

## **METAMAGIC MASTERY**

Others may throw spells about with callous abandon, but the wizard is the true master of spell casting and shows off this talent through the control he wields over his own spells.

Replace the Spellbook class feature with the Metamagic Mastery class feature.

All metamagic abilities must be chosen before casting the spell to be altered. Only one metamagic ability can be applied to a spell at any one time.

Choose one of the following abilities as a daily power for the wizard at 1st-level, one more at 5th-level, another at 11th-level, 15th-level, 21st-level and 25th-level:

### **Empower Spell**

#### **Wizard Class Feature**

*You give your spell extra power.*

#### **Daily • Arcane**

**Free Action**                      **Personal**

**Effect:** Reroll any 1's rolled for damage.

### **Enlarge Spell**

#### **Wizard Class Feature**

*You enlarge the area of effect of your spell.*

#### **Daily • Arcane**

**Free Action**                      **Personal**

**Effect:** Add burst 1 to any burst spell.

### **Energy Substitution**

#### **Wizard Class Feature**

*You change the damage type of a spell you cast.*

#### **Daily • Arcane**

**Free Action**                      **Personal**

**Effect:** Change the damage type of the spell to any of the following: acid, cold, fire, lightning, thunder.

### **Energy Admixture**

#### **Wizard Class Feature**

*You add an energy type to any spell you cast.*

#### **Daily • Arcane**

**Free Action**                      **Personal**

**Effect:** Choose a type of damage from the following list and add 1d6 points of damage of that type to the spell: acid, cold, fire, lightning, thunder. The chosen damage type must be different to the damage type(s) of the spell.

### **Expand Spell**

#### **Wizard Class Feature**

*You expand the area of effect of your spell.*

#### **Daily • Arcane**

**Free Action**                      **Personal**

**Effect:** Add blast 1 to any blast spell.

### **Extend Spell**

#### **Wizard Class Feature**

*You extend the reach of your spell.*

#### **Daily • Arcane**

**Free Action**                      **Personal**

**Effect:** Add 5 squares of range to any ranged spell.

### **Shape Spell**

#### **Wizard Class Feature**

*You shape your spell to only hit your enemies.*

#### **Daily • Arcane**

**Free Action**                      **Personal**

**Effect:** Choose which squares in a zone, blast or burst are part of the effect of the spell.

## **ARCANE SUPREMACY**

Wizards are the true masters of manipulating the arcane and through this mastery they can evoke powers that other arcane casters can only dream of replicating.

Replace the wizard's Implement Mastery class feature with this class feature.

Once per encounter you can manipulate arcane energies in a manner that only a master of the arcane can. With your knowledge of the arcane you can wield special powers.

Regardless of how many different uses for Arcane Supremacy you know, you can use only one such ability per encounter. The special ability or power you invoke works just like your other powers.

### **Arcane Empowerment**

#### **Wizard Feature**

*Show your enemy the true power of the arcane by empowering your spells.*

#### **Encounter • Arcane**

#### **Free Action**

#### **Personal**

**Arcane Supremacy:** You can use only one arcane supremacy power per encounter

**Effect:** You can add a push or pull component to any burst or blast effect spell that you cast after choosing this effect for your turn. Targets are only affected if they are hit by the attack. The amount of squares targets are moved equals your Wisdom modifier (minimum of 1).

**Prerequisite:** Arcane Supremacy, Wizard.

### **Arcane Channeling**

#### **Wizard Feature**

*Channel the forces of the arcane to manipulate one creature.*

#### **Encounter • Arcane**

#### **Free Action**

#### **Personal**

**Arcane Supremacy:** You can use only one arcane supremacy power per encounter

**Effect:** You can add a slide component to any single target spell that you cast after choosing this effect for your turn. Targets are only affected if they are hit by the attack. The amount of squares the target can be slid equals your Dexterity modifier (minimum 1).

**Prerequisite:** Arcane Supremacy, Wizard.

**Sustain Minor:** you can continue to slide the opponent for the remainder of the encounter (save ends).

### **Arcane Blast**

#### **Wizard Feature**

*Turn your focused spells into a much larger effect.*

#### **Encounter • Arcane**

#### **Free Action**

#### **Personal**

**Arcane Supremacy:** You can use only one arcane supremacy power per encounter

**Effect:** You can change a single target spell into a multiple target spell. This power must be chosen before you cast the spell to be altered. The amount of extra targets that can be affected equals your Constitution modifier (minimum 1).

**Prerequisite:** Arcane Supremacy, Wizard.

## WIZARD FEATS

### Arcane Adept (heroic)

**Prerequisite:** Dexterity 13, arcane supremacy class feature.

**Benefit:** gain a +1 feat bonus to hit with any power used in conjunction with an arcane supremacy ability.

### Arcane Daze (paragon)

**Prerequisite:** Wisdom 13, arcane supremacy class feature.

**Benefit:** instead of pushing or pulling targets with arcane empowerment, you can add a daze effect (save ends)

### Arcane Discipline (heroic)

**Prerequisite:** Wisdom 13, arcane supremacy class feature.

**Benefit:** gain a +1 feat bonus to damage with any power used in conjunction with an arcane supremacy ability.

### Arcane Stun (paragon)

**Prerequisite:** Dexterity 13, arcane supremacy class feature.

**Benefit:** instead of sliding the target with arcane channelling, you can add an stun effect (save ends).

### Arcane Slow (paragon)

**Prerequisite:** Constitution 13, arcane supremacy class feature.

**Benefit:** you can add a slow effect to all targets (save ends).

### Arcane Wrath (heroic)

**Prerequisite:** Constitution 13, arcane supremacy class feature.

**Benefit:** add 1 square of movement to any push, pull or slide as part of any power used in conjunction with an arcane supremacy ability.

### Maximise Spell (paragon)

**Prerequisite:** Constitution 13, metamagic mastery class feature, *empower spell*.

**Benefit:** Maximise the dice of any damage that hits its target when using the *Empower Spell* metamagic mastery class feature.

### Metamagic Recall (heroic)

**Prerequisite:** Wisdom 13, metamagic mastery class feature.

**Benefit:** Gain one additional use of a Metamagic Mastery ability per day. So if you have used Extend Spell that day, you can use it again. This feat can only be taken once.

### Metamagic Specialist (heroic)

**Prerequisite:** Dexterity 13, metamagic mastery class feature.

**Benefit:** Can apply two metamagic abilities to a spell at the same time instead of just one.

### Signature Spell (heroic)

**Prerequisite:** Wizard.

**Benefit:** Choose one spell. Whenever you cast that spell, you gain a +1 power bonus to attack and damage rolls per tier. This feat can only be taken once.

### Specialist (heroic)

**Prerequisite:** Cannot choose this and a multi-class feat.

**Benefit:** Choose one extra At-will power from your class list. This permanently becomes an At-Will power for you.