

GHOST SOUND



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.

With a wink, you create an illusory sound that emanates from somewhere close by.



Wizard Cantrip - 1st

Daniel Rivera

LIGHT



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.

With a wave of your hand, you cause a bright light to appear upon an object or in a nearby space.



Wizard Cantrip - 1st

Daniel Rivera

MAGE HAND



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 or a similar container and move any one object carried or worn into your hand.

- **Move Action:** move the hand up to 5 squares
- **Minor Action:** pick up/manipulate different object
- **Free action:** drop a held object

Sustain Minor: You can sustain the hand indefinitely.

Special: You can create only one hand at a time.

You gesture toward an object nearby, and a spectral floating hand lifts the object into the air and moves it where you wish.



Wizard Cantrip - 1st

Daniel Rivera

PRESTIDIGITATION



At-Will — Arcane

Standard Action

Ranged 2

Effect: Accomplish various minor effects, such as move up to 1 pound of material, create a harmless sensory effect, color, clean, or soil items in 1 cubic foot for up to 1 hour, 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, etc. See PHB, page 159 for more examples.

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 up to three prestidigitations active at one time.



Wizard Cantrip - 1st

Daniel Rivera

RAY OF FROST



At-Will — Arcane, Cold, Implement

Standard Action

Ranged 10

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 1d6 + Intelligence modifier cold damage, and the target is *slowed* until the end of your next turn.

A blisteringly cold ray of white frost streaks to your target.



Wizard Attack - 1st

Daniel Rivera

THUNDERWAVE



At-Will — Arcane, Implement, Thunder

Standard Action

Close Blast 3

Target: Each creature in blast

Attack: Intelligence vs. Fortitude

Hit: 1d6 + Intelligence modifier thunder damage, and you push the target a number of squares equal to your Wisdom modifier.

You create a whip-crack of sonic power that lashes up from the ground.



Wizard Attack - 1st

Daniel Rivera

CHILL STRIKE



Encounter — Arcane, Cold, Implement

Standard Action

Ranged 10

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 2d8 + Intelligence modifier cold damage, and the target is dazed until the end of your next turn.

You create a bolt of frigid purple energy around your hand and send it hurtling toward your foe.



Wizard Attack - 1st

Daniel Rivera

SLEEP



Daily — Arcane, Implement, Sleep

Standard Action

Area burst 2 within 20 squares

Target: Each creature in burst

Attack: Intelligence vs. Will

Hit: 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*).

You exert your will against your foes, seeking to overwhelm them with a tide of magical weariness.



Wizard Attack - 1st

Daniel Rivera

SECOND WIND

 Encounter — Healing

Standard Action Personal

Effect: Once per encounter, you can spend a healing surge to regain hit points. In addition to the damage healed, you gain a +2 bonus to all defenses until the start of your next turn.

- LIFE -



Game Mechanic - Daniel Rivera

FEY STEP

 Encounter — Teleportation

Move Action Personal

Effect: Teleport up to 5 squares.


With a step, you vanish from one place and appear in another.





Eladrin Racial Power - 1st Daniel Rivera


SECOND WIND



 Encounter — Healing

Standard Action Personal

Effect: Once per encounter, you can spend a healing surge to regain hit points. In addition to the damage healed, you gain a +2 bonus to all defenses until the start of your next turn.

- LIFE -



Game Mechanic - Daniel Rivera