

DUNGEONS & DRAGONS

Character Sheet

| Grumph | | | | | | | | | | 5 | Warden Invoker | | Player Name | | 5,500 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
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| Character Name | | Level | | Class | | Paragon Path | | Epic Destiny | | Total XP | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Wilden | Medium | 77 | Male | 5'10 | 145 lb | Unaligned | Melora | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Race | Size | Age | Gender | Height | Weight | Alignment | Deity | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| INITIATIVE | | | | | | | | | | DEFENSES | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <table border="1"> <thead> <tr> <th>SCORE</th> <th>DEX</th> <th>1/2 LVL</th> <th>MISC</th> </tr> </thead> <tbody> <tr> <td>3</td> <td>Initiative</td> <td>1</td> <td>2</td> </tr> </tbody> </table> CONDITIONAL MODIFIERS | | | | | | | | | | SCORE | DEX | 1/2 LVL | MISC | 3 | Initiative | 1 | 2 | <table border="1"> <thead> <tr> <th>SCORE</th> <th>DEFENSE</th> <th>10 + 1/2 LVL</th> <th>ARMOR/ ABIL</th> <th>CLASS</th> <th>FEAT</th> <th>ENH</th> <th>MISC</th> <th>MISC</th> </tr> </thead> <tbody> <tr> <td>17</td> <td>AC</td> <td>12</td> <td>4</td> <td></td> <td></td> <td>1</td> <td></td> <td></td> </tr> </tbody> </table> CONDITIONAL BONUSES | | | | | | | | SCORE | DEFENSE | 10 + 1/2 LVL | ARMOR/ ABIL | CLASS | FEAT | ENH | MISC | MISC | 17 | AC | 12 | 4 | | | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| SCORE | DEX | 1/2 LVL | MISC | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 3 | Initiative | 1 | 2 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| SCORE | DEFENSE | 10 + 1/2 LVL | ARMOR/ ABIL | CLASS | FEAT | ENH | MISC | MISC | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
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| | | | | | | | | | | MOVEMENT | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | <table border="1"> <thead> <tr> <th>SCORE</th> <th>BASE</th> <th>ARMOR</th> <th>ITEM</th> <th>MISC</th> </tr> </thead> <tbody> <tr> <td>6</td> <td>Speed (Squares)</td> <td>6</td> <td></td> <td></td> </tr> </tbody> </table> SPECIAL MOVEMENT | | | | | | | | SCORE | BASE | ARMOR | ITEM | MISC | 6 | Speed (Squares) | 6 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| SCORE | BASE | ARMOR | ITEM | MISC | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 6 | Speed (Squares) | 6 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| ABILITY SCORES | | | | | | | | | | SENSES | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <table border="1"> <thead> <tr> <th>SCORE</th> <th>ABILITY</th> <th>ABIL MOD</th> <th>MOD + 1/2 LVL</th> </tr> </thead> <tbody> <tr> <td>18</td> <td>STR Strength</td> <td>4</td> <td>6</td> </tr> <tr> <td>16</td> <td>CON Constitution</td> <td>3</td> <td>5</td> </tr> <tr> <td>12</td> <td>DEX Dexterity</td> <td>1</td> <td>3</td> </tr> <tr> <td>10</td> <td>INT Intelligence</td> <td>0</td> <td>2</td> </tr> <tr> <td>16</td> <td>WIS Wisdom</td> <td>3</td> <td>5</td> </tr> <tr> <td>8</td> <td>CHA Charisma</td> <td>-1</td> <td>1</td> </tr> </tbody> </table> | | | | | | | | | | SCORE | ABILITY | ABIL MOD | MOD + 1/2 LVL | 18 | STR Strength | 4 | 6 | 16 | CON Constitution | 3 | 5 | 12 | DEX Dexterity | 1 | 3 | 10 | INT Intelligence | 0 | 2 | 16 | WIS Wisdom | 3 | 5 | 8 | CHA Charisma | -1 | 1 | <table border="1"> <thead> <tr> <th>SCORE</th> <th>PASSIVE SENSE</th> <th>BASE</th> <th>SKILL BONUS</th> </tr> </thead> <tbody> <tr> <td>17</td> <td>Passive Insight</td> <td>10</td> <td>+ 7</td> </tr> <tr> <td>24</td> <td>Passive Perception</td> <td>10</td> <td>+ 14</td> </tr> </tbody> </table> SPECIAL SENSES Low-light Vision | | | | | | | | SCORE | PASSIVE SENSE | BASE | SKILL BONUS | 17 | Passive Insight | 10 | + 7 | 24 | Passive Perception | 10 | + 14 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| SCORE | ABILITY | ABIL MOD | MOD + 1/2 LVL | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 18 | STR Strength | 4 | 6 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 16 | CON Constitution | 3 | 5 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 12 | DEX Dexterity | 1 | 3 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 10 | INT Intelligence | 0 | 2 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 16 | WIS Wisdom | 3 | 5 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 8 | CHA Charisma | -1 | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| SCORE | PASSIVE SENSE | BASE | SKILL BONUS | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 17 | Passive Insight | 10 | + 7 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 24 | Passive Perception | 10 | + 14 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | BASIC ATTACKS | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | <table border="1"> <thead> <tr> <th>ATTACK</th> <th>DEFENSE</th> <th colspan="4">WEAPON OR POWER</th> <th>DAMAGE</th> </tr> </thead> <tbody> <tr> <td>10</td> <td>vs AC</td> <td colspan="4">Battle Staff +1</td> <td>1d8+5</td> </tr> <tr> <td>6</td> <td>vs AC</td> <td colspan="4">Unarmed (Melee)</td> <td>1d4+4</td> </tr> <tr> <td>3</td> <td>vs AC</td> <td colspan="4">Unarmed (Range)</td> <td>1d4+1</td> </tr> <tr> <td></td> <td></td> <td colspan="4"></td> <td></td> </tr> </tbody> </table> | | | | | | | | ATTACK | DEFENSE | WEAPON OR POWER | | | | DAMAGE | 10 | vs AC | Battle Staff +1 | | | | 1d8+5 | 6 | vs AC | Unarmed (Melee) | | | | 1d4+4 | 3 | vs AC | Unarmed (Range) | | | | 1d4+1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| ATTACK | DEFENSE | WEAPON OR POWER | | | | DAMAGE | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 10 | vs AC | Battle Staff +1 | | | | 1d8+5 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 6 | vs AC | Unarmed (Melee) | | | | 1d4+4 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 3 | vs AC | Unarmed (Range) | | | | 1d4+1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
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| HIT POINTS | | | | | | | | | | ACTION POINTS | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <table border="1"> <thead> <tr> <th>MAX HP</th> <th>BLOODED</th> <th>HEALING SURGES</th> <th>SURGE VALUE</th> <th>SURGES/DAY</th> </tr> </thead> <tbody> <tr> <td>49</td> <td>24</td> <td>12</td> <td>10</td> <td></td> </tr> <tr> <td></td> <td>1/2 HP</td> <td>1/4 HP</td> <td></td> <td></td> </tr> </tbody> </table> | | | | | | | | | | MAX HP | BLOODED | HEALING SURGES | SURGE VALUE | SURGES/DAY | 49 | 24 | 12 | 10 | | | 1/2 HP | 1/4 HP | | | <table border="1"> <thead> <tr> <th>MILESTONES</th> <th>ACTION POINTS</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>1</td> </tr> <tr> <td>1</td> <td>2</td> </tr> <tr> <td>2</td> <td>3</td> </tr> </tbody> </table> ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS | | | | | | | | MILESTONES | ACTION POINTS | 0 | 1 | 1 | 2 | 2 | 3 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| MAX HP | BLOODED | HEALING SURGES | SURGE VALUE | SURGES/DAY | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 49 | 24 | 12 | 10 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 1/2 HP | 1/4 HP | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| MILESTONES | ACTION POINTS | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
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| 2 | 3 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | RACE FEATURES | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | <p>Fey Origin - You have the Fey origin</p> <p>Hardy Form - +1 to Fortitude, Reflex, or Will</p> <p>Hardy Form Will - +1 to Will</p> <p>Nature's Aspect - Choose aspect of nature after extended rest.</p> <p>Aspect of the Ancients - Can use the Voyage of the Ancients feature.</p> <p>Aspect of the Destroyer - Can use the Wrath of the Deserts feature.</p> <p>Aspect of the Hunter - Can use the Pursuit of the Huntress feature.</p> | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | FEATS | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | <p>Disciple of Death - +5 to death saving throws</p> <p>Hybrid Talent - Gain a hybrid talent option for one of your hybrid class entries</p> <p>Staff Expertise - +1/+2/+3 (by tier) to staff attacks; ranged and area implement attacks with staff don't provoke OA; +1 to reach with staff weapon attacks</p> <p>Unfailing Vigor - Spend healing surge if you roll 18-20 on death saving throw</p> | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| SKILLS | | | | | | | | | | CLASS / PATH / DESTINY FEATURES | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <table border="1"> <thead> <tr> <th>BONUS</th> <th>SKILL NAME</th> <th>ABIL MOD + 1/2 LVL</th> <th>TRND (+5)</th> <th>ARMOR PENALTY</th> <th>MISC</th> </tr> </thead> <tbody> <tr> <td>3</td> <td>Acrobatics</td> <td>DEX</td> <td>3</td> <td>0</td> <td>-1 1</td> </tr> <tr> <td>2</td> <td>Arcana</td> <td>INT</td> <td>2</td> <td>0</td> <td>n/a 0</td> </tr> <tr> <td>10</td> <td>Athletics</td> <td>STR</td> <td>6</td> <td>5</td> <td>-1 0</td> </tr> <tr> <td>1</td> <td>Bluff</td> <td>CHA</td> <td>1</td> <td>0</td> <td>n/a 0</td> </tr> <tr> <td>1</td> <td>Diplomacy</td> <td>CHA</td> <td>1</td> <td>0</td> <td>n/a 0</td> </tr> <tr> <td>5</td> <td>Dungeoneering</td> <td>WIS</td> <td>5</td> <td>0</td> <td>n/a 0</td> </tr> <tr> <td>4</td> <td>Endurance</td> <td>CON</td> <td>5</td> <td>0</td> <td>-1 0</td> </tr> <tr> <td>5</td> <td>Heal</td> <td>WIS</td> <td>5</td> <td>0</td> <td>n/a 0</td> </tr> <tr> <td>2</td> <td>History</td> <td>INT</td> <td>2</td> <td>0</td> <td>n/a 0</td> </tr> <tr> <td>7</td> <td>Insight</td> <td>WIS</td> <td>5</td> <td>0</td> <td>n/a 2</td> </tr> <tr> <td>1</td> <td>Intimidate</td> <td>CHA</td> <td>1</td> <td>0</td> <td>n/a 0</td> </tr> <tr> <td>12</td> <td>Nature</td> <td>WIS</td> <td>5</td> <td>5</td> <td>n/a 2</td> </tr> <tr> <td>14</td> <td>Perception</td> <td>WIS</td> <td>5</td> <td>5</td> <td>n/a 4</td> </tr> <tr> <td>2</td> <td>Religion</td> <td>INT</td> <td>2</td> <td>0</td> <td>n/a 0</td> </tr> <tr> <td>4</td> <td>Stealth</td> <td>DEX</td> <td>3</td> <td>0</td> <td>-1 2</td> </tr> <tr> <td>1</td> <td>Streetwise</td> <td>CHA</td> <td>1</td> <td>0</td> <td>n/a 0</td> </tr> <tr> <td>2</td> <td>Thievery</td> <td>DEX</td> <td>3</td> <td>0</td> <td>-1 0</td> </tr> </tbody> </table> | | | | | | | | | | BONUS | SKILL NAME | ABIL MOD + 1/2 LVL | TRND (+5) | ARMOR PENALTY | MISC | 3 | Acrobatics | DEX | 3 | 0 | -1 1 | 2 | Arcana | INT | 2 | 0 | n/a 0 | 10 | Athletics | STR | 6 | 5 | -1 0 | 1 | Bluff | CHA | 1 | 0 | n/a 0 | 1 | Diplomacy | CHA | 1 | 0 | n/a 0 | 5 | Dungeoneering | WIS | 5 | 0 | n/a 0 | 4 | Endurance | CON | 5 | 0 | -1 0 | 5 | Heal | WIS | 5 | 0 | n/a 0 | 2 | History | INT | 2 | 0 | n/a 0 | 7 | Insight | WIS | 5 | 0 | n/a 2 | 1 | Intimidate | CHA | 1 | 0 | n/a 0 | 12 | Nature | WIS | 5 | 5 | n/a 2 | 14 | Perception | WIS | 5 | 5 | n/a 4 | 2 | Religion | INT | 2 | 0 | n/a 0 | 4 | Stealth | DEX | 3 | 0 | -1 2 | 1 | Streetwise | CHA | 1 | 0 | n/a 0 | 2 | Thievery | DEX | 3 | 0 | -1 0 | <p>Level 1 Guardian Feature - You gain the guardian's counter power.</p> <p>Nature's Wrath (Hybrid) - On your turn, you can mark one adjacent enemy as a free action until the end of your next turn.</p> <p>Hybrid Warden Will</p> <p>Covenant Manifestation - Gain a covenant manifestation</p> <p>Manifestation of Malediction - Push divine encounter or daily attack power target 1 square</p> <p>Hybrid Invoker Will</p> <p>Font of Life - At the start of your turn, roll a saving throw</p> <p>Level 5 Guardian Feature - You gain a +2 power bonus to Insight checks and Perception checks.</p> | | | | | | | |
| BONUS | SKILL NAME | ABIL MOD + 1/2 LVL | TRND (+5) | ARMOR PENALTY | MISC | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 3 | Acrobatics | DEX | 3 | 0 | -1 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2 | Arcana | INT | 2 | 0 | n/a 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 10 | Athletics | STR | 6 | 5 | -1 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | Bluff | CHA | 1 | 0 | n/a 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | Diplomacy | CHA | 1 | 0 | n/a 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 5 | Dungeoneering | WIS | 5 | 0 | n/a 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4 | Endurance | CON | 5 | 0 | -1 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 5 | Heal | WIS | 5 | 0 | n/a 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2 | History | INT | 2 | 0 | n/a 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 7 | Insight | WIS | 5 | 0 | n/a 2 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | Intimidate | CHA | 1 | 0 | n/a 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 12 | Nature | WIS | 5 | 5 | n/a 2 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 14 | Perception | WIS | 5 | 5 | n/a 4 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2 | Religion | INT | 2 | 0 | n/a 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4 | Stealth | DEX | 3 | 0 | -1 2 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | Streetwise | CHA | 1 | 0 | n/a 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2 | Thievery | DEX | 3 | 0 | -1 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | LANGUAGES KNOWN | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | Common, Elven | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

POWER INDEX

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

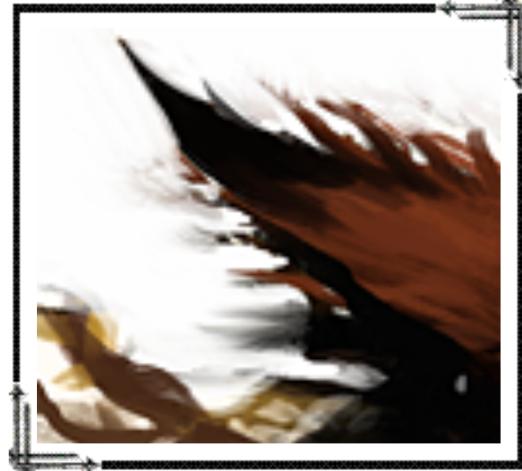
AT-WTLL POWERS

MAGIC ITEM INDEX

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

MAGIC ITEMS

CHARACTER PORTRAIT



PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

Wrathwood
Emerald shadows, tall trees, a profusion of sun-dappled
sylvan splendor

OTHER EQUIPMENT

RITUALS / ALCHEMY

COINS AND OTHER WEALTH

Money on hand: 3 pp; 602 gp
Stored money: 0 gp
Encumbrance: 37 / 180

CHARACTER NAME
Grumph

PLAYER NAME

RACE Wilden CLASS Hybrid LEVEL 5

| SCORE | ABILITY | MOD | HP | STR +4 | AC |
|-------|---------|-----|----|--------|------|
| Spd | CON +3 | | 18 | 16 | 17 |
| Init | DEX +1 | | 12 | 10 | Fort |
| | INT +0 | | 10 | Ref | 17 |
| | WIS +3 | | 16 | Will | 14 |
| | CHA -1 | | 8 | | 19 |

17 Passive Insight 24 Passive Perception

PLAY DATA



Strength of Stone

KEYWORDS Primal, Weapon USED

| | | | | | |
|----------|---------|----|---|---|--------------|
| Standard | * | + | ✖ | ✖ | Melee weapon |
| ACTION | ✖ | ✖ | ✖ | ✖ | RANGE |
| 10 | vs | AC | | | One creature |
| ATTACK | DEFENSE | | | | TARGET |

Attack: Strength vs. AC**Hit:** 1[W] + Strength modifier (+4) damage, and you gain temporary hit points equal to your Constitution modifier (+3).

Level 21: 2[W] + Strength modifier (+4) damage.

Battle Staff +1: +10 attack, 1d8+5 damage

FLAVOR TEXT
Drawing power from the earth, you smash your weapon into your foe and bolster yourself against attack.

CLASS Warden LEVEL 1 BOOK PH2

AT-WILL POWER

Wrath of the Destroyer

KEYWORDS USED

| | | | | |
|-----------|---------|---|---|----------|
| Imm React | + | ✖ | ✖ | Personal |
| ACTION | ✖ | ✖ | ✖ | RANGE |
| | VS | | | |
| ATTACK | DEFENSE | | | TARGET |

Trigger: A bloodied enemy attacks you or your ally adjacent to you**Effect:** You either make a melee basic attack against the triggering enemy or charge it. If your attack hits, the enemy is also dazed until the end of your next turn.FLAVOR TEXT
The destroyer aspect responds with deadly force to an attack, taking your battered enemy aback with your savagery.

CLASS Racial Power LEVEL * BOOK PH3

ENCOUNTER POWER

Warden's Fury

KEYWORDS Primal, Weapon USED

| | | | | |
|------------|---------|------|---|----------------------|
| Imm Interr | * | + | ✖ | Melee weapon |
| ACTION | ✖ | ✖ | ✖ | RANGE |
| 10 | vs | Fort | | The triggering enemy |
| ATTACK | DEFENSE | | | TARGET |

Trigger: An enemy marked by you makes an attack that does not include you as a target**Attack:** Strength vs. Fortitude**Hit:** 1[W] + Strength modifier (+4) damage, and the target grants combat advantage to you and your allies until the end of your next turn.
Level 21: 2[W] + Strength modifier (+4) damage.

Battle Staff +1: +10 attack, 1d8+5 damage

FLAVOR TEXT
You lash out with nature's wrath at a foe that has attacked your ally and diminish its defenses.

CLASS Warden LEVEL BOOK PH2

AT-WILL POWER

Hand of Radiance

KEYWORDS Divine, Implement, Radiant USED

| | | | | | |
|----------|---------|--------|----|---|------------------------------|
| Standard | * | + | 10 | ✖ | Ranged 10 |
| ACTION | ✖ | ✖ | ✖ | ✖ | RANGE |
| 7 | vs | Reflex | | | One, two, or three creatures |
| ATTACK | DEFENSE | | | | TARGET |

Attack: Wisdom vs. Reflex**Hit:** 1d4 + Wisdom modifier (+3) radiant damage.

Battle Staff +1: +7 attack, 1d4+4 damage

FLAVOR TEXT
Tendrils of radiance streak from your fingertips across the battlefield. The beams strike your enemies, raining sparks of light on impact.

CLASS Invoker LEVEL 1 BOOK DP

AT-WILL POWER

Pursuit of the Hunter

KEYWORDS USED

| | | | | |
|-----------|---------|---|---|----------|
| Imm React | + | ✖ | ✖ | Personal |
| ACTION | ✖ | ✖ | ✖ | RANGE |
| | VS | | | |
| ATTACK | DEFENSE | | | TARGET |

Trigger: An enemy within 2 squares of you moves on its turn**Effect:** You shift 3 squares. Until the end of your next turn, you deal 1d6 extra damage to the triggering enemy when you hit it, and you don't take the -2 penalty to attack rolls for attacking it when it has cover or concealment.FLAVOR TEXT
Your prey tries to maneuver away, but there is no escape.

CLASS Racial Power LEVEL * BOOK PH3

ENCOUNTER POWER

Warden's Grasp

KEYWORDS Primal USED

| | | | | |
|-----------|---------|---|---|-------------------------------|
| Imm React | * | + | ✖ | Close burst 5 |
| ACTION | 5 | ✖ | ✖ | RANGE |
| | VS | | | The triggering enemy in burst |
| ATTACK | DEFENSE | | | TARGET |

Trigger: An enemy marked by you that is within 5 squares of you makes an attack that does not include you as a target**Effect:** You slide the target 1 square. The target is slowed and cannot shift until the end of its turn.FLAVOR TEXT
Spectral vines clutch at a foe that has attacked your ally, impeding your enemy's movement.

CLASS Warden LEVEL BOOK PH2

AT-WILL POWER

Voyage of the Ancients

KEYWORDS Teleportation USED

| | | | | |
|--------|---------|---|---|----------|
| Free | + | ✖ | ✖ | Personal |
| ACTION | ✖ | ✖ | ✖ | RANGE |
| | VS | | | |
| ATTACK | DEFENSE | | | TARGET |

Trigger: You hit an enemy with a close or area attack**Effect:** You teleport 3 squares. Choose a single enemy you hit with the attack. You and one ally you can see gain combat advantage against that enemy until the end of your next turn.FLAVOR TEXT
Using the cover of your assault, you vanish and leave a bewildered foe in your wake.

CLASS Racial Power LEVEL * BOOK PH3

ENCOUNTER POWER

Wildblood Frenzy

KEYWORDS Primal, Weapon USED

| | | | | |
|----------|---------|----|---|--------------|
| Standard | * | + | ✖ | Melee weapon |
| ACTION | ✖ | ✖ | ✖ | RANGE |
| 10 | vs | AC | | One creature |
| ATTACK | DEFENSE | | | TARGET |

Attack: Strength vs. AC**Hit:** 1[W] + Strength modifier (+4) damage.**Wildblood:** The attack deals extra damage equal to your Wisdom modifier (+3).**Effect:** Make the attack one more time against the same target or a different one.

Battle Staff +1: +10 attack, 1d8+5 damage

FLAVOR TEXT
Primal power boils in your blood, and you surge into a frenzy, making two powerful attacks.

CLASS Warden LEVEL 1 BOOK PH2

ENCOUNTER POWER

Guardian's Counter

KEYWORDS Martial **USED**

Imm Intercessor Close burst 2
ACTION **RANGE**

ATTACK **DEFENSE** **TARGET**

Trigger: An ally within 2 squares of you is hit by an attack and you are not included in the attack.
Effect: You and the ally shift up to 2 squares as a free action, swapping positions. You become the target of the triggering attack, in place of the ally. After the attack is resolved, you can make a basic attack against the attacker.

FLAVOR TEXT
Seeing a friend in danger, you step up to take the attack meant for your ally—and then you strike back.

CLASS Guardian LEVEL 1 BOOK Dragon 399
ENCOUNTER POWER DUNGEONS & DRAGONS

Silent Malediction

KEYWORDS Divine, Implement, Thunder **USED**

Standard Close blast 3
ACTION **RANGE**

7 vs Fort **Each creature in blast**

ATTACK **DEFENSE** **TARGET**

Attack: Wisdom vs. Fortitude

Hit: 2d6 + Wisdom modifier (+3) thunder damage, and the target is stunned (save ends).

Miss: Half damage, and the target is dazed until the end of your next turn.

Effect: You are dazed until the end of your next turn.

Battle Staff +1: +7 attack, 2d6+4 damage

FLAVOR TEXT
You enter a trance as your lips move. Your enemies don't hear what you're saying because of the thunder rumbling around them.

CLASS Invoker LEVEL 1 BOOK DP

DAILY POWER DUNGEONS & DRAGONS

Divine Protection

KEYWORDS Divine **USED**

Minor Personal
ACTION **RANGE**

AT-WILL **ENCOUNTER** **DAILY**

Effect: Until the end of your next turn, you don't provoke opportunity attacks.

ADDITIONAL EFFECTS
You act knowing that your god will save you from harm.

CLASS Invoker LEVEL 2 BOOK DP

UTILITY POWER DUNGEONS & DRAGONS

Knives of the Soul

KEYWORDS Divine, Force, Implement **USED**

Standard Ranged 5
ACTION **RANGE**

7 vs Reflex **One or two creatures**

ATTACK **DEFENSE** **TARGET**

Attack: Wisdom vs. Reflex

Hit: 2d10 + Wisdom modifier (+3) force damage, or 2d12 + Wisdom modifier (+3) force damage if you target only one creature. You push the target 1 square.

Covenant of Malediction: The number of squares you push the target equals your Constitution modifier (+3).

Effect: You take 5 damage.

Battle Staff +1: +7 attack, 2d10+4 damage

FLAVOR TEXT
Two translucent blades burst out of your body and streak toward your enemies. You stagger from the unleashed power.

CLASS Invoker LEVEL 3 BOOK DP

ENCOUNTER POWER DUNGEONS & DRAGONS

Form of Mountain's Thunder

KEYWORDS Lightning, Polymorph, Primal, Thunder **USED**

Minor Personal
ACTION **RANGE**

vs

ATTACK **DEFENSE** **TARGET**

Effect: You assume the guardian form of mountain's thunder until the end of the encounter. While you are in this form, you gain resist 3 to all damage and a +1 bonus to AC. Once per round when you hit an enemy with a melee attack, each enemy marked by you takes thunder damage equal to your Strength modifier (+4).

Once during this encounter, you can use the Form of Mountain's Thunder Attack power while you are in this form.

FLAVOR TEXT
You transform to take on a protective shell of rock and earth, shielding you and allowing you to call thunder and lightning to strike your foes.

CLASS Warden LEVEL 1 BOOK PP

DAILY POWER DUNGEONS & DRAGONS

Battle Staff +1

DAMAGE **PROFICIENT** **GROUP** **RANGE**

+1 attack rolls and damage rolls +1d8 damage
ENHANCEMENT **LEVEL** **Critical**

PROPERTIES

Whenever you make a weapon attack with this staff, you can score a critical hit on a roll of 19–20.

Melee Basic Attack: +10 attack, 1d8+5 damage

AT-WILL **ENCOUNTER** **DAILY**

POWER

Rarity: Uncommon

Power (Daily): Free Action. Trigger: You miss with a melee attack using this staff. Effect: Reroll the attack roll and use the second result, even if it is lower than the first.

ITEM SLOT Off-hand WEIGHT 0 PRICE 840 BOOK EPG

MAGIC WEAPON DUNGEONS & DRAGONS

Form of Mountain's Thunder Attack

KEYWORDS Lightning, Polymorph, Primal, Thunder, Weapon **USED**

Standard Close burst 1
ACTION **RANGE**

10 vs Reflex **Each enemy you can see in burst**

ATTACK **DEFENSE** **TARGET**

Attack: Strength vs. Reflex

Hit: 1[W] + Strength modifier (+4) thunder damage, and you knock the target prone.

Miss: Half damage.

Effect: Each enemy marked by you takes lightning damage equal to your Strength modifier (+4).

Requirement: The Form of Mountain's Thunder power must be active in order to use this power.

Battle Staff +1: +10 attack, 1d8+5 damage

FLAVOR TEXT

CLASS Warden LEVEL * BOOK PP

ENCOUNTER POWER DUNGEONS & DRAGONS

Second Wind

KEYWORDS **USED**

Standard Personal
ACTION **RANGE**

AT-WILL **ENCOUNTER** **DAILY**

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

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

CLASS LEVEL * BOOK PH

UTILITY POWER DUNGEONS & DRAGONS

Haunted Hide Armor +1

3 **-1** **-** **1**
AC BONUS **CHECK** **SPEED** **QUANTITY**

+1 AC 2 Armor
ENHANCEMENT **LEVEL** **TYPE**

PROPERTIES

You gain a +2 power bonus to death saving throws. This bonus increases by 1 for each death saving throw you have failed during the current encounter.

AT-WILL **ENCOUNTER** **DAILY**

POWER

Rarity: Common

ITEM SLOT Body WEIGHT 25 PRICE 520 BOOK PH

MAGIC ITEM DUNGEONS & DRAGONS

Brooch of Shielding +1

| AC BONUS | CHECK | SPEED | QUANTITY |
|--------------------------------|-------|----------------|----------|
| +1 Fortitude, Reflex, and Will | 3 | Neck Slot Item | 1 |
| ENHANCEMENT | | LEVEL | TYPE |
| PROPERTIES | | | |

Gain resist 10 force.

AT-WILL ENCOUNTER DAILY

POWER

Rarity: Uncommon

Power (Daily): Immediate Interrupt. Use this power when you are hit by an area, close, or ranged attack. Gain resist to all damage equal to the brooch's resist force value against that attack.

ITEM SLOT Neck | WEIGHT 0 | PRICE 680 | BOOK AV
MAGIC ITEM 

Acrobat Boots (heroic tier)

| AC BONUS | CHECK | SPEED | QUANTITY |
|-------------|-------|----------------|----------|
| | 2 | Feet Slot Item | 1 |
| ENHANCEMENT | | LEVEL | TYPE |
| PROPERTIES | | | |

Gain a +1 item bonus to Acrobatics checks.

AT-WILL ENCOUNTER DAILY

POWER

Rarity: Uncommon

Power (At-Will): Minor Action. Stand up from prone.

ITEM SLOT Feet | WEIGHT 0 | PRICE 520 | BOOK PH
MAGIC ITEM 

Gauntlets of Blood (heroic tier)

| AC BONUS | CHECK | SPEED | QUANTITY |
|-------------|-------|-----------------|----------|
| | 4 | Hands Slot Item | 1 |
| ENHANCEMENT | | LEVEL | TYPE |
| PROPERTIES | | | |

You gain a +2 bonus to damage rolls against bloodied targets.

AT-WILL ENCOUNTER DAILY

POWER

Rarity: Uncommon

ITEM SLOT Hands | WEIGHT 0 | PRICE 840 | BOOK AV2
MAGIC ITEM 