

















Key

Icons

Actions

-  Standard Action
-  Move Action
-  Minor Action
-  Free Action
-  Immediate Reaction
-  Immediate Interrupt
-  No Action

Attacks

-  Melee
-  Basic Melee
-  Ranged
-  Basic Ranged
-  Melee or Ranged
-  B. Melee or Ranged
-  Close Burst
-  Close Blast
-  Close Wall
-  Area Burst
-  Area Blast
-  Area Wall
-  Personal
-  Touch
-  Line of Sight

Melee Basic Attack

Basic Attack



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

At-Will ♦ Weapon

Standard Action **Melee** weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

Increase damage to 2[W] + Strength modifier at 21st level.

Special: You can use an unarmed attack as a weapon to make a melee basic attack.

Ranged Basic Attack

Basic Attack



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

At-Will ♦ Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage.

Increase damage to 2[W] + Dexterity modifier at 21st level.

Special: Weapons with the heavy thrown property (see page 216) use Strength instead of Dexterity for attack rolls and damage rolls.

Special: Warlocks can use *eldritch blast* as a ranged basic attack, and wizards can use *magic missile* as a ranged basic attack.

Lance of Faith

Cleric Attack 1



A brilliant ray of light sears your foe with golden radiance. Sparkles of light linger around the target, guiding your ally's attack.

At-Will ♦ Divine, Implement, Radiant

Standard Action Ranged 5

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 1d8 + Wisdom modifier radiant damage, and one ally you can see gains a +2 power bonus to his or her next attack roll against the target.

Increase damage to 2d8 + Wisdom modifier at 21st level.

Wis vs. Ref

Dmg (Wis)

Priest's Shield

Cleric Attack 1



You utter a minor defensive prayer as you attack with your weapon.

At-Will ♦ Divine, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and you and one adjacent ally gain a +1 power bonus to AC until the end of your next turn.

Increase damage to 2[W] + Strength modifier at 21st level.

Str vs. AC

Dmg (Str)

Righteous Brand

Cleric Attack 1



You smite your foe with your weapon and brand it with a ghostly, glowing symbol of your deity's anger. By naming one of your allies when the symbol appears, you add divine power to that ally's attacks against the branded foe.

At-Will ♦ Divine, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and one ally within 5 squares of you gains a power bonus to melee attack rolls against the target equal to your Strength modifier until the end of your next turn.

Increase damage to 2[W] + Strength modifier at 21st level.

Str vs. AC

Dmg (Str)

+Atk (Str)

Sacred Flame

Cleric Attack 1



Sacred light shines from above, searing a single enemy with its radiance while at the same time aiding an ally with its beneficent power.

At-Will ♦ Divine, Implement, Radiant

Standard Action Ranged 5

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 1d6 + Wisdom modifier radiant damage, and one ally you can see chooses either to gain temporary hit points equal to your Charisma modifier + one-half your level or to make a saving throw.

Increase damage to 2d6 + Wisdom modifier at 21st level.

Wis vs. Ref

Dmg (Wis)

+HP (Cha)

Holy Lantern

Cleric Utility 6



A conjured beacon of divine light shines like a lantern, piercing shadows and deception.

At-Will ♦ Conjuration, Divine
Standard Action Ranged 3

Effect: You conjure a lantern that appears in 1 square within range and sheds light 5 squares in all directions. You and allies in the light gain a +2 power bonus to Perception and Insight checks. You can move the lantern up to your speed as a minor action. The lantern lasts for 10 hours, but you can have only a single holy lantern active at a time.

Cleave

Fighter Attack 1



You hit one enemy, then cleave into another.

At-Will ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and an enemy adjacent to you other than the target takes damage equal to your Strength modifier.

Increase damage to 2[W] + Strength modifier at 21st level.

Str vs. AC

Dmg (Str)

Adj (Str)

Reaping Strike

Fighter Attack 1



You punctuate your scything attacks with wicked jabs and small cutting blows that slip through your enemy's defenses.

At-Will ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

Increase damage to 2[W] + Strength modifier at 21st level.

Miss: Half Strength modifier damage. If you're wielding a two-handed weapon, you deal damage equal to your Strength modifier.

Str vs. AC

Dmg (Str)

Miss (Str)

Sure Strike

Fighter Attack 1



You trade power for precision

At-Will ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength + 2 vs. AC

Hit: 1[W] damage.

Increase damage to 2[W] at 21st level.

Str vs. AC

Dmg

Tide of Iron

Fighter Attack 1



After each mighty swing, you bring your shield to bear and use it to push your enemy back.

At-Will ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and you push the target 1 square if it is your size, smaller than you, or one size category larger. You can shift into the space that the target occupied.

Increase damage to 2[W] + Strength modifier at 21st level.

Str vs. AC

Dmg (Str)

Divine Challenge

Paladin Feature



You boldly confront a nearby enemy, searing it with divine light if it ignores your challenge.

At-Will ♦ Divine, Radiant

Minor Action **Close** burst 5

Target: One creature in burst.

Effect: You mark the target. The target remains marked until you use this power against another target, or if you fail to engage the target (see below). A creature can be subject to only one mark at a time. A new mark supersedes a mark that was already in place.

While a target is marked, it takes a -2 penalty to attack rolls for any attack that doesn't include you as a target. Also, it takes radiant damage equal to 3 + your Charisma modifier the first time it makes an attack that doesn't include you as a target before the start of your next turn. The damage increases to 6 + your Charisma modifier at 11th level, and to 9 + your Charisma modifier at 21st level.

On your turn, you must engage the target you challenged or challenge a different target. To engage the target, you must either attack it or end your turn adjacent to it. If none of these events occur by the end of your turn, the marked condition ends and you can't use *divine challenge* on your next turn.

You can use *divine challenge* once per turn.

Special: Even though this ability is called a challenge, it doesn't rely on the intelligence or language ability of the target. It's a magical compulsion that affects the creature's behavior, regardless of the creature's nature. You can't place a divine challenge on a creature that is already affected by your or another character's divine challenge.

Dmg (Cha)

Lay on Hands

Paladin Feature



Your divine touch instantly heals wounds.

At-Will (Special) ♦ Divine, Healing
Minor Action **Melee** touch

Target: One creature

Effect: You spend a healing surge but regain no hit points. Instead the target regains hit points as if it had spent a healing surge. You must have at least one healing surge remaining to use this power.



Bolstering Strike

Paladin Attack 1



You attack your foe without mercy or reprieve, and your accuracy is rewarded with a divine gift of vigor.

At-Will ♦ Divine, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier damage, and you gain temporary hit points equal to your Wisdom modifier.

Increase damage to 2[W] + Charisma modifier at 21st level.

Cha vs. AC

Dmg (Cha)

HP (Wis)

Enfeebling Strike

Paladin Attack 1



Your brutal weapon attack leaves your foe weakened.

At-Will ♦ Divine, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier damage. If you marked the target, it takes a -2 penalty to attack rolls until the end of your next turn.

Increase damage to 2[W] + Charisma modifier at 21st level.

Cha vs. AC

Dmg (Cha)

Holy Strike

Paladin Attack 1



You strike an enemy with your weapon, which ignites with holy light.

At-Will ♦ Divine, Radiant, Weapon
Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier radiant damage. If you marked the target, you gain a bonus to the damage roll equal to your Wisdom modifier.

Increase damage to 2[W] + Strength modifier at 21st level.

Str vs. AC

Dmg ()*

Valiant Strike

Paladin Attack 1



As you bring your weapon to bear, the odds against you add strength to your attack.

At-Will ♦ Divine, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength + 1 per enemy adjacent to you vs. AC

Hit: 1[W] + Strength modifier damage.

Increase damage to 2[W] + Strength modifier at 21st level.

Str vs. AC*

Dmg (Str)

Careful Attack

Ranger Attack 1



You study the enemy, looking for a gap in his defenses. Only when you find it do you strike.

At-Will ♦ Martial, Weapon

Standard Action **Melee** or **Ranged**
weapon

Requirement: You must be wielding two melee weapons or a ranged weapon.

Target: One creature

Attack: Strength + 2 vs. AC (melee) or Dexterity + 2 vs. AC (ranged).

Hit: 1[W] damage (melee) or 1[W] damage (ranged).

Increase damage to 2[W] (melee) or 2[W] (ranged) at 21st level.

Str vs. AC

Dex vs. AC

Dmg

Hit and Run

Ranger Attack 1



Let the fighter stand toe to toe with the monster. You prefer to make your attack, then withdraw to safer ground.

At-Will ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage

Increase damage to 2[W] + Strength modifier at 21st level.

Effect: If you move in the same turn after this attack, leaving the first square adjacent to the target does not provoke an opportunity attack from the target.

Str vs. AC

Dmg (Str)

Nimble Strike

Ranger Attack 1



You slink past your enemy's guard to make your attack, or you make your attack and then withdraw to a more advantageous position.

At-Will ♦ Martial, Weapon

Standard Action Ranged weapon

Target: One creature

Special: Shift 1 square before or after you attack

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage.

Increase damage to 2[W] + Dexterity modifier at 21st level.

Dex vs. AC

Dmg (Dex)

Twin Strike

Ranger Attack 1



If the first attack doesn't kill it, the second one might.

At-Will ♦ Martial, Weapon

Standard Action **Melee or Ranged**
weapon

Requirement: You must be wielding two melee weapons or a ranged weapon.

Targets: One or two creatures

Attack: Strength vs. AC (melee; main weapon and off-hand weapon) or Dexterity vs. AC (ranged), two attacks

Hit: 1[W] damage per attack.

Increase damage to 2[W] at 21st level.

Str vs. AC¹

Str vs. AC²

Dex vs. AC

Deft Strike

Rogue Attack 1



A final lunge brings you into an advantageous position.

At-Will ♦ Martial, Weapon

Standard Action **Melee or Ranged**
weapon

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Target: One creature

Special: You can move 2 squares before the attack.

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage

Increase damage to 2[W] + Dexterity modifier at 21st level.

Dex vs. AC

Dmg (Dex)

Piercing Strike

Rogue Attack 1



A needle-sharp point slips past armor and into tender flesh.

At-Will ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: You must be wielding a light blade.

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 1[W] + Dexterity modifier damage

Increase damage to 2[W] + Dexterity modifier at 21st level.

Dex vs. Ref

Dmg (Dex)

Riposte Strike

Rogue Attack 1



With a calculated strike, you leave your foe vulnerable to an adroit riposte should he dare attack you.

At-Will ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: You must be wielding a light blade.

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage. If the target attacks you before the start of your next turn, you make your riposte against the target as an immediate interrupt: a Strength vs. AC attack that deals 1[W] + Strength modifier damage

Increase damage to 2[W] + Dexterity modifier and riposte to 2[W] + Strength modifier at 21st level.

Dex vs. AC¹

Dmg (Str)¹

Str vs. AC²

Sly Flourish

Rogue Attack 1



A distracting flourish causes the enemy to forget the blade at his throat.

At-Will ♦ Martial, Weapon

Standard Action Melee or Ranged
weapon

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier + Charisma modifier damage.

Increase damage to 2[W] + Dexterity modifier + Charisma modifier at 21st level.

Dex vs. AC

Dmg (*)

Great Leap

Rogue Utility 2



You leap a great distance without a running start.

At-Will ♦ Martial

Move Action Personal

Prerequisite: You must be trained in Athletics.

Effect: Make a high jump or a long jump. Determine the DC of the Athletics check as though you had a running start. The distance you jump can exceed your speed.



Chameleon

Rogue Utility 6



You blend into your surroundings.

At-Will ♦ Martial

Immediate Interrupt Personal

Trigger: You are hidden and lose cover or concealment against an opponent.

Prerequisite: You must be trained in Stealth.

Effect: Make a Stealth check. Until the end of your next turn, you remain hidden if a creature that has a clear line of sight to you does not beat your check result with its Perception check. If at the end of your turn you do not have cover or concealment against a creature, that creature automatically notices you.

Nimble Climb

Rogue Utility 6



You climb surfaces with astounding ease.

At-Will ♦ Martial

Move Action Personal

Prerequisite: You must be trained in Athletics.

Effect: Make an Athletics check to climb a surface. You can move at your full speed during this climb.



Shadow Stride

Rogue Utility 10



You silently step from shadow to shadow, slipping past your foes unseen and unheard.

At-Will ♦ Martial

Move Action Personal

Prerequisite: You must be trained in Stealth.

Effect: You must be hiding to use this power. You can move your speed. At the end of that movement, if you have cover, you can make a Stealth check with no penalty for moving. If you make the Stealth check, you stay hidden during your movement.



Dire Radiance

Warlock (Star) Attack 1



You cause a shaft of brilliant, cold starlight to lance down from above, bathing your foe in excruciating light. The nearer he moves toward you, the brighter and more deadly the light becomes.

At-Will ♦ Arcane, Fear, Implement, Radiant

Standard Action Ranged 10

Target: One creature

Attack: Constitution vs. Fortitude

Hit: 1d6 + Constitution modifier radiant damage. If the target moves nearer to you on its next turn, it takes an extra 1d6 + Constitution modifier damage.

Increase damage and extra damage to 2d6 + Constitution modifier at 21st level.

Con vs. Fort

Dmg (Con)

Eldritch Blast

Warlock (All) Attack 1



10

You fire a bolt of dark, crackling eldritch energy at your foe.

At-Will ♦ Arcane, Implement

Standard Action Ranged 10

Target: One creature

Attack: Charisma or Constitution vs. Reflex

Hit: 1d10 + Charisma or Constitution modifier damage.

Increase damage to 2d10 + Charisma or Constitution modifier at 21st level.

Special: At 1st level, you determine whether you use Charisma or Constitution to attack with this power. Once you make that choice, you can't change it later.

This power counts as a ranged basic attack. When a power allows you to make a ranged basic attack, you can use this power.

** vs. Ref*

Dmg ()*

**Mod*

Eyebite

Warlock (Fey) Attack 1

10



You glare at your enemy, and your eyes briefly gleam with brilliant colors. Your foe reels under your mental assault, and you vanish from his sight.

At-Will ♦ Arcane, Charm, Implement, Psychic

Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Will

Hit: 1d6 + Charisma modifier psychic damage, and you are invisible to the target until the start of your next turn.

Increase damage to 2d6 + Charisma modifier at 21st level.

Cha vs. Will

Dmg (Cha)

Hellish Rebuke

Warlock (Infernal) Attack 1



10

You point your finger, and your foe is scoured in hellish flames stoked by your own anger and pain. If you are injured, the flames burst into life one more time before they fade away.

At-Will ♦ Arcane, Fire, Implement
Standard Action Ranged 10

Target: One creature

Attack: Constitution vs. Reflex

Hit: 1d6 + Constitution modifier fire damage. If you take damage before the end of your next turn, the target takes an extra 1d6 + Constitution modifier fire damage.

Increase damage and extra damage to 2d6 + Constitution modifier at 21st level.

Con vs. Ref

Dmg (Con)

Commander's Strike

Warlord Attack 1



With a shout, you command an ally to attack.

At-Will ♦ Martial, Weapon

Standard Action **Melee** weapon

Target: One creature

Attack: An ally of your choice makes a melee basic attack against the target

Hit: Ally's basic attack damage + your Intelligence modifier.

+Dmg (Int)

Furious Smash

Warlord Attack 1



You slam your shield into your enemy, bash him with your weapon's haft, or drive your shoulder into his gut. Your attack doesn't do much damage—but your anger inspires your ally to match your ferocity.

At-Will ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. Fortitude

Hit: Deal damage equal to your Strength modifier, and then choose one ally adjacent to either you or the target. This ally applies your Charisma modifier as a power bonus to the attack roll and the damage roll on his or her next attack against the target. If the ally does not attack the target by the end of his or her next turn, the bonus is lost.

Str vs. Fort

Dmg (Str)

+ (Cha)*

Viper's Strike

Warlord Attack 1



You trick your adversary into making a tactical error that gives your comrade a chance to strike.

At-Will ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

Str vs. AC

Increase damage to 2[W] + Strength modifier at 21st level.

Effect: If the target shifts before the start of your next turn, it provokes an opportunity attack from an ally of your choice.

Dmg (Str)

Wolf Pack Tactics

Warlord Attack 1



Step by step, you and your friends surround the enemy.

At-Will ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Special: Before you attack, you let one ally adjacent to either you or the target shift 1 square as a free action.

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

Increase damage to 2[W] + Strength modifier at 21st level.

Str vs. AC

Dmg (Str)

Ghost Sound

Wizard Cantrip



10

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

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.



Light

Wizard Cantrip



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.

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.

Mage Hand

Wizard Cantrip



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

At-Will ♦ Arcane, Conjunction

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, 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.

Prestidigitation

Wizard Cantrip



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.

At-Will ♦ **Arcane**

Standard Action **Ranged 2**

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

- ♦ 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 tool, or hinder another creature's action. This cantrip cannot duplicate the effect of any other power.

Special: You can have as many as three prestidigitation effects at one time.

Cloud of Daggers

Wizard Attack 1



0
10

You create a small cloud of whirling daggers of force that relentlessly attack creatures in the area.

At-Will ♦ Arcane, Force, Implement

Standard Action Area 1 square
within 10 squares

Target: Each creature in square

Attack: Intelligence vs. Reflex

Hit: 1d6 + Intelligence modifier
force damage.

Increase damage to 2d6 +
Intelligence modifier at 21st level.

Effect: The power's area is filled
with sharp daggers of force. Any
creature that enters the area or
starts its turn there takes force
damage equal to your Wisdom
modifier (minimum 1). The cloud
remains in place until the end of
your next turn. You can dispel it
earlier as a minor action.

Int vs. Ref

Dmg (Int)

Dmg (Wis)

Magic Missile

Wizard Attack 1



20

You launch a silvery bolt of force at an enemy.

At-Will ♦ Arcane, Force, Implement
Standard Action Ranged 20

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 2d4 + Intelligence modifier
force damage.

Increase damage to 4d4 +
Intelligence modifier at 21st level.

Special: This power counts as a
ranged basic attack. When a power
allows you to make a ranged basic
attack, you can use this power.

Int vs. Ref

Dmg (Int)

Ray of Frost

Wizard Attack 1



10

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

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.

Increase damage to 2d6 + Intelligence modifier at 21st level.

Int vs. Fort

Dmg (Int)

Scorching Burst

Wizard Attack 1



1
10



A vertical column of golden flames burns all within.

At-Will ♦ Arcane, Fire, Implement

Standard Action Area burst 1
within 10 squares

Target: Each creature in burst

Attack: Intelligence vs. Reflex

Hit: 1d6 + Intelligence modifier fire damage.

Increase damage to 2d6 + Intelligence modifier at 21st level.

Int (Ref)

Dmg (Int)

Thunderwave

Wizard Attack 1



3



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

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.

Increase damage to 2d6 + Intelligence modifier at 21st level.

Int vs. Fort

Dmg (Int)

Push (Wis)