder	5'6" Height	140 Weight	Good Alignment	+		eity		_	erth	ing Com	2201		PDC	A Num	hor
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								ducation - Train								BASI	C ATT	ACKS			
	DEATH SAVING TH	ROW F	AILURES				Eladrin W	/ill - +1 Will; +5	to saving t	throws a	against	charm.	ATTACK		DEFENSE		WEAPON O			DA	AMAGE
SAVING	G THROW MODS +5 Raci				ts	_	Fey Step	- Use fey step as	an encour	nter pow	ver.		0	vs	AC	Unarm	ed (Mele	e)			1d4
							Fey Origi	n - Your origin is	fey, not na	atural			2	[Lineway				1.	4.2
RESIST	ANCES												3	vs	AC	Unarm	ed (Rang	je)			d4+3
CURREI	NT CONDITIONS AND EFF	ECTS												vs							
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		SKILI	15					S / PATH /	DESTI			DEC									
		SKIL		TRND	ARMOR													1			
	SKILL NAME		+ 1/2 LVL	(+5)	PENALTY			nplement Mast	-			JSIUON,		6			FEATS		1-		
3	Acrobatics	DEX	3	0	n/a	0		efense, or Wand o									nd perfor				
11	Arcana	INT	4	5	n/a	2	Wand	of Accuracy - E	incounter,	free; wi	ith wan	d, add	Imper	nding	g Victo	ry - +1	attack w	ith at-v	will po	wers a	against
0	Athletics	STR	0	0	n/a	0	Dex mod t	o one attack roll.					bloodie	ed cre	eatures						
0				0	n/a	0	Cantrips	- Use ghost soun	d, light, ma	age han	d, and										
	Bluff	CHA					prestidigita	ation as at-will po	wers.												
5	Diplomacy	CHA	0	5	n/a	0	Ritual Ca	sting - Gain Ritu	al Caster a	is a bon	us feat.										
1	Dungeoneering	WIS	1	0	n/a	0		k - Three 1st-leve													
1	Endurance	CON	1	0	n/a	0		o, twice the daily													
1			1	0	n/a	0		, ,	,	. ,		use;									
	Heal	WIS					cnoose fro	m among these a	n each ext	ended r	est.										
6	History	INT	4	0	n/a	2															
6	Insight	WIS	1	5	n/a	0															
0	Intimidate	СНА	0	0	n/a	0															
6			1	5	n/a	0															
	Nature	WIS																			
8	Perception	WIS	1	5	n/a	2															
4	Religion	INT	4	0	n/a	0		LANGUA	GES KA		J										
3	Stealth	DEX	3	0	n/a	0	<u>C</u>		GLS KI												
0				0	n/a	0	Common,	Liven													
	Streetwise	CHA																			
3	Thievery	DEX	3	0	n/a	0															
Stari	n							F	Page 1												

POWER INDEX	MAGIC ITEM INDEX	CHARACTER PORTRAIT	
List your powers below. Check the box when the power is used.	List your powers below. Check the box when the power is used.		
Clear the box when the power renews. AT-WILL POWERS	Clear the box when the power renews. MAGIC ITEMS		
Ghost Sound	WEAPON		
Light	WEAPON		
Mage Hand	WEAPON	AUNTIL	
Prestidigitation	WEAPON		
Phantom Bolt	ARMOR		
Nightmare Eruption	ARMS		
ENCOUNTER POWERS	FEET		
Second Wind	HEAD		
Fey Step		t and the second s	
Wand of Accuracy	RING		
Empowering Lightning	RING	American and a second s	
	WAIST	PERSONALITY TRAITS	
Flaming Sphere			
		MANNERISMS AND APPEARANCE	
	Daily Item Powers Per Day		
	Heroic (1-10) Milestone / <th <="" th=""> / / /</th>	/ / /	CHARACTER BACKGROUND
	Paragon (11-20)	Geography - Forest You were raised in a wooded region, such as a forest or a	
	Epic (21-30) Image: Milestone Image: / Image: Milestone Image: / Image: Milestone Ima	jungle. Did you survive by foraging, or were you and your	
OTHER EQUIPMENT	RITUALS / ALCHEMY	merely a source of food to be harvested?	
Spellbook			
Adventurer's Kit			
Accurate wand (E)			
Cloth Armor (Basic Clothing) (E)		COMPANIONS AND ALLIES	
		SESSION AND CAMPAIGN NOTES	
		SESSION AND CAMPAIGN NOTES	
COINS AND OTHER WEALTH			
Money on hand: 64 gp Stored money: 0 gp			
Encumbrance: 41 / 100			

Another More 3 Accelant is DeX Marce Market Marce Market Street Market Marce Market Marce Market Market Market Marce Market Street Market Street Market Market Market Market Market Marce Market Street Market Street Market Market Market Market Market Market Market Street Market Street Market Market Market Market Market Market Market Street Market Street Market Street Market Market Market Market Market Street Market Street Market Street Market Market Market Market Market Street Market Market Street Market Market Market Market Market Market Market Market Market Market Market Market Market Market Market Market Market Market Market Market Market Market Market Market Market Market Market Market Market Market Market Market Market Market Market Market Market<	CHARACTER NAME	Skills	Action Point
Light Light Light Dott cash Do	RACE Eladrin CLASS Wizard LEVEL 1 SCORE ABILITY MOD AC 14 10 STR +0 AC 13 CON +1 Fort 5pd 16 DEX +3 11 6 18 INT +4 Ref 11 12 WIS +1 Will +3 11 CHASH Will	11 ArcanaINT(Trained)0 AthleticsSTR0 BluffCHA5 DiplomacyCHA1 DungeoneeringWIS1 EnduranceCON1 HealWIS6 HistoryINT6 InsightWIS0 IntimidateCHA6 NatureWIS8 PerceptionWIS4 ReligionINT3 StealthDEX0 StreetwiseCHA3 ThieveryDEX	Effect: Gain a standard action this turn. Special: You are reset to one action point when
Second Wind Ghost Sound Light standard Image India Image India Image India Image India Image India Standard Image India Image India Image India Image India Image India Effect: You spend a healing surge and regain 5 ht points, You gain a + 2 bonus to all defenses until the start of your next turn. Image India Image India Image India Effect: You spend a healing surge and regain 5 ht points, You gain a + 2 bonus to all defenses until the start of your next turn. Image India Image India Image India Until The Start of your next turn. Image India Image India Image India Image India Image India Until The Power Image India Until The Power Image India Image India Image India Image India Image India Image India Image India Image India Image India Image India Image India Image India Image India Image India Image India Image India Image India Image India Image India Image India Image India <td< td=""><td>10 Insight 10 Perception</td><td></td><td>point each milestone.</td></td<>	10 Insight 10 Perception		point each milestone.
Number Non- Number Num Number Num <th< td=""><td></td><td></td><td></td></th<>			
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ACTION Carton			
Effect: You spend a healing surge and regain 5 hit points. You gain a +2 bonus to all defense until the start of your next turn. ATTACK DEFENSE TARGET Fffect: You cause the start of your next turn. Fffect: You cause a sound as quiled as a whisper or as locud as a yelling or fighting creature to emanate from the target. You can produce nonvocal sounds such as the ringing of a sword blow, ingeling amor, or scraping stone. If you whisper, you can whisper your words. ATTACK DEFENSE TARGET Attention ZMITTONK UPICIS ZMITTONK UPICIS ZMITTONK UPICIS ZMITTONK UPICIS Attention ZMITTONK UPICIS ZMITTONK UPICIS ZMITTONK UPICIS ZMITTONK UPICIS ZMITTONK UPICIS ZMITTONK UPICIS ZMITTONK UPICIS ZMITTONK UPICIS ZMITTONK UPICIS ZMITTONK UPICIS ZMITTONK UPICIS ZMITTONK UPICIS ZMITTONK UPICIS ZMITTONK UPICIS ZMITTONK UPICIS ZMITTONK UPICIS ZMITTONK UPICIS ZMITTONK UPICIS ZMITTONK UPICIS ZMITTONK UPICIS ZMITTONK UPICIS ZMITTONK UPICIS ZMITTONK UPICIS ZMITTONK UPICIS ZMITTONK UPICIS ZMITTONK UPICIS ZMITTONK UPICIS ZMITTONK UPICIS ZMITTONK UPICIS ZMITTONK UPICIS ZMITTONK UPICIS ZMITTONK UPICIS ZMITTONK UPICIS ZMITTONK UPICIS ZMITTONK UPICIS ZMITTONK UPICIS ZMITTONK UPICIS ZMITTONK UPICIS ZMITTONK			
Lite::: Todu Spelid a Heading Surgle all regains S http points: You cause to a sound as quiet as a whisper or as loud as a yelling or fighting creature to emanate from the targets. You can produce nonvocal sounds such as the ringing of a sword blow, jinging armor, or scraping stone. If you whisper, you can whisper quietly enough that only creatures adjacent to the target can hear your words. Effect: You cause that arget to shed bright light. The light list the target's square and all squares whisper quietly enough that only creatures adjacent to the target can hear your words. Acctroaw.metcs Acctroaw.tertcos Acctroaw.tertcos Acctroaw.tertcos Acctroaw.tertcos Acctroaw.tertcos Acctroaw.tertcos Acctroaw.tertcos Acctroaw.tertcos Acctroaw.tertcos Acctroaw.tertcos Acctroaw.tertcos	AT-WILL CENCOUNTER DAILY		
until the start of your next turn. or as loud as a yelling or fighting creature to or as loud as a yelling or fighting creature to nonvocal sounds such as the ringing of a sword blow, jingling armor, or scraping stone. If you whisper quiety enough that only creatures adjacent to the target can hear your words. The light fils the target's guare and all squares minutes. Putting out the light, is a free action. Special: You can have only one light cantrip actions. Proceedures adjacent to the target can hear your words. Nontrook process Nontrook process Nontrook process Nontrook process Nontrook process Nontrook process Nontrook process Nontrook process Nontrook process Standard Nontrook process Nontrook process Nontrook process Nontrook process Standard Nontrook process Nontrook process Nontrook process Nontrook process Standard Nontrook process Nontrook process Nontrook process Standard Nontrook process			
CMS LVML MOX LVML <		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	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
UTILITY POWER UNICEONS (DRAGONS) AT-WILL POWER UNICEONS (DRAGONS) Mage Hand Prestidigitation Prestidigitation Minor 5 Ranged 5 Action 5 Ranged 5 Action 5 Ranged 5 Action 5 Ranged 7 Action 5 Ranged 7 Action 7 8 Ranged 10 Action 7 8 Ranget 7 Attack 100 arenotation 8 <th></th> <th></th> <th>ADDITIONAL EFFECTS</th>			ADDITIONAL EFFECTS
Mage Hand Prestidigitation Prestidigitation Minor Iso Ranged 5 Action Iso Ranged 5 Action Iso Ranged 6 Action Iso Ranged 7 Action Iso Ranged 10 Action Iso Iso <td></td> <td></td> <td>CLASS Wizard LEVEL 1 BOOK PH</td>			CLASS Wizard LEVEL 1 BOOK PH
MENNORES Arcane USED MENNORES Arcane USED Minor	UTILITY POWER DUNCEONS DRACONS	AT-WILL POWER DUNCEONS & DRACONS	AT-WILL POWER DUNCEONS DRACONS
Minor Image: Standard Standard Image: Standard Standard Standard Image: Standard Standard Image: Standard Standard Image: Standard Standard Image: Standard	Mage Hand	Prestidigitation	Phantom Bolt
ACTION RANGE ACTION RANGE ACTION RANGE VS ATTACK DEFENSE TARGET VS Concernation ATTACK DEFENSE TARGET 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 1 pound of material. ATTACK DEFENSE TARGET ATTACK DEFENSE TARGET Effect: You conjure a spectral, floating hand in an unoccupied square within range. The hand picks up, moves, or manipulates and internation object weighing 20 pounds or less and carries it up to 1 pound of material. ATTACK DEFENSE TARGET Attack: Intelligence vs. Will Move up to 1 pound of material. -Create a tarmites sensory effect, such as a shower of sparks, a puff or up to 1 hour. -Create a tarmites sensory effect, such as a shower of sparks, a puff or up to 1 hour. -Create wand: reation would be target 1 square. Level 21: 2d8 + Intelligence modifier (+4) psychic damage, and you slide the target 1 square. Level 21: 2d8 + Intelligence modifier (+4) psychic damage. Accurate wand: +4 attack, 1d8+4 damage A free action, you can cause the hand to drop an object it is holding and as a milit mot origine another creature scintor, and setting cande a damage, serve as a weapon or a too, or indure another creature's scintor. This cantify cande a damage, serve as a weapon or a too, or indure another creature's scintor. This cantify cande a dam	KEYWORDS Arcane, Conjuration	KEYWORDS Arcane USED	KEYWORDS Arcane, Illusion, Implement, Psychic
ATTACK DEFENSE TARGET 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 wint on you use this, or a strong odor. ATTACK DEFENSE TARGET Fffect: 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 wint on you use this, or a strong odor. Effect: Use this cantrip to accomplish one of the effects given below.	ACTION 🥳 👬 RANGE	ACTION 🛠 🔀 RANGE	ACTION 🛠 👬 RANGE
 Move uto to pound of material. Move uto to pound of material. Create a hamless sensory effect, such as a shower of sparks, a puff of instantly light (or surfor up to 1 pound of material. Create a hamless sensory effect, such as a shower of sparks, a puff of instantly light (or surfor up to 1 pound of material. Create a hamless sensory effect, such as a shower of sparks, a puff of instantly light (or surfor up to 1 pound of material. Create a hamless sensory effect, such as a shower of sparks, a puff of instantly light (or surfor up to 1 pound of material. Create a hamless sensory effect, such as a shower of sparks, a puff of instantly light (or surfor up to 1 pound of material. Create a hamless sensory effect, such as a shower of sparks, a puff of instantly light (or surfor up to 1 pound of material. Color, clean, or soil items in 1 cubic foot for up to 1 hour. Distantly light (or surfor 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 math 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. Nothing you create with this cantrip can deal damage, serve as a weapon or time. Special: You can create only one hand at a time. ADDITIONAL EFFECTS 			
	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.	 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 torlo, 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. 	Hit: 1d8 + Intelligence modifier (+4) psychic damage, and you slide the target 1 square. Level 21: 2d8 + Intelligence modifier (+4) psychic damage. Accurate wand: +4 attack, 1d8+4 damage
	CLACE LIFLIER INNAU	0.400 I EVE	, ,
AT-WILL POWER DUNGEONS & DRACONS AT-WILL POWER DUNGEONS & DRACONS AT-WILL POWER DUNGEONS & DRACONS			

Nightmare Eruption					Fey Ste		Wand of Accuracy								
KEYWORDS Arcane, Illusion, Implement, Psychic				USED	KEYWORDS Tel	tation	KEYWORDS Implement								
Standard 4 10 Ranged 10					Move		+ 7	Personal		Free	4	ア			
ACTION			RANGE		ACTION		↔ ¾	RANGE		ACTION	÷	· 字		RANGE	
4	vs	Will	One creature			vs					vs				
ATTACK		DEFENSE	TARGET		ATTACK		DEFENSE	TARGET		ATTACK	DE	FENSE		TARGET	
ATTACK DEFENSE TARGET Attack: Intelligence vs. Will Hit: 1d8 + Intelligence modifier (+4) psychic damage, and any enemy adjacent to the target takes psychic damage equal to your Intelligence modifier (+4). Level 21: 2d8 + Intelligence modifier (+4) damage. Accurate wand: +4 attack, 1d8+4 damage Accurate refers +1 to attack rolls against bloodied creatures - Impending Victory. Victory.				get ence	Effect: Teleport up to 5 squares.					Effect: you gain a bonus to a single attack roll equal to your Dexterity modifier (+3). Requirement: You must wield your wand.					
^{CLASS} Wizard	I		LEVEL 1 BOOK Dragon	n 380	CLASS Racial I	er		CLASS LEVEL * BOOK PH							
AT 14/11 1	POV	NER	DUNGEONS & DRA	GONS	ENCOUNT	ER	POWFR	DUNGEONS	RAGONS	ENCOUNT	FER PO	WER	Dung	EONS & DR	AGONS
AT-WILL	Empowering Lightning														
Empow		ng Lightr	-	USED	Flaming	j Sp	ohere	- Fire Implement	USED	Acid Ari	ĸ	o Implo	mont		USED
Empow		ng Lightr	Lightning	USED		j Sp	ohere	, Fire, Implement	USED	Acid Ari SPELLBOOI KEYWORDS Aci	K id, Arcan		ment	Demond 20	USED
Empow KEYWORDS Ard Standard		ng Lightr Implement,	Lightning Ranged 20	USED	Flaming KEYWORDS Arco Standard	j Sp	Conjuration	Ranged 10	USED	Acid Arr SPELLBOOI KEYWORDS Aci Standard	K id, Arcan	20 7	ment	Ranged 20	USED
Empow KEYWORDS Ard Standard ACTION	cane,	Implement,	Lightning Ranged 20 RANGE	USED	Flaming KEYWORDS Arc Standard ACTION	s Sp cane,	Conjuration	Ranged 10 RANGE		Acid Ari SPELLBOOI KEYWORDS Aci	K id, Arcan	20 子 长		RANGE	USED
Empow KEYWORDS Ard Standard		ng Lightr Implement,	Lightning Ranged 20	USED	Flaming KEYWORDS Arco Standard	j Sp	Conjuration	Ranged 10		Acid Arr SPELLBOOK KEYWORDS Aci Standard ACTION	k id, Arcan ‡ ¢ vs R	20 7		-	USED
Empow KEYWORDS Ard Standard ACTION 4 ATTACK Hit: 2d8 damage, Wand of the encou attack's of modifier Accurate	vs Inte + In and f Accuunte dama (+4) war	Implement, Implement, 20 7 Reflex DEFENSE Illigence vs Intelligence tyou push iscuracy: T uracy class er, you also age roll ec).	Lightning Ranged 20 RANGE One creature TARGET s. Reflex e modifier (+4) lightnin the target 1 square. The next time you use s feature before the er o gain a bonus to that jual to your Intelligence ack, 2d8+4 damage	ng the nd of	Flaming KEYWORDS Arc Standard ACTION 4 ATTACK Effect: Yoo occupies a Any creatu takes 1d4 move actio Attack: Ir Hit: 2d6 + Sustain M end of the make anot Accurate w	vs vs vs vs vs vs vs va va va va va va va va va va va va va	Conjuration	Ranged 10 RANGE One creature adjacent t TARGET dium flaming sphere tl range, and the sphere s turn adjacent to the modifier (+4) fire dama ve the sphere 6 square teflex uodifier (+4) fire dama sustain this power unt a standard action, you the sphere. s, 2d6+4 damage	to the flam hat attacks. sphere age. As a es. ge. il the	Acid Art SPELLBOOM KEYWORDS Aci Standard ACTION 4 ATTACK Attack: In Hit: 2d8 + ongoing 5 attack. Second primary tai Second Hit: 1d8 ongoing 5 Miss: Half primary tai Accurate w	k dd, Arcan vs R DE telligence Intellig	20 7 eflex FENSE ce vs. Re ence monage (sa get: Ea ack: Int ligence nage (sa e, and ou re ends)	eflex ddifier (+4) ave ends). ch creature relligence v modifier (+ ave ends). rgoing 2 ar , and no se 2d8+4 da	RANGE One creature TARGET acid damage, Make a second e adjacent to t s. Reflex -4) acid damage to eccondary attac mage	and dary he ge, and
Empow KEYWORDS Arr Standard 4 ATTACK Attack: Hit: 2d8 damage, Wand of the encou attack's of modifier Accurate	vs Inte + In and f Accuunte dama (+4) war	Implement, Implement, 20 7 Reflex DEFENSE Illigence vs Intelligence tyou push iscuracy: T uracy class er, you also age roll ec).	Lightning Ranged 20 RANGE One creature TARGET S. Reflex e modifier (+4) lighthir the target 1 square. The next time you use s feature before the er o gain a bonus to that jual to your Intelligence	ng the nd of	Flaming KEYWORDS Arc Standard ACTION 4 ATTACK Effect: Yoo occupies a Any creatu takes 1d4 move actio Attack: Ir Hit: 2d6 + Sustain M end of the make anot Accurate w	vs vs vs vs vs vs vs va va va va va va va va va va va va va	Conjuration	Ranged 10 RANGE One creature adjacent to TARGET dium flaming sphere to range, and the sphere to s turn adjacent to the modifier (+4) fire dama- ve the sphere 6 square teflex odifier (+4) fire dama- sustain this power unt a standard action, you the sphere.	to the flam hat attacks. sphere age. As a es. ge. il the	Acid Art SPELLBOOI KEYWORDS Aci Standard ACTION 4 ATTACK Attack: In Hit: 2d8 + ongoing 5 attack. Second primary tai Accurate w	k dd, Arcan vs R DE telligence Intellig	20 7 eflex FENSE ce vs. Re ence monage (sa get: Ea ack: Int ligence nage (sa e, and ou re ends)	effex pdifier (+4) ave ends). ch creature relligence v modifier (+ ave ends). ngoing 2 ar , and no se	RANGE One creature TARGET acid damage, Make a second e adjacent to t s. Reflex -4) acid damage to eccondary attac	and dary he ge, and