

DUNGEONS & DRAGONS

Character Sheet

Player Name Graham

Nine	4	Battlemind	3,750						
Character Name Mul			Level Class Medium 34 Male	Paragon Path Unaligned	Epic Destiny	Total XP			
Race Size	Age	Gender Height	Weight	Alignment	Deity Moradin	Adventuring Company	RPGA Number		
INITIATIVE			DEFENSES			MOVEMENT			
SCORE 7	DEX 1/2 LVL 2	MISC 5	SCORE 20	DEFENSE 10+ 1/2 LVL ABIL CLASS FEAT ENH MISC MISC AC 12 7 1	SCORE 5	SPEED (SQUARES) 6 -1	BASE ARMOR ITEM MISC		
CONDITIONAL MODIFIERS			CONDITIONAL BONUSES			SPECIAL MOVEMENT			
ABILITY SCORES			DEFENSES			SENSES			
SCORE 10	ABILITY STR Strength Strength	ABIL MOD 0	MOD + 1/2 LVL 2	DEFENSE 10+ 1/2 LVL ABIL CLASS FEAT ENH MISC MISC FORT 12 5 1	SCORE 22	PASSIVE SENSE Passive Insight	BASE 10 + 12		
SCORE 21	ABILITY CON Constitution Constitution	ABIL MOD 5	MOD + 1/2 LVL 7	DEFENSE 10+ 1/2 LVL ABIL CLASS FEAT ENH MISC MISC REF 12 1	SCORE 22	PASSIVE SENSE Passive Perception	BASE 10 + 12		
SCORE 10	ABILITY DEX Dexterity Dexterity	ABIL MOD 0	MOD + 1/2 LVL 2	DEFENSE 10+ 1/2 LVL ABIL CLASS FEAT ENH MISC MISC WILL 12 3 2 1	ATT BONUS + 5	1/2 LVL ABIL CLASS PROF FEAT ENH MISC 2 0 2 1			
SCORE 11	ABILITY INT Intelligence Intelligence	ABIL MOD 0	MOD + 1/2 LVL 2	DEFENSE 10+ 1/2 LVL ABIL CLASS FEAT ENH MISC MISC WILL 12 3 2 1	ATT BONUS + 2	1/2 LVL ABIL CLASS PROF FEAT ENH MISC 2 0 2 1			
SCORE 16	ABILITY WIS Wisdom Wisdom	ABIL MOD 3	MOD + 1/2 LVL 5	DEFENSE 10+ 1/2 LVL ABIL CLASS FEAT ENH MISC MISC WILL 12 3 2 1	ATT BONUS + 2	1/2 LVL ABIL CLASS PROF FEAT ENH MISC 2 0 2 1			
SCORE 10	ABILITY CHA Charisma Charisma	ABIL MOD 0	MOD + 1/2 LVL 2	DEFENSE 10+ 1/2 LVL ABIL CLASS FEAT ENH MISC MISC WILL 12 3 2 1	ATT BONUS + 2	1/2 LVL ABIL CLASS PROF FEAT ENH MISC 2 0 2 1			
HIT POINTS			ACTION POINTS			DAMAGE WORKSPACE			
MAX HP 54	BLOODED 27	HEALING SURGES SURGE VALUE 13	SURGES/DAY 15	ATT BONUS + 5	1/2 LVL ABIL CLASS PROF FEAT ENH MISC 2 0 2 1	ABILITY: Melee Basic Attack - Mordenkrad of Surrounding			
1/2 HP	1/4 HP	CURRENT SURGE USES		ATT BONUS + 2	1/2 LVL ABIL CLASS PROF FEAT ENH MISC 2 0 2 1	ABILITY: Melee Basic Attack - Unarmed			
SECOND WIND 1/ENCOUNTER			USED <input checked="" type="checkbox"/>	ATT BONUS + 2	1/2 LVL ABIL CLASS PROF FEAT ENH MISC 2 0 2 1	ABILITY: Melee Basic Attack - Unarmed			
TEMPORARY HIT POINTS				ATT BONUS + 2	1/2 LVL ABIL CLASS PROF FEAT ENH MISC 2 0 2 1	ABILITY: Melee Basic Attack - Unarmed			
DEATH SAVING THROW FAILURES			<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	ATT BONUS + 2	1/2 LVL ABIL CLASS PROF FEAT ENH MISC 2 0 2 1	ABILITY: Melee Basic Attack - Unarmed			
SAVING THROW MODS				ATT BONUS + 2	1/2 LVL ABIL CLASS PROF FEAT ENH MISC 2 0 2 1	ABILITY: Melee Basic Attack - Unarmed			
RESISTANCES				ATT BONUS + 2	1/2 LVL ABIL CLASS PROF FEAT ENH MISC 2 0 2 1	ABILITY: Melee Basic Attack - Unarmed			
CURRENT CONDITIONS AND EFFECTS				ATT BONUS + 2	1/2 LVL ABIL CLASS PROF FEAT ENH MISC 2 0 2 1	ABILITY: Melee Basic Attack - Unarmed			
SKILLS			CLASS / PATH / DESTINY FEATURES			BASIC ATTACKS			
BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC	ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
2	Acrobatics	DEX 2	0	n/a	0	5 vs AC		Mordenkrad of Surrounding -	2d6+3
2	Arcana	INT 2	0	n/a	0	2 vs AC		Unarmed (Melee)	1d4
2	Athletics	STR 2	0	n/a	0	2 vs AC		Unarmed (Range)	1d4
2	Bluff	CHA 2	0	n/a	0	vs			
2	Diplomacy	CHA 2	0	n/a	0				
5	Dungeoneering	WIS 5	0	n/a	0				
14	Endurance	CON 7	5	n/a	2				
5	Heal	WIS 5	0	n/a	0				
2	History	INT 2	0	n/a	0				
12	Insight	WIS 5	5	n/a	2				
2	Intimidate	CHA 2	0	n/a	0				
5	Nature	WIS 5	0	n/a	0				
12	Perception	WIS 5	5	n/a	2				
2	Religion	INT 2	0	n/a	0				
2	Stealth	DEX 2	0	n/a	0				
9	Streetwise	CHA 2	5	n/a	2				
2	Thievery	DEX 2	0	n/a	0				
LANGUAGES KNOWN									
Common, Dwarven									

POWER INDEX

*List your powers below.
Check the box when the power is used.
Clear the box when the power renews.*

AT-WTLL POWERS

- Bull Rush Attack
 - Grab Attack
 - Opportunity Attack
 - Battlemind's Demand
 - Blurred Step
 - Mind Spike
 - Bull's Strength
 - Twisted Eye
 - Shade Strike

ENCOUNTER POWERS

- Second Wind
Incredible Toughness
Persistent Harrier

DAILY POWERS

- ## Psionic Anchor

UTILITY POWERS

- Second Wind
Inspiring Fortitude

Power Points: 4

OTHER EQUIPMENT

- | |
|------------------|
| Adventurer's Kit |
| Manacles, iron |
| Miner's helmet |
| Sunrod (6) |

MAGIC ITEM INDEX

*List your powers below.
Check the box when the power is used.
Clear the box when the power renews.*

MAGIC ITEMS

RITUALS / ALCHEMY

CHARACTER PORTRAIT



PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

Lost Drifter

Since gaining your freedom, you have been adrift, unable to settle down and make yourself a home. How did you escape your captivity? What drives you now? What stops you from settling down? What is a cause for which you could fight?

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

COINS AND OTHER WEALTH

Money on hand: 33 gp

Stored money: 0 gp

Encumbrance: 101 (Heavy Load) / 100

CHARACTER NAME

Nine

PLAYER NAME

Graham

RACE

Mul

CLASS

Battlemind

LEVEL

4

SCORE ABILITY MOD		
HP	10 STR +0	AC 20
54	21 CON +5	
Spd	10 DEX +0	Fort 18
5	11 INT +0	Ref 13
Init	16 WIS +3	Will 18
+7	10 CHA +0	
22 Passive Insight	22 Passive Perception	

PLAY DATA

DUNGEONS & DRAGONS

Second Wind

KEYWORDS

USED

Standard



Personal

ACTION



RANGE

Effect: You spend a healing surge and regain 13 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK PH

UTILITY POWER

DUNGEONS & DRAGONS

Blurred Step

KEYWORDS

USED

Psionic

Free	+	✖	Personal
ACTION	↖	↙	RANGE
	vs		
ATTACK	DEFENSE		TARGET

Trigger: An adjacent enemy marked by you shifts

Effect: You shift 1 square.

Special: You can use this power only once per turn.

FLAVOR TEXT

You bend reality with the power of your mind, flashing across the space between you and your enemy.

CLASS Battlemind

LEVEL

BOOK PH3

AT-WILL POWER

DUNGEONS & DRAGONS

Skills

2 Acrobatics	DEX
2 Arcana	INT
2 Athletics	STR
2 Bluff	CHA
2 Diplomacy	CHA
5 Dungeoneering	WIS
14 Endurance	CON (Trained)
5 Heal	WIS
2 History	INT
12 Insight	WIS (Trained)
2 Intimidate	CHA
5 Nature	WIS
12 Perception	WIS (Trained)
2 Religion	INT
2 Stealth	DEX
9 Streetwise	CHA (Trained)
2 Thievery	DEX

ADDITIONAL EFFECTS

PLAY DATA

DUNGEONS & DRAGONS

Battlemind's Demand (Augment 0)

KEYWORDS

USED

Augmentable, Psionic

Minor

Close burst 3

ACTION

RANGE

3

vs

ATTACK

DEFENSE

TARGET

Effect: You mark the target until you use this power again or until the end of the encounter.

FLAVOR TEXT

You draw your foe's concentration, taunting the foe to strike at you.

CLASS

LEVEL

BOOK PH3

AT-WILL POWER

DUNGEONS & DRAGONS

Mind Spike

KEYWORDS

USED

Force, Psionic, Psychic

Imm React

Melee 1

ACTION

RANGE

* ↖ ↘

vs

ATTACK

DEFENSE

TARGET

Trigger: An adjacent enemy marked by you deals damage to your ally with an attack that doesn't include you as a target

Effect: The target takes force and psychic damage equal to the damage that its attack dealt to your ally.

FLAVOR TEXT

You force your enemy to feel the pain that it inflicts on your friend.

CLASS Battlemind

LEVEL

BOOK PH3

AT-WILL POWER

DUNGEONS & DRAGONS

Action Point

ADDITIONAL EFFECTS



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

DUNGEONS & DRAGONS

Battlemind's Demand (Augment 1)

KEYWORDS

USED

Augmentable, Psionic

Minor

Close burst 3

ACTION

RANGE

3 ↖ ↘

vs

ATTACK

DEFENSE

TARGET

Effect: You mark the target until you use this power again or until the end of the encounter.

FLAVOR TEXT

You draw your foe's concentration, taunting the foe to strike at you.

CLASS

LEVEL

BOOK PH3

AT-WILL POWER

DUNGEONS & DRAGONS

Twisted Eye (Augment 0)

KEYWORDS

USED

Augmentable, Psionic, Weapon

Standard

Melee weapon

ACTION

RANGE

* ↖ ↘

vs AC

ATTACK

DEFENSE

TARGET

Attack: Constitution vs. AC

Hit: 1[W] + Constitution modifier (+5) damage. Until the end of your next turn, the target takes a penalty to attack rolls equal to the number of your allies adjacent to it.

Mordenkrad of Surrounding +1: +10 attack, 2d6 +8 damage

FLAVOR TEXT

You flood the mind of your foe with psionic energy, befuddling its vision and distorting its perception of nearby threats. By increasing the flood to a torrent, you can blind the foe completely.

CLASS

LEVEL

BOOK PH3

AT-WILL POWER

DUNGEONS & DRAGONS

Twisted Eye (Augment 1)

KEYWORDS Augmentable, Psionic, Weapon **USED**

Standard * + ⚡ Melee weapon

ACTION ⚡ RANGE

10 vs **AC** One creature

ATTACK DEFENSE **TARGET**

Attack: Constitution vs. AC

Hit: 1[W] + Constitution modifier (+5) damage. Until the end of your next turn, the target takes a penalty to attack rolls equal to the number of your allies adjacent to it.

Special: When making an opportunity attack, you can use this power in place of a melee basic attack.

Mordenkrad of Surrounding +1: +10 attack, 2d6 +8 damage

FLAVOR TEXT

You flood the mind of your foe with psionic energy, befuddling its vision and distorting its perception of nearby threats. By increasing the flood to a torrent, you can blind the foe completely.

CLASS Battlemind LEVEL 1 BOOK PH3

AT-WILL POWER DUNGEONS & DRAGONS

Twisted Eye (Augment 2)

KEYWORDS Augmentable, Psionic, Weapon **USED**

Standard * + ⚡ Melee weapon

ACTION ⚡ RANGE

10 vs **AC** One creature

ATTACK DEFENSE **TARGET**

Attack: Constitution vs. AC

Hit: 1[W] + Constitution modifier (+5) damage, and the target is blinded until the end of your next turn.

Mordenkrad of Surrounding +1: +10 attack, 2d6 +8 damage

FLAVOR TEXT

You flood the mind of your foe with psionic energy, befuddling its vision and distorting its perception of nearby threats. By increasing the flood to a torrent, you can blind the foe completely.

CLASS Battlemind LEVEL 1 BOOK PH3

AT-WILL POWER DUNGEONS & DRAGONS

Shade Strike (Augment 0)

KEYWORDS Augmentable, Psionic, Weapon **USED**

Standard * + ⚡ Melee weapon

ACTION ⚡ RANGE

10 vs **AC** One creature

ATTACK DEFENSE **TARGET**

Attack: Constitution vs. AC

Hit: 1[W] + Constitution modifier (+5) damage. Until you end your turn in a square not adjacent to the target, you have concealment against the target.

Mordenkrad of Surrounding +1: +10 attack, 2d6 +8 damage

FLAVOR TEXT

Wisps of shadow bind you to your foe, obscuring its attempts to strike back at you.

CLASS Battlemind LEVEL 3 Book Dragon 391

AT-WILL POWER DUNGEONS & DRAGONS

Shade Strike (Augment 2)

KEYWORDS Augmentable, Psionic, Weapon **USED**

Standard * + ⚡ Melee weapon

ACTION ⚡ RANGE

10 vs **AC** One creature

ATTACK DEFENSE **TARGET**

Attack: Constitution vs. AC

Hit: 2[W] + Constitution modifier (+5) damage. Until you end your turn in a square not adjacent to the target, you and allies adjacent to you have concealment against the target.

Mordenkrad of Surrounding +1: +10 attack, 4d6 +8 damage

FLAVOR TEXT

Wisps of shadow bind you to your foe, obscuring its attempts to strike back at you.

CLASS Battlemind LEVEL 3 Book Dragon 391

AT-WILL POWER DUNGEONS & DRAGONS

Bull's Strength (Augment 0)

KEYWORDS Augmentable, Psionic, Weapon **USED**

Standard * + ⚡ Melee weapon

ACTION ⚡ RANGE

10 vs **AC** One creature

ATTACK DEFENSE **TARGET**

Attack: Constitution vs. AC

Hit: 1[W] + Constitution modifier (+5) damage, and you push the target 1 square.

Mordenkrad of Surrounding +1: +10 attack, 2d6 +8 damage

FLAVOR TEXT

You slam your foe back as if it were a puny goblin. By enhancing your strength further, you can reach enemies farther away or even swat multiple foes.

CLASS Battlemind LEVEL 1 Book PH3

AT-WILL POWER DUNGEONS & DRAGONS

Bull's Strength (Augment 2)

KEYWORDS Augmentable, Psionic, Weapon **USED**

Standard * + ⚡ Melee weapon

ACTION ⚡ RANGE

10 vs **AC** Each enemy you can see in blast

ATTACK DEFENSE **TARGET**

Attack: Constitution vs. AC

Hit: 1[W] + Constitution modifier (+5) damage, and you push the target 1 square.

Close: blast 3

Mordenkrad of Surrounding +1: +10 attack, 2d6 +8 damage

FLAVOR TEXT

You slam your foe back as if it were a puny goblin. By enhancing your strength further, you can reach enemies farther away or even swat multiple foes.

CLASS Battlemind LEVEL 1 Book PH3

AT-WILL POWER DUNGEONS & DRAGONS

Incredible Toughness

KEYWORDS Augmentable, Psionic, Weapon **USED**

No Action * + ⚡ Personal

ACTION ⚡ RANGE

VS

ATTACK DEFENSE **TARGET**

Trigger: You start your turn

Effect: You end any ongoing damage or any dazed, slowed, stunned, or weakened condition currently affecting you.

FLAVOR TEXT

Through dogged determination and sheer physical hardness, you shrug off an effect that would daunt a lesser person.

CLASS Racial Power LEVEL * Book DSCS

ENCOUNTER POWER DUNGEONS & DRAGONS

Persistent Harrier

KEYWORDS Psionic, Teleportation, Weapon **USED**

Imm React * + ⚡ Melee weapon

ACTION ⚡ RANGE

10 vs **AC** The triggering enemy

ATTACK DEFENSE **TARGET**

Trigger: An enemy hits or misses you with an attack for the first time during an encounter

Special: You can attack the target with this melee attack even if the target is outside your melee reach.

Attack: Constitution vs. AC

Hit: 1[W] + Constitution modifier (+5) damage, and you teleport to a square adjacent to the enemy. Level 21: 2[W] + Constitution modifier (+5) damage.

Mordenkrad of Surrounding +1: +10 attack, 2d6+8 damage

FLAVOR TEXT

You slip the bonds of space to strike back at even a distant opponent.

CLASS Battlemind LEVEL PP Book PP

ENCOUNTER POWER DUNGEONS & DRAGONS

Psionic Anchor

KEYWORDS Psionic, Teleportation, Weapon **USED**

Standard * + ⚡ Melee weapon

ACTION ⚡ RANGE

10 vs AC

One creature

ATTACK DEFENSE

TARGET

Attack: Constitution vs. AC

Hit: 2[W] + Constitution modifier (+5) damage. As a free action at the end of the target's turn, you can teleport the target to a square adjacent to you (save ends).

Miss: Half damage. As a free action at the end of the target's next turn, you can teleport the target to a square adjacent to you.

Mordenkrad of Surrounding +1: +10 attack, 4d6 +8 damage

FLAVOR TEXT

You bind your foe with an anchor of psionic energy so that you can draw it back to your side with only a thought.

CLASS Battlemind LEVEL 1 BOOK PH3

DAILY POWER



Mordenkrad of Surrounding +1

2d6	2	Hammer	RANGE
DAMAGE	PROFICIENT	GROUP	RANGE

+1 attack rolls and damage rolls 3 +1d6 damage

ENHANCEMENT LEVEL CRITICAL

PROPERTIES

Brutal

Melee Basic Attack: +5 attack, 2d6+3 damage

AT-WILL ENOUNTER DAILY

POWER

Rarity: Uncommon

Power (Encounter • Teleportation): Free Action. Trigger: You hit an adjacent enemy with an attack using this weapon. Effect: You teleport to a different square adjacent to the enemy.

ITEM SLOT Two-Hands WEIGHT 12 PRICE 680 BOOK AV

MAGIC WEAPON



Cloak of the Walking Wounded +1

AC BONUS	CHECK	SPEED	1 QUANTITY
+1 Fortitude, Reflex, and Will	4	Neck Slot Item	

ENHANCEMENT LEVEL TYPE

PROPERTIES

If you use your second wind while bloodied, you can expend two healing surges instead of one (gaining hit points from both).

AT-WILL ENOUNTER DAILY

POWER

Rarity: Uncommon

ITEM SLOT Neck WEIGHT 0 PRICE 840 BOOK AV

MAGIC ITEM

Second Wind

KEYWORDS **USED**

Standard * + ⚡ Personal

ACTION ⚡ RANGE

AT-WILL ENOUNTER DAILY

Effect: Spend a healing surge and gain a +2 bonus to all defenses until the start of your next turn.

Cloak of the Walking Wounded +1: If you use your second wind while bloodied, you can expend two healing surges instead of one (gaining hit points from both).

ADDITIONAL EFFECTS
You take a moment to catch your breath and gather your strength.

CLASS LEVEL * BOOK PH

UTILITY POWER



Scale Armor of Dwarven Vigor +1

7	-	-1	1 QUANTITY
AC BONUS	CHECK	SPEED	QUANTITY

+1 AC 2 Armor

ENHANCEMENT LEVEL TYPE

PROPERTIES

Overlapping pieces of highly durable material, such as steel or even dragon scales, make up scale armor. Despite its heaviness, scale is surprisingly easy to wear; its straps and buckles make it adjustable and able to fit snugly on the body, allowing for flexibility and agility.

AT-WILL ENOUNTER DAILY

POWER

Special: If you're a dwarf, you can use this armor's power as a free action on your turn.

Rarity: Uncommon

Power (Daily • Healing): Minor Action. You use your second wind and regain an additional 1d6 hit points per plus.

ITEM SLOT Body WEIGHT 45 PRICE 520 BOOK PH

MAGIC ITEM



Potion of Healing (heroic tier)

AC BONUS	CHECK	SPEED	2 QUANTITY
		5	Potion

ENHANCEMENT LEVEL TYPE

PROPERTIES

If you use your second wind while bloodied, you can expend two healing surges instead of one (gaining hit points from both).

AT-WILL ENOUNTER DAILY

POWER

Rarity: Common

Power (Consumable • Healing): Minor Action. Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.

ITEM SLOT Neck WEIGHT 0 PRICE 50 BOOK PH

MAGIC ITEM



Inspiring Fortitude

KEYWORDS **USED**

Standard * + ⚡ Close burst 5

ACTION 5 ⚡ RANGE

AT-WILL ENOUNTER DAILY

Requirement: Your second wind must be available for you to use

Target: Each ally in burst

Effect: You use your second wind, and each target gains temporary hit points equal to 10 + your Constitution modifier (+5).

Prerequisite: You must be trained in Endurance.

ADDITIONAL EFFECTS
Inspired by your resilience, your allies find the will to overcome challenges.

CLASS Endurance LEVEL 2 BOOK PH3

UTILITY POWER



Demonskin Tattoo (heroic tier)

7	-	-1	1 QUANTITY
AC BONUS	CHECK	SPEED	QUANTITY

+3 Wondrous Item

ENHANCEMENT LEVEL TYPE

PROPERTIES

When you spend an action point to take an extra action, choose acid, cold, fire, lightning, or thunder. You gain resist 5 to the chosen damage type until the end of the encounter.

AT-WILL ENOUNTER DAILY

POWER

Rarity: Uncommon

ITEM SLOT Tattoo WEIGHT 0 PRICE 680 BOOK AV2

MAGIC ITEM



Potion of Resistance (heroic tier)

7	-	-1	1 QUANTITY
AC BONUS	CHECK	SPEED	QUANTITY

+4 Potion

ENHANCEMENT LEVEL TYPE

PROPERTIES

If you use your second wind while bloodied, you can expend two healing surges instead of one (gaining hit points from both).

AT-WILL ENOUNTER DAILY

POWER

Rarity: Uncommon

Power (Consumable): Minor Action. Drink this potion and spend a healing surge. You do not gain hit points as normal. Instead, gain resist 5 to damage of a specific type until the end of the encounter. The damage type (acid, cold, fire, lightning, necrotic, poison, psychic, or thunder) is determined when the potion is created. Only one potion of resistance can be in effect on you at once.

ITEM SLOT Neck WEIGHT 0 PRICE 40 BOOK AV

MAGIC ITEM



Restful Bedroll

AC BONUS	CHECK	SPEED	QUANTITY
ENHANCEMENT	LEVEL	TYPE	
PROPERTIES			
Whenever you complete an extended rest in the restful bedroll, you gain 1d8 temporary hit points.			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	
POWER			
Rarity: Common			
ITEM SLOT	WEIGHT 0	PRICE 360	BOOK MME
MAGIC ITEM	DUNGEONS & DRAGONS	ITEM SET	DUNGEONS & DRAGONS

Aleheart Companions' Gear

The Aleheart Companions' Gear is a set of items first crafted for a legendary Underdark adventuring group. The items in the set were designed by dwarves for the benefit of their nondwarf allies, so that those allies might be gifted with the innate qualities of the dwarf race.

2: You gain a +2 item bonus to Dungeoneering checks and Endurance checks.

4: You gain resist poison equal to 10+ your Constitution modifier (+5).

I worked as a miner in the Thayvian gold mines until just a few years ago. Then weird things started happening in the mines; the ghosts of dead miners re-appeared and warned us that something was coming that would devour the light. I had already been trained as a battle mind to defend miners against creatures of the dark, but now realized that I would need to venture to the outside world. A friend of mine who was a cleric of Moradin joined me and we captured one of the ghost miners. We could not get much out of his deceased mind, but he uttered the word "Waterdeep" and so that is where I headed to find answers ...

TREASURE

XP Start	XP Gained	XP Total
2250	+	0 = 2250

Region

Gold Start	Gold	Gold Total
360	+	0 = 360

3

Level At End

2023-06-13 10:23:07

TREASURE

XP Start	XP Gained	XP Total
	+	=

Region

Gold Start	Gold	Gold Total
	+	=

Level At End