

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA

Emily Soule

17

Level

**Kallista**  
Unaligned female Tiefling Rogue (Scoundrel)

29	6' 0"	190 lb.	Medium	Erevan Ilesere
Age	Height	Weight	Size	Deity

83000

Total XP

99000

**Defenses**

<b>27</b>	<b>21</b>	<b>27</b>	<b>26</b>
AC	FORT	REF	WILL

Conditional Bonuses

**Hit Points**

<b>Max HP</b> (Bloodied )	<b>105</b>	Temp HP
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Current Hit Points

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**Healing Surges**

Surge Value	Surges/Day	
33	8	

Current Conditions:

**Combat Statistics and Senses**

<b>Initiative</b>	<b>14</b>
Conditional Modifiers:	
<b>Speed</b>	<b>6</b>
<b>Passive Insight</b>	<b>19</b>
<b>Passive Perception</b>	<b>26</b>

Special Senses: Low-light

**Action Points**

Action Points	Milestones	Action Points
	0	1
	1	2
	2	3

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.

**Second Wind (one per encounter)** Used

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

**Death Saving Throw Failures**  **Saving Throw Mods**

0

+2 Saving Throws against effects with the poison keyword and effects that render you weakened, slowed, or immobilized

**Resistances/Vulnerabilities**

Resist 13 Fire

**Current Conditions and Effects****Basic Attacks****Melee**

Wicked Fang Longsword +3

18

1d8+10

Strength vs. AC

Damage

**Ranged**

Rebounding Hand crossbow +2

21

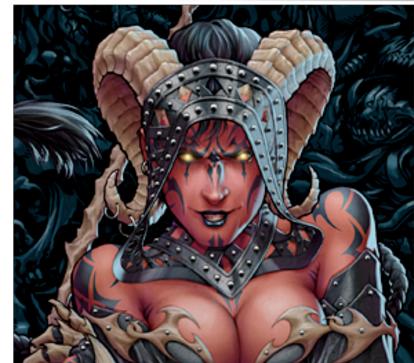
1d6+8

Dexterity vs. AC

Damage

**Languages**

Abyssal, Common, Primordial

**Abilities**

STR Strength	15	10
CON Constitution	13	9
DEX Dexterity	22	14
INT Intelligence	15	10
WIS Wisdom	13	9
CHA Charisma	24	15

**Skills**

Acrobatics	Dexterity	✓	26
Arcana	Intelligence		10
Athletics	Strength	✓	22
Bluff	Charisma	✓	23
Diplomacy	Charisma		15
Dungeoneering	Wisdom		9
Endurance	Constitution		9
Heal	Wisdom		9
History	Intelligence		10
Insight	Wisdom		9
Intimidate	Charisma		17
Nature	Wisdom		9
Perception	Wisdom	✓	16
Religion	Intelligence		10
Stealth	Dexterity	✓	22
Streetwise	Charisma		15
Thievery	Dexterity	✓	19

Emily Soule

Player Name

Kallista  
Character Name



## Character Details

### Background

On the Run from the Devil

### Theme

Demon Spawn

### Mannerisms and Appearance

### Personality Traits

### Adventuring Company

Dusk Wardens

### Companions and Allies

Karriion (sister), Thrand U'Squiel of Wails (elven ranger - bitch), Spiderman  
Dibblebeard (tiefling warlock - badass)

### Session and Campaign Notes

Other Notes

## Equipment

### Head

Headband of Perception (heroic...)

### Neck

Amulet of Physical Resolve +1

### Arms

Iron Armbands of Power...

### Hands

### Rings

### Rings

### Off Hand

### Main Hand

Wicked Fang Longsword +3

### Waist

### Feet

### Tattoo

### Ki Focus

## Other Equipment

Flagon of Ale Procurement  
Mountebank's Deck  
Arrows (90)  
Dagger (6)  
Adventurer's Kit  
Climber's Kit  
Everburning Torch  
Thieves' Tools  
Listening Cone  
Mirror  
Map case  
Gambling cheats  
Gambler's gear  
Caltrops  
Oil (1 pint) (6)  
Rebounding Hand crossbow +2  
Ironwood Hound  
Potion of Healing  
Bracers of Archery (heroic tier)  
Rat Killer's Coat Leather Armor +1

Dynamic Dagger +3  
Immovable Shaft  
Potion of Vitality

Total Weight (lbs.)

161

Carrying Capacity (lbs.)

Treasure

2,600 gp  
0 gp banked

Normal

150

Heavy

300

Max

750

Emily Soule

Player Name

## Kallista

Character Name



### Racial Features

#### Bloodhunt

+1 on attacks against bloodied foes.

#### Fire Resistance

Resist fire 5 + 1/2 level.

#### Infernal Wrath

You have the infernal wrath power

### Class/Other Features

#### Brutal Scoundrel

Add Str mod to Sneak Attack damage

#### Demon Spawn Starting Feature

Your origin becomes elemental; gain the demon keyword and the demonic frenzy power

#### First Strike

At encounter start, get combat advantage against foes that haven't acted yet

#### Rogue Tactics

Choose one of the rogue tactics.

#### Sharpshooter Talent

#### Sharpshooter Talent (Crossbow)

#### Sneak Attack

Deal 2d6 extra damage to target granting you combat advantage with light blade, hand crossbow, shortbow, or sling; 3d6 at 11th level, 5d6 at 21st level

#### Demon Spawn Level 5 Feature

Gain +2 bonus to Intimidate and the Abyssal language

#### Demon Spawn Level 10 Feature

When first bloodied gain resist 5/10/15 acid, cold, fire, lightning, or thunder until the end of the encounter, but you must make opportunity attacks against allies until the end of your next turn

#### Tail Sweep Action

#### Turathi Tenacity

#### Turathi Vigor

### Feats

#### Backstabber

Sneak Attack dice increase to d8s

#### Far Shot

Increase projectile weapon range by 5 squares

#### Versatile Duelist

#### Tail Slide

#### Diabolic Soul

After taking a critical hit, gain +2 feat bonus to hit that enemy until end of encounter

#### Master at Arms

+1/2/3 (by tier) to weapon attack rolls. Minor action: sheathe one weapon and draw one weapon

#### Duelist's Panache

Gain Cha modifier as feat bonus to Acrobatics and Athletics.

#### Expert Sneak

Gain combat advantage against enemies that are deafened, immobilized, slowed, or weakened.

#### Opportunistic Sneak Attack

Sneak Attack with opportunity attack slows target

#### Underhanded Tactics

Foe takes -2 to attack instead of 1 die of sneak attack damage

#### Cunning Stalker

You gain combat advantage against enemies that have no creatures adjacent to them other than you

**Kallista**

Level 17 Tiefling Rogue (Scoundrel)

HP	Score	Ability Mod	AC
Spd	15	STR 2	27
Init	13	CON 1	Fort
	22	DEX 6	21
	15	INT 2	Ref
	13	WIS 1	27
	24	CHA 7	Will
			26

19 Passive Insight

26 Passive Perception

Player Name: Emily Soule

**Melee Basic Attack**

At-Will ♦ Standard Action

**Wicked Fang Longsword +3:** +18 vs. AC, 1d8+10 damage**Dagger:** +15 vs. AC, 1d4+6 damage**Melee weapon**      **Target:** One creature*You resort to the simple attack you learned when you first picked up a melee weapon.***Keyword:** Weapon**Attack:** Strength vs. AC**Hit:** 1[W] + Str modifier (+2) damage.**Level 21:** 2[W] + Str modifier (+2) damage.

Additional Effects

+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

**Basic Attack****Sly Flourish**

At-Will ♦ Standard Action

**Wicked Fang Longsword +3:** +22 vs. AC, 1d8+21 damage**Rebounding Hand crossbow +2:** +21 vs. AC, 1d6+15 damage**Dagger:** +19 vs. AC, 1d4+17 damage**Melee or Ranged weapon**      **Target:** One creature*You use a distracting flourish with your off hand to land a solid blow.***Keywords:** Martial, Weapon**Requirement:** You must be wielding a crossbow, a light blade, or a sling.**Attack:** Dexterity vs. AC**Hit:** 1[W] + Dex modifier (+6) + Cha modifier (+7) damage.

Additional Effects

+1 Racial bonus to attack rolls against

**Skills**

Acrobatics	Dexterity	• 26
Arcana	Intelligence	10
Athletics	Strength	• 22
Bluff	Charisma	• 23
Diplomacy	Charisma	15
Dungeoneering	Wisdom	9
Endurance	Constitution	9
Heal	Wisdom	9
History	Intelligence	10
Insight	Wisdom	9
Intimidate	Charisma	17
Nature	Wisdom	9
Perception	Wisdom	• 16
Religion	Intelligence	10
Stealth	Dexterity	• 22
Streetwise	Charisma	15
Thievery	Dexterity	• 19

• indicates a trained skill.

**Ranged Basic Attack**

At-Will ♦ Standard Action

**Rebounding Hand crossbow +2:** +21 vs. AC, 1d6+8 damage**Dagger:** +19 vs. AC, 1d4+6 damage**Ranged weapon**      **Target:** One creature*You resort to the simple attack you learned when you first picked up a ranged weapon.***Keyword:** Weapon**Attack:** Dexterity vs. AC**Hit:** 1[W] + Dex modifier (+6) damage.**Level 21:** 2[W] + Dex modifier (+6) damage.

Additional Effects

+3d8+2 to damage once per turn (Sneak Attack)  
+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.**Basic Attack****Demonic Frenzy**

Encounter ♦ No Action

**Melee 1**      **Target:** One randomly determined creature adjacent to you*When your anger breaks free, your claws and teeth lengthen and you can't stop yourself from lashing out.***Keyword:** Elemental**Trigger:** You hit with a melee attack on your turn.**Effect:** The target takes 1d6 damage.

Level 11: 2d6 damage.

Additional Effects

**Action Point**

Base action points: 1

**Tail Sweep Action:** When you spend an action point to make a melee attack, each enemy adjacent to the target of the attack is knocked prone if you hit or miss.**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****Duelist's Flurry**

At-Will ♦ Standard Action

**Wicked Fang Longsword +3:** +22 vs. AC, 6 damage**Dagger:** +19 vs. AC, 6 damage**Melee weapon**      **Target:** One creature*You move your blade quickly, stinging your foe with a series of cuts and slashes. Each slice does little damage, but when combined, they form a deadly threat.***Keywords:** Martial, Weapon**Requirement:** You must be wielding a light blade.**Attack:** Dexterity vs. AC**Hit:** Dex modifier (+6) damage, slide the target 1 square, and you shift 1 square. You may use your sneak attack damage even if you do not have combat advantage with this attack.

Additional Effects

+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

**Rogue Attack 1****Cloud of Steel**

Encounter ♦ Standard Action

**Rebounding Hand crossbow +2:** +21 vs. AC, 1d6+8 damage**Dagger:** +19 vs. AC, 1d4+6 damage**Close blast 5**      **Target:** Each enemy you can see in the blast*You shower your enemies with a host of projectiles.***Keywords:** Martial, Weapon**Requirement:** You must be wielding a crossbow, a light thrown weapon, or a sling.**Attack:** Dexterity vs. AC**Hit:** 1[W] + Dex modifier (+6) damage.

Additional Effects

+3d8+2 to damage once per turn (Sneak Attack)

+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

<h3>Hell's Ram</h3> <p>Encounter ♦ Minor Action</p> <p><b>Unarmed:</b> +18 vs. Fortitude</p> <p><b>Melee 1</b>      <b>Target:</b> One enemy</p> <p><i>Using a simple but brutal technique, you slam your gnarled forehead into your shocked foe.</i></p> <p><b>Keyword:</b> Martial</p> <p><b>Attack:</b> Dexterity + 4 or Strength + 4 vs. Fortitude</p> <p><b>Hit:</b> The target is dazed until the end of your next turn.</p> <p>Additional Effects +1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.</p>	<h3>Stunning Strike</h3> <p>Encounter ♦ Standard Action</p> <p><b>Wicked Fang Longsword +3:</b> +22 vs. AC, 1d8+14 damage</p> <p><b>Dagger:</b> +19 vs. AC, 1d4+10 damage</p> <p><b>Melee weapon</b>      <b>Target:</b> One creature</p> <p><i>A well-timed attack leaves your enemy flailing helplessly for a few critical seconds.</i></p> <p><b>Keywords:</b> Martial, Weapon</p> <p><b>Requirement:</b> You must be wielding a light blade.</p> <p><b>Attack:</b> Dexterity vs. AC</p> <p><b>Hit:</b> 1[W] + Dex modifier (+6) damage, and the target is stunned until the end of your next turn.</p> <p>Additional Effects +1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.</p>	<h3>Tumbling Strike</h3> <p>Encounter ♦ Minor Action</p> <p><b>Wicked Fang Longsword +3:</b> +22 vs. AC, 3d8+14 damage</p> <p><b>Dagger:</b> +19 vs. AC, 3d4+10 damage</p> <p><b>Melee 1</b>      <b>Target:</b> One creature</p> <p><i>With great agility, you cross harsh terrain and weave through foes just before making your enemy regret it ever confronted you in battle.</i></p> <p><b>Keywords:</b> Martial, Weapon</p> <p><b>Prerequisite:</b> You must be trained in Acrobatics.</p> <p><b>Effect:</b> You shift your speed and make the following attack at any point during the shift. During this shift, you can shift through squares occupied by enemies and you ignore difficult terrain.</p> <p><b>Attack:</b> Dexterity vs. AC</p> <p><b>Hit:</b> 3[W] + Dex modifier (+6) damage.</p> <p>Additional Effects +1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.</p>
<p>Turathi Hell-Kite Attack 11      Used <input type="checkbox"/></p> <h3>Bloodbath</h3> <p>Daily ♦ Standard Action</p> <p><b>Wicked Fang Longsword +3:</b> +22 vs. Fortitude, 1d8+14 damage</p> <p><b>Rebounding Hand crossbow +2:</b> +21 vs. Fortitude, 1d6+8 damage</p> <p><b>Dagger:</b> +19 vs. Fortitude, 1d4+10 damage</p> <p><b>Melee or Ranged</b>      <b>Target:</b> One creature</p> <p><i>You slice your foe's artery, inflicting a gushing wound.</i></p> <p><b>Keywords:</b> Martial, Weapon</p> <p><b>Requirement:</b> You must be wielding a crossbow, a light blade, or a sling.</p> <p><b>Attack:</b> Dexterity vs. Fortitude</p> <p><b>Hit:</b> 1[W] + Dex modifier (+6) damage, and ongoing damage equal to any Sneak Attack damage you deal with this attack (save ends).</p> <p><b>Effect:</b> 1[W] + Dex modifier (+6) damage.</p> <p>Additional Effects +1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.</p>	<p>Rogue Attack 13      Used <input type="checkbox"/></p> <h3>Burst Fire</h3> <p>Daily ♦ Standard Action</p> <p><b>Rebounding Hand crossbow +2:</b> +21 vs. Reflex, 2d6+8 damage</p> <p><b>Dagger:</b> +19 vs. Reflex, 2d4+6 damage</p> <p><b>Area</b> burst 1 within 10 squares      <b>Target:</b> Each enemy in the burst you can see</p> <p><i>You loose missiles in an unpredictable pattern.</i></p> <p><b>Keywords:</b> Martial, Weapon</p> <p><b>Requirement:</b> You must be wielding a crossbow, a light thrown weapon, or a sling.</p> <p><b>Attack:</b> Dexterity vs. Reflex</p> <p><b>Hit:</b> 2[W] + Dex modifier (+6) damage.</p> <p><b>Miss:</b> Half damage.</p> <p>Additional Effects +3d8+2 to damage once per turn (Sneak Attack) +1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.</p>	<p>Rogue Attack 17      Used <input type="checkbox"/></p> <h3>Garrote Grip</h3> <p>Daily ♦ Standard Action</p> <p><b>Melee weapon</b>      <b>Target:</b> One creature</p> <p><i>You put your foe into a hold that will soon take it out of the fight.</i></p> <p><b>Keywords:</b> Martial, Reliable, Weapon</p> <p><b>Requirement:</b> You must be wielding a light blade and have a hand free.</p> <p><b>Attack:</b> Dexterity vs. Reflex</p> <p><b>Hit:</b> 2[W] + Dex modifier (+6) damage, and you grab the target until the end of your next turn. Until the grab ends, you have partial cover, and any melee attack or ranged attack that misses you hits the target instead.</p> <p><b>Sustain Minor:</b> The grab persists until the end of your next turn. The third time you sustain the grab, the target falls unconscious. If the unconscious target takes any damage, the unconsciousness ends.</p> <p><b>Special:</b> You can use this power as a minor action if you are grabbing a creature, and you automatically hit that creature.</p> <p>Additional Effects</p>
<p>Rogue Attack 5      Used <input type="checkbox"/></p> <h3>Perfect Balance</h3> <p>At-Will ♦ Move Action</p> <p><b>Personal</b></p> <p><i>No matter how narrow the path, you have the balance and coordination needed to walk it.</i></p> <p><b>Effect:</b> You move your speed - 2. During this movement, you ignore difficult terrain, and you can move across any horizontal surface that is at least 3 inches wide without making an Acrobatics check.</p> <p><b>Prerequisite:</b> You must be trained in Acrobatics.</p> <p>Additional Effects</p>	<p>Rogue Attack 9      Used <input type="checkbox"/></p> <h3>Shadow Stride</h3> <p>At-Will ♦ Move Action</p> <p><b>Personal</b></p> <p><i>You silently step from shadow to shadow, slipping past your foes unseen and unheard.</i></p> <p><b>Keyword:</b> Martial</p> <p><b>Prerequisite:</b> You must have training in Stealth.</p> <p><b>Requirement:</b> You must be hidden.</p> <p><b>Effect:</b> Make a Stealth check and then move up to your speed to a square where you have cover or concealment. You take no penalty to the check if you move more than 2 squares. Unless the check fails to beat an enemy's passive Perception, you remain hidden during the move, even if you have no cover or concealment during it.</p> <p>Additional Effects</p>	<p>Rogue Attack 15      Used <input type="checkbox"/></p> <h3>Tumble</h3> <p>Encounter ♦ Move Action</p> <p><b>Personal</b></p> <p><i>You dodge and tumble past your foes with such speed and precision that they are unable to react.</i></p> <p><b>Keyword:</b> Martial</p> <p><b>Prerequisite:</b> You must have training in Acrobatics.</p> <p><b>Effect:</b> You shift up to your speed.</p> <p>Additional Effects</p>

<h3>Ride the Devil's Tail</h3> <p>Encounter ♦ Immediate Reaction</p> <p><b>Personal</b></p> <p><i>With a flick of your tail, you hook your foe and twist your body around into a new position.</i></p> <p><b>Keyword:</b> Martial</p> <p><b>Trigger:</b> An enemy enters a square adjacent to you</p> <p><b>Effect:</b> You shift half your speed, ending in a square adjacent to the triggering enemy.</p> <hr/> <p>Additional Effects</p>	<h3>Hide in Plain Sight</h3> <p>Encounter ♦ Minor Action</p> <p><b>Personal</b></p> <p><i>You stand unseen in the midst of the battle, striking from your place of hiding.</i></p> <p><b>Keyword:</b> Martial</p> <p><b>Prerequisite:</b> You must be trained in Stealth.</p> <p><b>Requirement:</b> You must be hidden.</p> <p><b>Effect:</b> You are invisible until you leave your current space or until the end of the encounter. No other action that you perform makes you visible.</p> <hr/> <p>Additional Effects</p>	<h3>Black Wrath of Hell</h3> <p>Daily ♦ Free Action</p> <p><b>Personal</b></p> <p><i>You burn through the very essence of your own soul to lend terrifying power to your attack.</i></p> <p><b>Trigger:</b> You hit an enemy with an attack.</p> <p><b>Effect:</b> The attack deals 1d10 extra damage and the target takes a penalty to attack rolls against you equal to the higher of your Intelligence or Cha modifier (+7) (save ends). The bonus damage increases to 2d10 at 11th level and 3d10 at 21st level.</p> <hr/> <p>Additional Effects</p>
<p>Turathi Hell-Kite Utility 12      Used <input type="checkbox"/></p> <h3>Diabolic Transformation</h3> <p>Daily ♦ Minor Action</p> <p><b>Personal</b></p> <p><i>You roar with fury as the hellish blood that flows through your veins reveals its true power. In the blink of an eye, you transform into a brutish fiend.</i></p> <p><b>Keyword:</b> Polymorph</p> <p><b>Effect:</b> You transform into a diabolic brute until the end of the encounter. While you are in this form, you gain regeneration 2, you increase fire resistance by 5, you gain a +2 bonus to damage rolls, and the bonus to attack rolls granted by your Bloodhunt racial trait increases to +2. 11th level: Regeneration 4. 21st level: Regeneration 6.</p> <p><b>Special:</b> Once during this encounter while you are in this form, you can use the black wrath of hell power.</p> <hr/> <p>Additional Effects</p>	<p>Rogue Utility 16      Used <input type="checkbox"/></p> <h3>Mountebank's Deck</h3> <p>Wondrous Item ♦ Level 1</p> <p><b>Properties</b></p> <p>You can attune this deck of cards to yourself by shedding six drops of blood on it during a short rest. From that point forward, whenever you draw or deal a card from this deck, it is of a suit and value of your choice. Anyone else who interacts with the deck finds it to be a normal deck of whatever game it is designed for. Only one creature can be attuned to the deck at a time.</p>	<p><b>Dynamic Dagger +3</b></p> <p>Weapon ♦ Level 11</p> <p><b>Damage:</b> 1d4  <b>Proficiency Bonus:</b> 3  <b>Range:</b> 5/10  <b>Properties:</b> Light Thrown, Off-Hand  <b>Enhancement:</b> +3 attack rolls and damage rolls  <b>Critical:</b> +1d6 damage per plus</p> <p><b>Power (Polymorph) ♦ Encounter (Minor Action)</b></p> <p>Change the weapon into a different weapon from any melee category (simple, military, or superior). This effect lasts until the end of the encounter, or until you end it as a minor action.</p>
<p>Feat Utility      Used <input type="checkbox"/></p> <h3>Potion of Vitality</h3> <p>Consumable ♦ Level 15</p> <p><b>Power (Healing) ♦ Consumable (Minor Action)</b></p> <p>Drink the potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 25 hit points and make one saving throw against an effect that a save can end.</p>	<p>Amulet of Physical Resolve +1</p> <p>Neck Slot Item ♦ Level 2</p> <p><b>Enhancement:</b> +1 Fortitude, Reflex, and Will</p> <p><b>Properties</b></p> <p>Gain a +2 item bonus to saving throws against effects with the poison keyword and effects that render you weakened, slowed, or immobilized.</p>	<p><b>Wicked Fang Longsword +3</b></p> <p>Weapon ♦ Level 13</p> <p><b>Damage:</b> 1d8  <b>Proficiency Bonus:</b> 3  <b>Properties:</b> Versatile  <b>Enhancement:</b> +3 attack rolls and damage rolls  <b>Critical:</b> +1d8 damage per plus</p> <p><b>Properties</b></p> <p>Whenever you use a power with the weapon keyword that deals ongoing damage, increase that ongoing damage by an amount equal to the weapon's enhancement bonus.</p> <p><b>Power ♦ Daily (Free Action)</b></p> <p>Use this power when you hit with an attack with the weapon keyword. In addition to the normal effects of the</p>

<p><b>Gloaming Leather Armor +1</b> Armor ♦ Level 5</p> <p><b>Armor Bonus:</b> 2 <b>Enhancement:</b> +1 AC</p> <p><b>Properties</b></p> <p>You gain an item bonus to Stealth checks equal to the armor's enhancement bonus.</p> <p><b>Utility Power</b> (Illusion) ♦ <b>Encounter</b> (Standard Action)</p> <p><i>Effect:</i> You become invisible until you attack or until the end of the encounter. You can end this effect as a minor action.</p>	<p><b>Immovable Shaft</b> Wondrous Item ♦ Level 12</p> <p><b>Power ♦ (Minor Action)</b></p> <p>Place the immovable shaft into position. It remains in that spot even if such placement defies gravity. You can reposition the immovable shaft using another minor action, but any other creature seeking to move it must succeed on a DC 25 Strength check and spend a standard action to move it 1 square.</p>	<p><b>Rebounding Hand crossbow...</b> Weapon ♦ Level 7</p> <p><b>Damage:</b> 1d6 <b>Proficiency Bonus:</b> 2 <b>Range:</b> 10/20 <b>Properties:</b> Load Free <b>Enhancement:</b> +2 attack rolls and damage rolls <b>Critical:</b> +1d6 damage per plus</p> <p><b>Power ♦ Encounter</b> (Free Action)</p> <p><i>Trigger:</i> You attack an enemy with this weapon and miss. <i>Effect:</i> You make a ranged basic attack against a different enemy within 5 squares of that enemy.</p>
<p><b>Headband of Perception...</b> Head Slot Item ♦ Level 1</p> <p><b>Properties</b></p> <p>You gain a +1 item bonus to Perception checks.</p>	<p><b>Iron Armbands of Power...</b> Arms Slot Item ♦ Level 16</p> <p><b>Properties</b></p> <p>Gain a +4 item bonus to melee damage rolls.</p>	<p><b>Potion of Healing</b> Consumable ♦ Level 5</p> <p><b>Power</b> (Healing) ♦ <b>Consumable</b> (Minor Action)</p> <p>Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.</p>
<p><b>Flagon of Ale Procurement</b> Wondrous Item ♦ Level 5</p> <p><b>Properties</b></p> <p>You know the distance to the nearest alcoholic beverage.</p> <p><b>Power ♦ Daily</b> (Minor Action)</p> <p>For five minutes, you know the direction and distance to the nearest source of water within 30 squares of you or the nearest alcoholic beverage within 60 squares of you. If you are a dwarf, you can instead learn the direction and distance to ingredients for alcoholic beverages within 60 squares of you.</p>	<p><b>Ironwood Hound</b> Wondrous Item ♦ Level 10</p> <p><b>Power</b> (Conjuration) ♦ <b>Daily</b> (Standard Action)</p> <p>Use this figurine to conjure a yellow-furred hunting hound (see below for statistics). As a free action, you can spend a healing surge when activating this item to give the creature temporary hit points equal to your healing surge value.</p>	<p><b>Bracers of Archery (heroic...)</b> Arms Slot Item ♦ Level 6</p> <p><b>Properties</b></p> <p>Gain a +2 item bonus to damage rolls when attacking with a bow or crossbow.</p> <p><b>Power ♦ Daily</b> (Minor Action)</p> <p>Ignore cover on your next attack this turn when using a bow or crossbow.</p>

## Rat Killer's Coat Leather...

Armor ♦ Level 2

**Armor Bonus:** 2

**Enhancement:** +1 AC

### Properties

You gain resist 5 against damage from swarms' attacks. In addition, you can move through a space occupied by a swarm, and your movement doesn't provoke opportunity attacks from swarms.