

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA

Amy Meek

16

Level

### Karrion Kalamae

Unaligned female Tiefling Ranger

29	6'0"	190 lbs.	Medium	Mielikki
Age	Height	Weight	Size	Deity

69000

Total XP

83000

### Defenses

<b>27</b>	<b>25</b>	<b>25</b>	<b>23</b>
AC	FORT	REF	WILL

Conditional Bonuses

### Hit Points

<b>Max HP</b> (Bloodied)	<b>104</b>	Temp HP
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Current Hit Points

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### Healing Surges

Surge Value	Surges/Day	
26	9	

Current Conditions:

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### Combat Statistics and Senses

Initiative	<b>15</b>
Conditional Modifiers:	
Speed	<b>7</b>
Passive Insight	<b>22</b>
Passive Perception	<b>28</b>

Special Senses: Low-light

### Action Points

Action Points	Milestones	Action Points
<input type="checkbox"/>	0	1
<input type="checkbox"/>	1	2
<input type="checkbox"/>	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, Resist 13 Necrotic

### Current Conditions and Effects

### Basic Attacks

#### Melee

Withering Spiked chain +3

<b>21</b>	<b>2d4+8</b>
Strength vs. AC	Damage

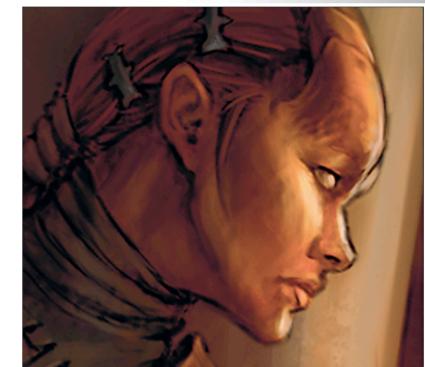
#### Ranged

Learning Longbow +3

<b>20</b>	<b>1d10+8</b>
Dexterity vs. AC	Damage

### Languages

Common, Elven



### Abilities

STR Strength	<b>21</b>	Check
CON Constitution	<b>17</b>	11
DEX Dexterity	<b>20</b>	13
INT Intelligence	<b>19</b>	12
WIS Wisdom	<b>18</b>	12
CHA Charisma	<b>17</b>	11

### Skills

Acrobatics	Dexterity	<input checked="" type="checkbox"/>	<b>19</b>
Arcana	Intelligence		<b>12</b>
Athletics	Strength	<input checked="" type="checkbox"/>	<b>18</b>
Bluff	Charisma		<b>13</b>
Diplomacy	Charisma		<b>11</b>
Dungeoneering	Wisdom	<input checked="" type="checkbox"/>	<b>17</b>
Endurance	Constitution		<b>11</b>
Heal	Wisdom		<b>12</b>
History	Intelligence		<b>12</b>
Insight	Wisdom		<b>12</b>
Intimidate	Charisma		<b>11</b>
Nature	Wisdom	<input checked="" type="checkbox"/>	<b>18</b>
Perception	Wisdom	<input checked="" type="checkbox"/>	<b>18</b>
Religion	Intelligence		<b>12</b>
Stealth	Dexterity	<input checked="" type="checkbox"/>	<b>20</b>
Streetwise	Charisma		<b>11</b>
Thievery	Dexterity		<b>13</b>

Amy Meek

Player Name

## Karrion Kalamae

Character Name



### Character Details

#### Background

Forest Warden

#### Theme

Animal Master

#### Mannerisms and Appearance

A towering amazon with a grim demeanor, she is often stoic with a killing stare.

#### Personality Traits

Often rejected and mistreated by people for her race and appearance, Karrion has grown reserved and quick to anger. She much prefers the company of animals to people and enjoys the peace of solitude. She is closest to her sister.

#### Adventuring Company

Dusk Wardens

#### Companions and Allies

Spirit Companion: Kaos, pet otter: Mycroft, sister: Kallista

#### Session and Campaign Notes

Other Notes

### Equipment

Head

Neck

BC Penis Amulet of Physical...

Arms

Hands

Gauntlets of Blood (paragon tier)

Rings

Incendiary Ring of Fireblazing

Rings

Main Hand

Withering Spiked chain +3

Off Hand

Waist

Armor

Battle Harness Leather Armor +2

Feet

Acrobat Boots

Tattoo

Ki Focus

#### Other Equipment

Lightning Spiked chain +1  
Sid Vicious Longbow +1  
Battle Harness Leather Armor +2 (2)  
Potion of Healing  
Adventurer's Kit  
Spiked gauntlet (2)  
Arrows (150)  
Eternal Chalk  
Learning Longbow +3

Total Weight (lbs.)

111

Carrying Capacity (lbs.)

Normal

210

Heavy

420

Max

1050

Treasure

295 gp  
0 gp banked

Amy Meek

Player Name

# Karrion Kalamae

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

### Animal Master Starting Feature

Gain the Distracting Attack encounter power. Choose an animal minion; it may take a move action when you do, and use a power only on your turn

### Cat

Gain a Cat animal minion

### Fighting Style

Choose Archer Fighting Style, Two-Blade Fighting Style, Beast Mastery, Marauder Fighting Style, Hunter Fighting Style.

### Hunter's Quarry

Minor action, designate nearest enemy you see as quarry; deal extra damage to quarry once per round.

### Marauder Fighting Style

Gain Two-Weapon Defense feat, +1 bonus to speed when not using shield or two-handed weapon

### Running Attack

+1 to attack rolls after moving 2+ squares with standard action attack allowing movement

### Animal Master Level 5 Feature

You may find and train a new animal minion at the end of any extended rest. You may only have 1 animal minion at a time

### Animal Master Level 10 Feature

+2 to Bluff checks, Diplomacy checks, Insight checks, and Intimidate checks made against natural beasts

### Calling Souls to Battle

### Redeemer's Reward

### Spirit Shielding

## Feats

### Lethal Hunter

Hunter's Quarry damage dice increase to d8s

### Two-Weapon Defense

+1 to AC and Reflex while holding a weapon in each hand

### Weapon Proficiency (Spiked chain)

Gain proficiency with the Spiked chain.

### Spirit Talker

Shaman: Nature skill, call spirit companion, spirit's fangs or spirit's shield 1/encounter, speak with spirits 1/day

### Master at Arms

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

### Mending Spirit

Gain healing spirit power, 1/encounter

### Resilient Spirit

+2 to defenses for spirit companion

### Secrets of Belial

### Predatory Action

Deal Hunter's Quarry damage again with an action point

### Staggering Strike

Give up die of Hunter's Quarry damage to push enemy

### Fleet-Footed

+1 to speed

## Karrion Kalamae

Level 16 Tiefling Ranger

HP	Score	Ability Mod	AC
104	21	STR 5	27
	17	CON 3	Fort
	20	DEX 5	25
	19	INT 4	Ref
	18	WIS 4	25
	17	CHA 3	Will
			23

22 Passive Insight

28 Passive Perception

Player Name: Amy Meek

### Melee Basic Attack

At-Will ♦ Standard Action

**Withering Spiked chain +3:** +21 vs. AC, 2d4+8 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 (+5) damage.

**Level 21:** 2[W] + Str modifier (+5) damage.

### Basic Attack

### Twin Strike

At-Will ♦ Standard Action

**Learning Longbow +3:** +20 vs. AC, 1d10+3 damage

**Melee or Ranged weapon**      **Targets:** One or two creatures

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

**Keywords:** Martial, Weapon

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

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

**Hit:** 1[W] damage per attack.

### Additional Effects

+2d8 to damage once per round (Hunter's Quarry)  
+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

## Skills

Acrobatics	Dexterity	• 19
Arcana	Intelligence	12
Athletics	Strength	• 18
Bluff	Charisma	13
Diplomacy	Charisma	11
Dungeoneering	Wisdom	• 17
Endurance	Constitution	11
Heal	Wisdom	12
History	Intelligence	12
Insight	Wisdom	12
Intimidate	Charisma	11
Nature	Wisdom	• 18
Perception	Wisdom	• 18
Religion	Intelligence	12
Stealth	Dexterity	• 20
Streetwise	Charisma	11
Thievery	Dexterity	13

• indicates a trained skill.

## Action Point

Base action points: 1

**Calling Souls to Battle:** You can spend an action point to teleport yourself and up to five willing allies that you can see to any squares adjacent to a single enemy within 10 squares that you can see. Each teleported character gains combat advantage against that enemy until the end of your next turn.

**Predatory Action:** If you spend an action point to take an extra action and have already dealt Hunter's Quarry damage during this round, you can deal the extra damage a second time during this turn.

**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

### Marauder's Rush

At-Will ♦ Standard Action

**Withering Spiked chain +3:** +21 vs. AC, 2d4+12 damage

**Melee weapon**      **Target:** One creature

You rush forward, trusting instinct to guide your attack.

**Keywords:** Martial, Weapon

**Attack:** Strength vs. AC

**Hit:** 1[W] + Str modifier (+5) + Wis modifier (+4) damage.

**Special:** When charging, you can use this power in place of a melee basic attack.

### Ranger Attack 1

### Thundertusk Boar Strike

Encounter ♦ Standard Action

**Learning Longbow +3:** +20 vs. AC, 1d10+8 damage

**Melee or Ranged weapon**      **Targets:** One or two creatures

You attack twice, causing your foes to stagger backward.

**Keywords:** Martial, Weapon

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

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

**Hit:** 1[W] + Str modifier (+5) damage (melee) or 1[W] + Dex modifier (+5) damage (ranged) per attack. With each hit, you push the target 1 square. If both attacks hit the same target, you push the target a number of squares equal to 1 + your Wis modifier (+4).

### Additional Effects

+2d8 to damage once per round (Hunter's Quarry)  
+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

## Sweeping Whirlwind

Encounter ♦ Standard Action

**Close** burst 1

**Target:** Each enemy in the burst

You slash and stab at surrounding foes with unbound fury, knocking them off balance with thrusts and leg sweeps.

**Keywords:** Martial, Weapon

**Requirement:** You must be wielding two melee weapons.

**Attack:** Strength vs. AC

**Hit:** 1[W] + Str modifier (+5) damage, and you push the target a number of squares equal to your Wis modifier (+4) and it is knocked prone.

Additional Effects

Ranger Attack 7

Used

## Snarling Wolf Stance

Daily ♦ Minor Action

**Personal**

Like an animal backed into a corner, you become deadlier in your desperation.

**Keywords:** Martial, Stance

**Effect:** Until the stance ends, whenever an enemy hits or misses you with a close or a melee attack, you can make a melee basic attack against it as an immediate reaction. You can then shift 3 squares but must not end the shift adjacent to any enemy.

Additional Effects

Ranger Attack 5

Used

## Healing Spirit

Encounter (Special) ♦ Minor Action

**Unarmed:**

**Close** burst 5

**Target:** You or one ally in the burst

You call to the spirits on behalf of a wounded ally, closing wounds and filling your ally with vigor.

**Keywords:** Healing, Primal

**Effect:** The target can spend a healing surge. If the target does so, one ally adjacent to your spirit companion, other than the target, regains 1d6 hit points.  
Level 16: 4d6 hit points.

Additional Effects

+1 Racial bonus to attack rolls against

## Your Doom Awaits

Encounter ♦ Standard Action

**Unarmed:** +13 vs. Will, 3d10+5 damage

**Close** burst 3

The spirits speak to the souls of your foes, uttering words of the damnation that lies ahead for them.

**Keywords:** Fear, Implement, Primal, Psychic

**Attack:** Strength or Wisdom vs. Will

**Hit:** 3d10 + Str modifier (+5) or Wis modifier (+4) psychic damage, and the target is dazed until the end of its next turn.

Additional Effects

+2d8 to damage once per round (Hunter's Quarry)  
+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.  
+4 to damage rolls against bloodied targets - Gauntlets of Blood (paragon tier).

Redeemer of the Damned Attack 11

Used

## Invigorating...

Daily ♦ Standard Action

**Learning Longbow** +3: +20 vs. AC, 3d10+8 damage

**Ranged** weapon

**Target:** One creature designated as your quarry

Each strike you deliver against your quarry bolsters you.

**Keywords:** Martial, Weapon

**Attack:** Dexterity vs. AC

**Hit:** 3[W] + Dex modifier (+5) damage.

**Miss:** Half damage.

**Effect:** Until the target is no longer your quarry, whenever you hit the target with a melee attack, you gain temporary hit points equal to 5 + your Wis modifier (+4).

Additional Effects

+2d8 to damage once per round (Hunter's Quarry)  
+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.  
+4 to damage rolls against bloodied targets - Gauntlets of Blood (paragon tier).

Ranger Attack 9

Used

## Call Spirit Companion

At-Will ♦ Standard Action

**Close** burst 20

Your soul reaches out to your spirit friend, which faithfully appears at your side.

**Keywords:** Conjunction, Primal

**Requirement:** Your spirit companion must not be present.

**Effect:** You conjure your spirit companion in an unoccupied square in the burst. The spirit lasts until you fall unconscious or until you dismiss it as a minor action. The spirit occupies 1 square. Enemies cannot move through its space, but allies can. When you take a move action, you can also move the spirit a number of squares equal to your speed.

The spirit can be targeted by melee or ranged attacks, although it lacks hit points. If a single melee or ranged attack deals damage to the spirit equal to 10 + one-half your level or higher, the spirit disappears, and you take damage equal to 5 + one-half your level. Otherwise, the spirit is unaffected by the attack.

Additional Effects

## Pinning Strike

Encounter ♦ Standard Action

**Learning Longbow** +3: +20 vs. AC, 1d10+8 damage

**Melee** or **Ranged**

**Targets:** One or two creatures

With a well-aimed attack, you pin your foe to the ground or to a nearby wall.

**Keywords:** Martial, Weapon

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

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

**Hit:** 1[W] + Str modifier (+5) damage (melee) or 1[W] + Dex modifier (+5) damage (ranged) per attack. The target is immobilized until the start of your next turn.

Additional Effects

+2d8 to damage once per round (Hunter's Quarry)  
+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.  
+4 to damage rolls against bloodied targets - Gauntlets of Blood (paragon tier).

Ranger Attack 13

Used

## Steeling Flurry

Daily ♦ Standard Action

**Close** burst 1

**Target:** Each enemy in the burst you can see

You whip your weapons around you before dropping back into a defensive posture.

**Keywords:** Martial, Weapon

**Requirement:** You must be wielding two melee weapons.

**Attack:** Strength vs. AC (main) and Strength vs. AC (offhand), two attacks per target

**Hit:** 1[W] + Str modifier (+5) damage per attack. If you hit at least twice, you gain a +2 bonus to AC until the start of your next turn.

**Miss:** Half damage per attack.

Additional Effects

Ranger Attack 15

Used

## Hunter's Quarry

At-Will ♦ Minor Action

**Effect:** You can designate the nearest enemy to you that you can see as your quarry.

Once per round, when you hit your quarry with an attack, the attack deals extra damage based on your level. If you can make multiple attacks in a round, you decide which attack to apply the extra damage to after all the attacks are rolled. If you have dealt Hunter's Quarry damage since the start of your turn, you cannot deal it again until the start of your next turn.

The hunter's quarry effect remains active until the end of the encounter, until the quarry is defeated, or until you designate a different target as your quarry.

You can designate one enemy as your quarry at a time.

**Level**      **Hunter's Quarry Extra Damage**

1st-10th    +1d6

11th-20th    +2d6

21st-30th    +3d6

Additional Effects

<h3>Infernal Wrath</h3> <p>Encounter ♦ Free Action</p> <p><b>Close</b> burst 10      <b>Target:</b> The triggering enemy in the burst</p> <p><i>You call upon the hellfire burning in your soul to punish your enemy.</i></p> <p><b>Keyword:</b> Fire</p> <p><b>Trigger:</b> An enemy within 10 squares of you hits you.</p> <p><b>Effect:</b> The target takes 1d6 + Int modifier (+4) or Cha modifier (+3) fire damage. Level 11: 2d6 + Int modifier (+4) or Cha modifier (+3) fire damage.</p> <hr/> <p>Additional Effects</p>	<h3>Spirit's Fangs</h3> <p>Encounter ♦ Opportunity Action</p> <p><b>Unarmed:</b> +12 vs. Reflex, 1d10+4 damage</p> <p><b>Melee</b> spirit 1      <b>Target:</b> The triggering enemy</p> <p><i>When an enemy drops its guard, your spirit companion leaps on it, claws and fangs bared.</i></p> <p><b>Keywords:</b> Implement, Primal, Spirit</p> <p><b>Trigger:</b> An enemy leaves a square adjacent to your spirit companion without shifting</p> <p><b>Attack:</b> Wisdom vs. Reflex</p> <p><b>Hit:</b> 1d10 + Wis modifier (+4) damage.</p> <hr/> <p>Additional Effects +2d8 to damage once per round (Hunter's Quarry) +1 Racial bonus to attack rolls against bloodied foes - Bloodhunt. +4 to damage rolls against bloodied targets - Gauntlets of Blood (paragon tier).</p>	<h3>Hunter's Thorn Trap</h3> <p>Encounter ♦ Minor Action</p> <p><b>Ranged</b> 10      <b>Target:</b> One square</p> <p><i>Your primal magic forms invisible thorns that lurk just below the surface of the ground. When a foe steps on their location, they erupt to rend and tear flesh.</i></p> <p><b>Keywords:</b> Primal, Zone</p> <p><b>Effect:</b> The target becomes a zone that lasts until the end of the encounter or until an enemy enters it. Without a Perception check (DC 10 + your level + your Wis modifier (+4)), your enemies notice neither the zone nor your use of this power. When an enemy enters the zone, the enemy takes 5 + your Wis modifier (+4) damage, and it is immobilized until the end of your next turn.</p> <hr/> <p>Additional Effects</p>
<p>Tiefling Racial Power      Used <input type="checkbox"/></p> <h3>Spirit of Sacrifice</h3> <p>Encounter ♦ Immediate Reaction</p> <p><b>Close</b> burst 10      <b>Target:</b> The triggering character</p> <p><i>Sensing danger, your ancestor spirit whisks an injured person to safety, using its own primal energy to invigorate him or her.</i></p> <p><b>Keywords:</b> Primal, Teleportation</p> <p><b>Trigger:</b> You or an ally within 10 squares is hit by an attack</p> <p><b>Effect:</b> You teleport the target 5 squares. The target gains temporary hit points equal to your Strength or Wis modifier (+4) + one-half your level.</p> <hr/> <p>Additional Effects</p>	<p>Shaman Feature      Used <input type="checkbox"/></p> <h3>Speak with Spirits</h3> <p>Daily ♦ Minor Action</p> <p><b>Personal</b></p> <p><i>You commune with the spirits, letting them guide your words and actions.</i></p> <p><b>Keyword:</b> Primal</p> <p><b>Effect:</b> During this turn, you gain a bonus to your next skill check equal to your Wis modifier (+4).</p> <hr/> <p>Additional Effects</p>	<p>Ranger Utility 10      Used <input type="checkbox"/></p> <h3>Stalker's Mist</h3> <p>Daily ♦ Minor Action</p> <p><b>Area</b> burst 1 within 10 squares</p> <p><i>A thick fog settles over the area, blocking sight and muffling sound. Though the fog confounds other creatures, you can see through it with ease.</i></p> <p><b>Keywords:</b> Primal, Zone</p> <p><b>Effect:</b> The burst creates a zone that lasts until the end of the encounter. Squares in the zone are heavily obscured to your enemies.</p> <p><b>Move Action:</b> You move the zone up to 5 squares.</p> <hr/> <p>Additional Effects</p>
<p>Redeemer of the Damned Utility 12      Used <input type="checkbox"/></p> <h3>Sidestep Stance</h3> <p>Daily ♦ Minor Action</p> <p><b>Personal</b></p> <p><i>You go on the defensive against a particular opponent, watching carefully for its attacks.</i></p> <p><b>Keywords:</b> Martial, Stance</p> <p><b>Prerequisite:</b> You must be trained in Acrobatics.</p> <p><b>Effect:</b> Choose one enemy within 5 squares of you that you can see. Until the stance ends, you gain a +2 power bonus to AC against that enemy's melee attacks and ranged attacks if you can see the enemy. You can choose a new enemy as a minor action.</p> <hr/> <p>Additional Effects</p>	<p>Shaman Feature      Used <input type="checkbox"/></p> <h3>Mirror of Steel</h3> <p>Daily ♦ Minor Action</p> <p><b>Personal</b></p> <p><i>With your glittering play of blades, you deflect attacks</i></p> <p><b>Keywords:</b> Martial, Stance</p> <p><b>Effect:</b> Until the stance ends, you gain a +1 bonus to all defenses against melee attacks and ranged attacks while you are wielding two melee weapons</p> <hr/> <p>Additional Effects</p>	<p>Ranger Utility 2      Used <input type="checkbox"/></p> <h3>Learning Longbow +3</h3> <p>Weapon ♦ Level 15</p> <p><b>Damage:</b> 1d10</p> <p><b>Proficiency Bonus:</b> 2</p> <p><b>Range:</b> 20/40</p> <p><b>Properties:</b> Load Free</p> <p><b>Enhancement:</b> +3 attack rolls and damage rolls</p> <p><b>Critical:</b> +1d6 damage per plus</p> <p><b>Property</b></p> <ul style="list-style-type: none"> <li>♦ Each time you miss a target with this weapon, you gain a cumulative +1 power bonus (up to the weapon's enhancement bonus) to your next attack roll with this weapon against the same target before the end of the encounter. This bonus ends when you attack a different target or when you hit.</li> <li>♦ Each time you hit a target with this weapon, you gain a +4 power bonus to the first damage roll on your next attack with this weapon against the same target before</li> </ul>

<p><b>Withering Spiked chain +3</b> Weapon ♦ Level 13</p> <p><b>Damage:</b> 2d4 <b>Proficiency Bonus:</b> 3 <b>Properties:</b> Reach <b>Enhancement:</b> +3 attack rolls and damage rolls <b>Critical:</b> +1d6 damage per plus</p> <p><b>Properties</b></p> <p>Each time you hit with this weapon in melee, your target takes a cumulative -1 penalty to AC. The target can make a saving throw to end the entire penalty, but it can receive the penalty again with future attacks.</p>	<p><b>Gauntlets of Blood (paragon...)</b> Hands Slot Item ♦ Level 14</p> <p><b>Properties</b></p> <p>You gain a +4 bonus to damage rolls against bloodied targets.</p>	<p><b>BC Penis Amulet of Physical...</b> 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>Lightning Spiked chain +1</b> Weapon ♦ Level 5</p> <p><b>Damage:</b> 2d4 <b>Proficiency Bonus:</b> 3 <b>Properties:</b> Reach <b>Enhancement:</b> +1 attack rolls and damage rolls <b>Critical:</b> +1d6 lightning damage per plus</p> <p><b>Power</b> (Lightning) ♦ (Free Action)</p> <p>All damage dealt by this weapon is lightning damage. Another free action returns the damage to normal.</p> <p><b>Power</b> (Lightning) ♦ <b>Daily</b> (Free Action)</p> <p>Use this power when you hit with the weapon. The target and each enemy within 2 squares of the target take 1d6 lightning damage.</p>	<p><b>Eternal Chalk</b> Wondrous Item ♦ Level 1</p> <p><b>Properties</b></p> <p>A stick of eternal chalk never breaks or wears down with normal use. Any writing or drawing made with this chalk cannot be erased for one week by anyone except the original artist or author.</p> <p>A stick of eternal chalk can be created in any color.</p>	<p><b>Incendiary Ring of Fireblazing</b> Ring ♦ Level 14</p> <p><b>Properties</b></p> <p>When you make a basic attack, that attack can deal fire damage instead of its normal damage type.</p> <p><b>Attack Power</b> (Fire) ♦ <b>Daily</b> (No Action)</p> <p><i>Trigger:</i> You hit with an attack that deals fire damage.</p> <p><i>Effect:</i> The target and each creature, other than you, adjacent to it take ongoing 10 fire damage (save ends).</p> <p><i>Milestone:</i> If you've reached at least one milestone today, the ongoing damage increases to 20.</p> <p><b>Utility Power</b> ♦ <b>At-Will</b> (Minor Action)</p> <p><i>Effect:</i> You can ignite any unattended combustible object that you touch, including cloth, oil, paper, tinder, a torch, and so on. You cannot use this power to deal damage to any creature.</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>Battle Harness Leather...</b> Armor ♦ Level 9</p> <p><b>Armor Bonus:</b> 2 <b>Enhancement:</b> +2 AC</p> <p><b>Property</b></p> <ul style="list-style-type: none"> <li>♦ As a free action, you can draw a sheathed weapon or retrieve a stowed item.</li> <li>♦ You gain a power bonus to initiative equal to the item's enhancement bonus.</li> </ul>	<p><b>Acrobat Boots</b> Feet Slot Item ♦ Level 2</p> <p><b>Properties</b></p> <p>You gain a +1 item bonus to Acrobatics checks.</p> <p><b>Power</b> ♦ <b>At-Will</b> (Minor Action)</p> <p>You stand up from prone.</p>

## **Sid Vicious Longbow +1**

Weapon ♦ Level 2

**Damage:** 1d10

**Proficiency Bonus:** 2

**Range:** 20/40

**Properties:** Load Free

**Enhancement:** +1 attack rolls and  
damage rolls

**Critical:** +1d12 damage per plus