

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

22

Level

Naivara, the Glorious One

Unaligned female Llewyr Elf Wizard (Bladesinger)

Age 5' 7"

Weight 150 lb.

Size Medium

Corellon (Forgotten Realms)

Deity

210000

Total XP

255000

Defenses



Conditional Bonuses

Hit Points

Max HP
(Bloodied 73) 147

Temp HP

Current Hit Points

Healing Surges

Surge Value

Surges/Day

36

9

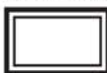
Current Conditions:

Action Points

Action Points

Milestones

Action Points



0

1

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



Saving Throw Mods

0

+2 Saving Throws against charm and fear effects,
+5 Saving Throws against charm effects

Resistances/Vulnerabilities

Resist 9 Ongoing

Current Conditions and Effects

Basic Attacks

Melee

Banishing Spellblade Longsword +5

30

Strength vs. AC

2d8+16

Damage

Ranged

Unarmed

16

Dexterity vs. AC

2d4+5

Damage

Languages

Common, Elven



Abilities

		Check
STR	Strength	12
CON	Constitution	15
DEX	Dexterity	21
INT	Intelligence	26
WIS	Wisdom	16
CHA	Charisma	12

Skills

Acrobatics	Dexterity	16
Arcana	Intelligence	26
Athletics	Strength	12
Bluff	Charisma	12
Diplomacy	Charisma	22
Dungeoneering	Wisdom	14
Endurance	Constitution	13
Heal	Wisdom	14
History	Intelligence	26
Insight	Wisdom	19
Intimidate	Charisma	17
Nature	Wisdom	14
Perception	Wisdom	19
Religion	Intelligence	19
Stealth	Dexterity	16
Streetwise	Charisma	12
Thievery	Dexterity	16

Combat Statistics and Senses

Initiative

16

Conditional Modifiers:

Speed

6

Passive Insight

29

Passive Perception

29

Special Senses: Low-light



Naivara, the Glorious One

Player Name

Character Name

Character Details

Background

Moonshae Isles

Theme

Mannerisms and Appearance

Naivara prefers to spend her time with other elves, and has few words for other creatures. She would much rather return home to defend her people, but this task has forced her to protect everyone else too.

Personality Traits

Aloof, powerful

Adventuring Company

Companions and Allies

NOTE: For the Quickened Spellcasting feat, magic missile is the at-will power that can be used as a minor action once per encounter.

Session and Campaign Notes

A self-styled champion of the Llewyr elves, Naivara does what she feels she must to protect their home in the Moonshae Isles. This might mean killing rampaging beasts, or it might mean sinking merchant ships that sail too near.

Other Notes

Equipment

Head

Ioun Stone of Steadfastness

Neck

Silver Hart Clasp +5

Arms

Hands

Rings

Rings

Off Hand

Main Hand

Banishing Spellblade Longsword...

Waist

Armor

Leather Armor of Scintillating...

Feet

Tattoo

Ki Focus

Other Equipment

Adventurer's Kit

Total Weight (lbs.)

54

Carrying Capacity (lbs.)

Treasure

100 gp
0 gp banked

Normal

120

Heavy

240

Max

600

Naivara, the Glorious



Player Name

Character Name

Racial Features

Eladrin Education

Training in any one additional skill.

Eladrin Weapon Proficiency

Proficient with longsword.

Eladrin Will

+1 Will; +5 to saving throws against charm.

Fey Origin

Your origin is fey, not natural

Fey Step

Use fey step as an encounter power.

Trance

Meditate aware 4 hours instead of sleep.

Class/Other Features

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

Longsword

gain proficiency with Longsword as an implement, counts as wand

Arcane Strike

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

Steely Retort

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

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

Magic's Flow

When you use an arcane encounter or daily attack power, gain +4 to defense that power targeted.

Magister's Knack

+2 to one ability score.

Magister's Knack Intelligence

+2 to your Intelligence

Feats

War Wizard's Expertise

Gain +1/2/3 (by tier) feat bonus to arcane and basic attack rolls using light or heavy blades; take a -5 penalty when attacking allies with arcane attacks using light or heavy blades

Superior Reflexes

+2/3/4 (by tier) to Reflex. Gain combat advantage against all enemies during your first turn in an encounter.

Toughness

Gain 5 additional hit points, 10 at 11th, 15 at 21st

Implement Focus (Longsword)

+1 feat bonus per tier to implement damage rolls with a Longsword

Weapon Focus (Heavy Blade)

Gain +1 damage per tier with Heavy Blades.

Devastating Critical

Deal additional 1d10 damage on a critical hit

Destructive Wizardry

+2 to damage if you hit two or more creatures

Superior Will

+2/3/4 (by tier) to Will. Additional saving throw vs. dazed or stunned at start of turn, even if condition is not (save ends)

Overwhelming Critical

Target of your critical hit is also knocked prone

Uncanny Dodge

Enemies denied bonus to attack from combat advantage

Fey Step Trailblazer

Fey step teleports willing adjacent creature (not bigger than you); place creature next to you

Superior Fortitude

Gain +2/3/4 (by tier) to Fortitude, and resist 3/6/9 to ongoing damage

Wizard Implement Expertise

Score critical hit on 19 or 20

Quickened Spellcasting

Use at-will power as minor action

Naivara, the Glorious One

Level 22 Llewyr Elf Wizard (Bladesinger)

HP	SCORE	ABILITY	MOD	AC
147	12	STR	1	39
	15	CON	2	
Spd	21	DEX	5	32
6	26	INT	8	
Init	16	WIS	3	38
+16	12	CHA	1	
				Will
				36

29 Passive Insight

29 Passive Perception

Skills

Acrobatics	Dexterity	16
Arcana	Intelligence	• 26
Athletics	Strength	12
Bluff	Charisma	12
Diplomacy	Charisma	• 22
Dungeoneering	Wisdom	14
Endurance	Constitution	13
Heal	Wisdom	14
History	Intelligence	• 26
Insight	Wisdom	• 19
Intimidate	Charisma	17
Nature	Wisdom	14
Perception	Wisdom	• 19
Religion	Intelligence	19
Stealth	Dexterity	16
Streetwise	Charisma	12
Thievery	Dexterity	16

• 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

Player Name:

Dancing Fire

At-Will (Special) ♦ No Action

Ranged 10

Target: One creature

A leaping flame dances over your enemy, driving it to distraction.

Keywords: Arcane, Bladespell, Fire

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) fire damage, and the target grants combat advantage until the end of your next turn.

Level 21: 4 + Dex modifier (+5) fire damage.

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

Additional Effects

Wizard Attack

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 21: 4 + Dex modifier (+5) lightning damage.

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

Additional Effects

Wizard Attack

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 21: 4 + 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

Banishing Spellblade Longsword +5: +30 vs. AC, 2d8+16 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 (+1) damage.

Level 21: 2[W] + Str modifier (+1) damage.

Additional Effects

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Unarmed: +16 vs. AC, 2d4+5 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

Basic Attack

Magic Missile

At-Will ♦ Standard Action

Banishing Spellblade Longsword +5: 18 damage

Ranged 20

Target: One creature

A glowing blue bolt of magical energy hurtles from your finger and unerringly strikes your target.

Keywords: Arcane, Evocation, Force, Implement

Effect: 2 + Int modifier (+8) force damage.

Level 21: 5 + Int modifier (+8) force damage.

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.

Additional Effects

Wizard Attack 1

Burning Hands

Daily ♦ Standard Action

Banishing Spellblade Longsword +5: +27 vs. Reflex, 2d6+13 damage

Close blast 5 **Target:** Each creature in the blast

A gout of flame erupts from your hands and scorches nearby foes.

Keywords: Arcane, Evocation, Fire, Implement

Attack: Intelligence vs. Reflex

Hit: 2d6 + Int modifier (+8) fire damage.

Miss: Half damage.

Additional Effects

+4 to damage rolls if you hit two or more creatures - Destructive Wizardry.

Wizard Attack 1

Used ☐

Ray of Enfeeblement

Daily ♦ Standard Action

Banishing Spellblade Longsword +5: +27 vs. Fortitude, 1d10+13 damage

Ranged 10 **Target:** One creature

You point three fingers at your foe, curling them like talons. Weird green mist streams from your enemy's flesh, carrying away its strength.

Keywords: Arcane, Implement, Necromancy, Necrotic

Attack: Intelligence vs. Fortitude

Hit: 1d10 + Int modifier (+8) necrotic damage, and the target is weakened until the end of your next turn.

Miss: Half damage.

Additional Effects

Wizard Attack 1

Used ☐

Color Spray

Daily ♦ Standard Action

Banishing Spellblade Longsword +5: +27 vs. Will, 1d6+13 damage

Close blast 5 **Target:** Each creature in the blast

A brilliant blast of flashing colors springs from your outstretched fingers, knocking nearby enemies senseless.

Keywords: Arcane, Evocation, Implement, Radiant

Attack: Intelligence vs. Will

Hit: 1d6 + Int modifier (+8) radiant damage, and the target is dazed until the end of your next turn.

Additional Effects

+4 to damage rolls if you hit two or more creatures - Destructive Wizardry.

Wizard Attack 3

Used ☐

Fire Shroud

Daily ♦ Standard Action

Banishing Spellblade Longsword +5: +27 vs. Fortitude, 1d8+13 damage

Close burst 3 **Target:** Each enemy in the burst

With a subtle gesture, you wreath nearby enemies in flames.

Keywords: Arcane, Evocation, Fire, Implement

Attack: Intelligence vs. Fortitude

Hit: 1d8 + Int modifier (+8) fire damage, and ongoing 5 fire damage (save ends).

Additional Effects

+4 to damage rolls if you hit two or more creatures - Destructive Wizardry.

Wizard Attack 3

Used ☐

Lightning Bolt

Daily ♦ Standard Action

Banishing Spellblade Longsword +5: +27 vs. Reflex, 2d6+13 damage

Ranged 10 **Target:** One, two, or three creatures

Brilliant strokes of blue-white lightning erupt from your outstretched hand.

Keywords: Arcane, Evocation, Implement, Lightning

Attack: Intelligence vs. Reflex

Hit: 2d6 + Int modifier (+8) lightning damage.

Miss: Half damage.

Additional Effects

Wizard Attack 7

Used ☐

Phantom Foes

Daily ♦ Standard Action

Area burst 2 within 10 squares **Target:** Each creature in the burst

Spectral warriors swirl around your enemies, causing them to lash out in a blind panic.

Keywords: Arcane, Fear, Illusion

Effect: Each target is slowed until the end of your next turn. Also until the end of your next turn, the first time the target makes an attack, it must make a saving throw. If the saving throw fails, you can use a free action to change the target of its attack to a different creature within range of that attack. If the target hits one of its allies with that attack, that ally takes 5 extra damage.

Additional Effects

Wizard Attack 7

Used ☐

Twist of Space

Daily ♦ Standard Action

Banishing Spellblade Longsword +5: +27 vs. Will, 1d6+13 damage

Area burst 1 within 10 squares **Target:** Each creature in the burst

You bend and fold the fabric of space, scattering your enemies across the battlefield.

Keywords: Arcane, Evocation, Implement, Teleportation

Attack: Intelligence vs. Will

Hit: 1d6 + Int modifier (+8) damage, and the target is teleported 3 squares and slowed until the end of your next turn.

Additional Effects

+4 to damage rolls if you hit two or more creatures - Destructive Wizardry.

Wizard Attack 7

Used ☐

Hold Monster

Daily ♦ Standard Action

Ranged 5 **Target:** One creature

Your magic clouds your foe's mind, leaving it too disoriented to move or attack effectively.

Keywords: Arcane, Charm, Enchantment

Effect: The target is restrained until the end of your next turn.

Additional Effects

Wizard Attack 13

Used ☐

Improved Glorious...

Daily ♦ Standard Action

Banishing Spellblade Longsword +5: +27 vs. Will, 3d6+13 damage

Close burst 2 **Target:** Each enemy in the burst

The bright light of the full moon erupts from within you, leaving thousands of glittering motes of faint light lingering nearby.

Keywords: Arcane, Charm, Enchantment, Implement, Radiant

Attack: Intelligence vs. Will

Hit: 3d6 + Int modifier (+8) radiant damage, and you push the target up to a number of squares equal to your Wis modifier (+3).

Effect: You and each ally in the burst gain temporary hit points equal to your Wis modifier (+3) + one-half your level.

Additional Effects

+4 to damage rolls if you hit two or more creatures - Destructive Wizardry.

Wizard Attack 13

Used ☐

Force Volley

Daily ♦ Standard Action

Banishing Spellblade Longsword +5: +27 vs. Reflex, 3d6+13 damage

Ranged 20

Targets: One, two, or three creatures

Silvery missiles spring from your fingertips and streak across the battlefield, striking your enemies with a staggering impact.

Keywords: Arcane, Evocation, Force, Implement

Attack: Intelligence vs. Reflex. You gain a +4 power bonus to the attack roll if you target only one creature.

Hit: 3d6 + Int modifier (+8) force damage, and the target is dazed until the end of your next turn.

Additional Effects

Wizard Attack 17

Used ☐

Light

At-Will ♦ Minor Action

Ranged 5

Target: One object or unoccupied square

With a wave of your hand, you cause a bright light to appear on the tip of your staff, upon some other object, or in a nearby space.

Keyword: Arcane

Effect: The target sheds bright light until the end of the encounter or until you use this power again. The light fills the target's space and all squares within 4 squares of it. Putting out the light is a free action.

Additional Effects

Wizard Utility

Night Tempest

Daily ♦ Standard Action

Banishing Spellblade Longsword +5: +27 vs. Fortitude, 2d8+13 damage

Close blast 5

Target: Each creature in the blast

Your will is as strong as the chilling wind that comes at your call, grasping your enemies and tossing them like toys.

Keywords: Arcane, Cold, Evocation, Implement

Attack: Intelligence vs. Fortitude

Hit: 2d8 + Int modifier (+8) cold damage, and you push the target up to 5 squares and knock it prone.

Miss: Half damage, and you can push the target 1 square.

Additional Effects

+4 to damage rolls if you hit two or more creatures - Destructive Wizardry.

Wizard Attack 17

Used ☐

Prestidigitation

At-Will ♦ Standard Action

Ranged 2

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.

Keyword: Arcane

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

- 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 soil 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.

Special: You can have as many as three prestidigitations 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.

Additional Effects

Wizard Utility

Mass Transformation

Daily ♦ Standard Action

Banishing Spellblade Longsword +5: +27 vs. Fortitude

Area burst 2 within 20 squares

Target: Each enemy in the burst

When you utter the powerful command, your foes disappear in plumes of smoke, to be replaced by frogs, mice, hermit crabs, or some other tiny creatures.

Keywords: Arcane, Implement, Polymorph, Transmutation

Attack: Intelligence vs. Fortitude

Hit: The target turns into a Tiny beast of your choice (save ends).

Aftereffect: The target takes 3d8 + your Int modifier (+8) damage from the transformation.

Miss: The target turns into a Tiny beast of your choice until the end of its next turn.

Effect: As a Tiny beast, the target is dazed, and the only actions it can take are to move its speed or shift. All of the target's equipment transforms with it. If it takes damage from any source, this effect ends.

Additional Effects

Wizard Attack 19

Used ☐

Bladesong

Encounter ♦ Minor Action

Personal

Your whirling blade begins to sing through the air as you enter a state of total concentration.

Keyword: Arcane

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.

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.

Level 17: +10 power bonus to damage rolls.

Additional Effects

Wizard Utility

Used ☐

Fey Step

Encounter ♦ Move Action

Personal

You step through the boundary between the planes, disappearing for a moment before reappearing somewhere else.

Keyword: Teleportation

Effect: Teleport up to 5 squares.

Additional Effects

Eladrin Racial Power

Used ☐

Whispering Wind

Encounter ♦ Standard Action

Personal

You speak a message to the wind and let it carry your words to an audience you choose.

Keyword: Arcane

Effect: You cause a breeze to carry a message of up to 25 words or a sound up to 6 seconds long to a place you choose. The destination must be within a number of miles equal to your Int modifier (+8) and must be familiar to you, and it must be a location that the wind can reach. Once you complete the message or the sound, the wind travels at speed 5 (or 1 mile per hour) until it reaches the destination, where it conveys the message or the sound regardless of whether anyone hears it.

Special: You can have one whispering wind active at a time.

Additional Effects

Wizard Utility

Used ☐

Moonstride

Encounter ♦ Immediate Reaction

Personal

This trick of the Maiden of the Moon allows you to take a form of pure moonlight and to evade your enemies with ease.

Keyword: Arcane

Trigger: An enemy moves adjacent to you

Effect: You become insubstantial until the end of your next turn. Then you shift 2 squares to a square farther from the triggering enemy.

Additional Effects

Wizard Utility 2

Used ☐

Shield

Encounter ♦ Immediate Interrupt

Personal

You throw up your hand, and a shield of arcane energy springs into existence, protecting you against imminent attacks.

Keyword: Arcane

Trigger: You are hit by an attack.

Effect: You gain a +4 power bonus to AC and Reflex until the end of your next turn.

Additional Effects

Wizard Utility 2

Used ☐

Conjure Fortification

Daily ♦ Standard Action

Area wall 5 within 10 squares

A low stone wall rises from the ground, offering cover against attack or passage over an obstacle.

Keywords: Arcane, Conjunction

Effect: You conjure a wall of stone. The wall can be up to 1 square high, and at least 2 squares of it must rest on a solid surface. The wall lasts until the end of the encounter. The wall is blocking terrain. A creature can climb the wall with a DC 15 Athletics check.

Additional Effects

Wizard Utility 6

Used ☐

Fire Shield

Daily ♦ Minor Action

Personal

You are swathed in rippling flames that turn away both fire and chill but scorch anyone who strikes you.

Keywords: Arcane, Fire

Effect: You gain resist 10 cold and resist 10 fire until the end of the encounter. Whenever a creature makes a melee attack roll against you, it takes 2d6 + your Int modifier (+8) fire damage. No creature can take this damage more than once per turn.

Additional Effects

Wizard Utility 6

Used ☐

Arcane Gate

Daily ♦ Minor Action

Ranged 20

You open a dimensional rift connecting two nearby locations.

Keyword: Arcane

Effect: You create a dimensional rift between two unoccupied squares in range. The rift lasts until the end of your next turn. Until the rift ends, the two squares are effectively adjacent to each other, but for movement only.

Sustain Minor: The rift persists until the end of your next turn.

Additional Effects

Wizard Utility 10

Used ☐

Resistance

Daily ♦ Minor Action

Ranged 10

Target: You or one creature

You make yourself or another creature in range resistant to a particular kind of damage.

Keyword: Arcane

Effect: Choose acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder. The target gains resistance to that damage type until the end of the encounter. The resistance equals your level + your Int modifier (+8).

Additional Effects

Wizard Utility 10

Used ☐

Greater Invisibility

Daily ♦ Standard Action

Ranged 20

Target: You or one creature

With a wave of your hand, you or another creature nearby fades away, becoming invisible.

Keywords: Arcane, Illusion

Effect: The target is invisible until the end of your next turn or until it attacks.

Sustain Minor: If the target is in range, the invisibility persists until the end of your next turn.

Additional Effects

Wizard Utility 16

Used ☐

Stoneskin

Daily ♦ Standard Action

Melee touch

Target: You or one ally

With an arcane word and a sprinkle of diamond dust, you imbue yourself or an ally with skin as hard as granite.

Keywords: Arcane, Transmutation

Effect: The target gains resist 10 to all damage until the end of the encounter.

Additional Effects

Wizard Utility 16

Used ☐

Mass Fly

Daily ♦ Standard Action

Close burst 5

Targets: You and each ally in the burst

White motes of light fly from your fingertips and swirl about, lifting you and your allies off the ground and granting each of you the power of flight.

Keyword: Arcane

Effect: Each target gains a fly speed of 8 until the end of your next turn. When the fly speed ends, each target floats to the ground without taking falling damage.

Sustain Minor: The fly speed persists until the end of your next turn.

Additional Effects

Wizard Utility 22

Used ☐

Time Stop

Daily ♦ Minor Action

Personal

Everything around you slows to a halt, frozen in time. Then, after a few moments, everything starts to speed up again, returning to normal time.

Keyword: Arcane

Effect: You gain two extra standard actions, which you must use before the end of your turn. You can't use these extra actions to make attacks.

Additional Effects

Wizard Utility 22

Used ☐

Leather Armor of...

Armor ♦ Level 24

Armor Bonus: 3

Enhancement: +5 AC

Properties

You gain an item bonus to Diplomacy checks and Intimidate checks equal to the armor's enhancement bonus.

Utility Power (Aura, Charm) ♦ **Daily** (Minor Action)

Effect: You activate an aura 2 that lasts until you attack, until the armor is removed, or until the end of the encounter. Whenever an enemy in the aura targets you with a melee or a ranged attack, it must first succeed on a saving throw to make the attack against you.

Silver Hart Clasp +5

Neck Slot Item ♦ Level 24

Enhancement: +5 Fortitude, Reflex, and Will

Property

♦ You have forest walk.

♦ You gain an item bonus to Stealth checks in forests. The bonus equals the item's enhancement bonus.

Utility Power (Healing) ♦ **Daily** (Minor Action)

Effect: You can spend a healing surge. In addition, you can end one poison effect currently affecting you.

Banishing Spellblade...

Weapon ♦ Level 24

Damage: 1d8

Proficiency Bonus: 3

Properties: Versatile

Enhancement: +5 Attack rolls and damage rolls

Critical: +1d6 damage per plus, or +1d8 per plus when used as an implement for an arcane power

Power (Teleportation) ♦ **Daily** (Free Action)

Trigger: Using this weapon, you hit an enemy with an arcane attack power that pulls, pushes, slides, or teleports the target.

Effect: Instead of being pushed, pulled, slid, or teleported, that enemy disappears. At the end of the enemy's next turn, it reappears in the space it left. If that space is occupied, it appears in the nearest unoccupied space (your choice).

Iron Stone of Steadfastness

Head Slot Item ♦ Level 23

Properties

As long as you are adjacent to an ally, you are immune to fear effects and cannot attack your allies as a result of an effect.