

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

Beth Marshall

14

Level

Bin
Lawful Good female Changeling Artificer

37 5'8" 120 lb. Medium Bahamut
Age Height Weight Size Deity

47000

Total XP

57000

Defenses

Conditional Bonuses

Hit Points

Max HP (Bloodied)	95	Temp HP
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Current Hit Points

Healing Surges

Surge Value	Surges/Day
23	10

Current Conditions:

Combat Statistics and Senses

Initiative	10
Conditional Modifiers:	
Speed	6
Passive Insight	24
Passive Perception	27

Special Senses: Normal

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)

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

Resistances/Vulnerabilities

Resist 10 Psychic

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

Staff of the Impregnable Mind +3

16	1d8+5
Strength vs. AC	Damage

Ranged

Rebounding Hand crossbow +1

15	1d6+4
Dexterity vs. AC	Damage

Languages

Common, Draconic, Primordial, Dwarven

**Abilities**

STR	Strength	15	Check
CON	Constitution	18	11
DEX	Dexterity	16	10
INT	Intelligence	23	13
WIS	Wisdom	20	12
CHA	Charisma	12	8

Skills

Acrobatics	Dexterity	10
Arcana	Intelligence	✓ 18
Athletics	Strength	9
Bluff	Charisma	10
Diplomacy	Charisma	8
Dungeoneering	Wisdom	✓ 17
Endurance	Constitution	13
Heal	Wisdom	12
History	Intelligence	✓ 18
Insight	Wisdom	14
Intimidate	Charisma	8
Nature	Wisdom	12
Perception	Wisdom	✓ 17
Religion	Intelligence	13
Stealth	Dexterity	12
Streetwise	Charisma	8
Thievery	Dexterity	✓ 15

Beth Marshall

Player Name

Bin

Character Name



Character Details

Background

Occupation - Mystic Slayer

Theme

Earthforger

Mannerisms and Appearance

Personality Traits

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Collar of Recovery +1

Arms

Hands

Rings

Rings

Main Hand

Rebounding Hand crossbow +1

Off Hand

Staff of the Impregnable Mind +3

Feet

Cat Tabi (heroic tier)

Waist

Armor

Shared Valor Leather Armor +2

Tattoo

Ki Focus

Other Equipment

Adventurer's Kit
Crossbow Bolts (80)
Aversion Staff +2
Runic Mace +1
Learning Crossbow +1
Backpack (empty)
Everburning Torch
Fine Clothing
Thieves' Tools
Camouflaged Clothing
Disguise Kit
Caltrops
Elderwood Falcon
Longsword of Defense +3

Total Weight (lbs.)

162

Carrying Capacity (lbs.)

Treasure

3,400 gp
0 gp banked

Normal

150

Heavy

300

Max

750

Beth Marshall

Player Name

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Character Name



Racial Features

Change Shape

Use changeling disguise as an at-will power

Changeling Trick

You have the changeling trick power.

Mental Defense

+1 to Will

Shapechanger

You have the shapechanger quality.

Class/Other Features

Arcane Empowerment

Empower magic items once per day plus once per milestone.

Arcane Rejuvenation

When an ally uses a daily magic items they gain 1/2 level + int mod temp HPs.

Augment Energy

A weapon gains a +2 bonus as a free action once. An item can't be infused twice.

Earthforged Starting Feature

Your origin become elemental; gain the Primordial language, +1 power bonus to all defenses after using your second wind, and the stone panoply power

Healing Infusion

Access related powers 2/encounter (3/encounter at level 16+)

Impart Energy

Recharge a daily magic item. An item can't be recharged twice in a day.

Ritual Casting

Gain Ritual Caster as a bonus feat.

In addition, you possess a ritual book, and it contains two 1st-level rituals of your choice that you have mastered.

Earthforged Level 5 Feature

Gain +2 bonus to Endurance; stone panoply power creates a zone that counts as difficult terrain for enemies without earth walk until end of encounter

Earthforged Level 10 Feature

Reduce the distance of forced movement against you by 1 while you're on the ground

Chaos-Touched

After an extended rest, roll to randomly determine a damage type and you gain resist 10 and your reforged soul attack powers deal that type

Surging Action

Deal 1d6 extra damage with close or area attack or 1d10 with melee or ranged attack with action point attacks (increase to 2d6 or 2d10 at 21st level)

Feats

Master Mixer

Create alchemical items of your level + 3 or lower

White Lotus Dueling Expertise

Gain +1/2/3 (by tier) feat bonus to arcane and basic attack rolls with proficient weapon and implements; gain proficiency with rods, rods, staves, or wands

Crossbow Caster

use crossbow as an implement for artificer and artificer paragon path powers

Potent Restorables

Targets of healing powers regain 2 extra hit points

Becomer

Gain language, skill bonus, disguise bonus related to imitated race

Implement Focus (Staff)

+1 feat bonus per tier to implement damage rolls with a Staff

Dual Implement Spellcaster

Add off-hand implement enhancement to damage rolls

Enhanced Resistive Formula

Target and ally gain temporary hit points from resistive formula power

Uncanny Dodge

Enemies denied bonus to attack from combat advantage

Retribution Seeker

+2 feat bonus to damage rolls with arcane attack powers against enemies adjacent to at least one of your allies.

Bin	
Level 14 Changeling Artificer	
HP 95	SCORE ABILITY MOD 15 STR 2
Spd 6	AC 27
Init +10	18 CON 4
	Fort 23
	16 DEX 3
	Ref 24
	23 INT 6
	Will 25
	20 WIS 5
	12 CHA 1
24 Passive Insight	
27 Passive Perception	

Player Name: Beth Marshall

Skills		
Acrobatics	Dexterity	10
Arcana	Intelligence	• 18
Athletics	Strength	9
Bluff	Charisma	10
Diplomacy	Charisma	8
Dungeoneering	Wisdom	• 17
Endurance	Constitution	13
Heal	Wisdom	12
History	Intelligence	• 18
Insight	Wisdom	14
Intimidate	Charisma	8
Nature	Wisdom	12
Perception	Wisdom	• 17
Religion	Intelligence	13
Stealth	Dexterity	12
Streetwise	Charisma	8
Thievery	Dexterity	• 15

• indicates a trained skill.

Action Point

Base action points: 1

Surging Action: When you spend an action point to make an extra attack, that attack deals 1d6 extra damage if it is a close or area attack, or 1d10 extra damage if it is a melee or ranged attack. This extra damage has a damage type matching the type you rolled for your Chaos-Touched feature. The extra damage increases to 2d6 and 2d10 at 21st level.



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

Magic Weapon

At-Will ♦ Standard Action

Rebounding Hand crossbow +1: +19 vs. AC, 1d6+7 damage

Staff of the Impregnable Mind +3: +21 vs. AC, 1d8+9 damage

Learning Crossbow +1: +19 vs. AC, 1d8+7 damage

Melee or Ranged weapon **Target:** One creature

Your attack issues a burst of magical energy that enhances the weapons of allies close to you.

Keywords: Arcane, Weapon

Attack: Intelligence +1 vs. AC

Hit: 1[W] + Int modifier (+6) damage, and each ally adjacent to you gains a +1 power bonus to attack rolls and a power bonus to damage rolls equal to your Con modifier (+4) or your Wis modifier (+5) until the end of your next turn.

Additional Effects

+2 Feat bonus to damage rolls against enemies adjacent to at least one of your allies - Retribution Seeker.

Artificer Attack 1

Lightning Sphere

Encounter ♦ Standard Action

Rebounding Hand crossbow +1: +16 vs. Fortitude, 1d8+10 damage

Staff of the Impregnable Mind +3: +18 vs. Fortitude, 1d8+12 damage

Learning Crossbow +1: +16 vs. Fortitude, 1d8+7 damage

Area burst 1 within 10 squares **Target:** Each enemy in the burst

The small metal ball you roll at your enemies bursts apart in an explosion of lightning.

Keywords: Arcane, Implement, Lightning

Attack: Intelligence vs. Fortitude

Hit: 1d8 + Int modifier (+6) lightning damage, and the target grants combat advantage until the end of your next turn.

Additional Effects

+2 Feat bonus to damage rolls against enemies adjacent to at least one of your allies - Retribution Seeker.

Melee Basic Attack	
At-Will ♦ Standard Action	
Staff of the Impregnable Mind +3: +16 vs. AC, 1d8+5 damage	
Melee weapon	Target: One creature
<i>You resort to the simple attack you learned when you first picked up a melee weapon.</i>	
Keyword: Weapon	
Attack: Strength vs. AC	
Hit: 1[W] + Str modifier (+2) damage.	
Level 21: 2[W] + Str modifier (+2) damage.	
Additional Effects	

Basic Attack	
At-Will ♦ Standard Action	
Rebounding Hand crossbow +1: +16 vs. Fortitude, 1d8+10 damage	
Staff of the Impregnable Mind +3: +18 vs. Fortitude, 1d8+12 damage	
Learning Crossbow +1: +16 vs. Fortitude, 1d8+7 damage	
Close burst 10	
<i>Thunder ripples outward from your implement, coalescing around you or an ally before focusing its might on a nearby enemy.</i>	
Keywords: Arcane, Implement, Thunder	
Primary Target: You or one ally in the burst	
Effect: The primary target gains a +1 power bonus to AC until the end of your next turn. Make an attack.	
Secondary Target: One creature adjacent to the primary target in the burst	
Attack: Intelligence vs. Fortitude	
Hit: 1d8 + Int modifier (+6) thunder damage, and you push the secondary target 1 square away from the primary target.	
Additional Effects	
+2 Feat bonus to damage rolls against enemies adjacent to at least one of your allies - Retribution Seeker.	

Ranged Basic Attack	
At-Will ♦ Standard Action	
Rebounding Hand crossbow +1: +15 vs. AC, 1d6+4 damage	
Learning Crossbow +1: +15 vs. AC, 1d8+4 damage	
Ranged weapon	Target: One creature
<i>You resort to the simple attack you learned when you first picked up a ranged weapon.</i>	
Keyword: Weapon	
Attack: Dexterity vs. AC	
Hit: 1[W] + Dex modifier (+3) damage.	
Level 21: 2[W] + Dex modifier (+3) damage.	
Additional Effects	

Basic Attack	
At-Will ♦ Standard Action	
Rebounding Hand crossbow +1: +16 vs. AC, 2d6+7 damage	
Staff of the Impregnable Mind +3: +18 vs. AC, 2d8+9 damage	
Learning Crossbow +1: +16 vs. AC, 2d8+7 damage	
Close burst 1	Target: Each creature in the burst
<i>By striking the ground, you bring forth a shower of rock and dirt that besets those near you and armors you in a stony shell.</i>	
Keywords: Elemental, Weapon	
Requirement: You must be on the ground.	
Attack: Highest ability modifier vs. AC	
Hit: 1[W] + highest ability modifier damage. Level 11: 2[W] + highest ability modifier damage.	
Effect: Until the end of your next turn, you are slowed and you gain resistance to all damage equal to 1 + one-half your level.	
Earthforged: Burst creates a zone of difficult terrain to enemies that lack earth walk until end of encounter.	
Additional Effects	

Thundering Armor	
At-Will ♦ Standard Action	
Rebounding Hand crossbow +1: +16 vs. Fortitude, 1d8+10 damage	
Staff of the Impregnable Mind +3: +18 vs. Fortitude, 1d8+12 damage	
Learning Crossbow +1: +16 vs. Fortitude, 1d8+7 damage	
Close burst 10	
<i>Thunder ripples outward from your implement, coalescing around you or an ally before focusing its might on a nearby enemy.</i>	
Keywords: Arcane, Implement, Thunder	
Primary Target: You or one ally in the burst	
Effect: The primary target gains a +1 power bonus to AC until the end of your next turn. Make an attack.	
Secondary Target: One creature adjacent to the primary target in the burst	
Attack: Intelligence vs. Fortitude	
Hit: 1d8 + Int modifier (+6) thunder damage, and you push the secondary target 1 square away from the primary target.	
Additional Effects	
+2 Feat bonus to damage rolls against enemies adjacent to at least one of your allies - Retribution Seeker.	

<h3>Vampiric Weapons</h3> <p>Encounter ♦ Standard Action</p> <p>Rebounding Hand crossbow +1: +18 vs. AC, 1d6+7 damage Staff of the Impregnable Mind +3: +20 vs. AC, 1d8+9 damage Learning Crossbow +1: +18 vs. AC, 1d8+7 damage</p> <p>Melee or Ranged Target: One creature</p> <p><i>You imbue your weapon with the power to drain life from your enemies and transfer it to the weapons of your allies.</i></p> <p>Keywords: Arcane, Healing, Necrotic, Weapon Attack: Intelligence vs. AC Hit: 1[W] + Int modifier (+6) necrotic damage. Each ally within 5 squares of you who deals damage with a weapon attack before the end of your next turn regains hit points equal to 1d6 + your Con modifier (+4). An ally regains these hit points only once for each use of this power.</p> <p>Additional Effects +2 Feat bonus to damage rolls against enemies adjacent to at least one of your allies - Retribution Seeker.</p>	<h3>Elemental Cascade</h3> <p>Encounter ♦ Standard Action</p> <p>Unarmed: +17 vs. Reflex, 2d10+6 damage Melee 1 or Ranged Target: One creature</p> <p><i>You release the potential raging within you as a crackling cascade of untamed energy.</i></p> <p>Keyword: Elemental Attack: Highest ability modifier + 4 vs. Reflex Hit: 2d10 + your highest ability modifier damage. Miss: Half damage. Effect: Roll a d20. On a 10 or higher, you can repeat this attack once against a different target within range.</p> <p>Additional Effects</p>	<h3>Energy Shroud</h3> <p>Encounter ♦ Standard Action</p> <p>Rebounding Hand crossbow +1: +16 vs. Reflex, 2d10+10 damage Staff of the Impregnable Mind +3: +18 vs. Reflex, 2d10+12 damage Learning Crossbow +1: +16 vs. Reflex, 2d10+7 damage</p> <p>Close burst 2</p> <p><i>A field of arcane energy surrounds you and your allies, lashing at attackers.</i></p> <p>Keywords: Arcane, Force, Implement Primary Target: You and each ally in the burst Effect: Until the end of your next turn, any enemy that hits or misses the primary target with a melee attack is subject to the following attack. Secondary Target: The attacking enemy Attack: Intelligence vs. Reflex Hit: 2d10 + Int modifier (+6) force damage.</p> <p>Additional Effects +2 Feat bonus to damage rolls against enemies adjacent to at least one of your allies - Retribution Seeker.</p>
<p>Artificer Attack 7 Used <input type="checkbox"/></p> <h3>Caustic Rampart</h3> <p>Daily ♦ Standard Action</p> <p>Area wall 5 within 10 squares</p> <p><i>You spill some liquid and infuse it with energy, creating a defensive wall of acidic fumes.</i></p> <p>Keywords: Acid, Arcane, Conjunction, Implement</p> <p>Effect: You conjure a wall of acidic fumes. The wall can be up to 2 squares high and must rest on a solid surface, and it lasts until the end of your next turn. The wall is difficult terrain, and its squares are lightly obscured. Any creature that starts its turn within the wall or adjacent to it takes acid damage equal to 1d6 + your Int modifier (+6).</p> <p>Sustain Minor: The wall persists.</p> <p>Additional Effects</p>	<p>Reforged Soul Attack 11 Used <input type="checkbox"/></p> <h3>Corrosive Sigil</h3> <p>Daily ♦ Minor Action</p> <p>Melee touch Target: One weapon</p> <p><i>Your sigil imbues a weapon or an implement with arcane acid.</i></p> <p>Keywords: Acid, Arcane Effect: Until the end of the encounter, any attack that uses the target as a weapon deals ongoing 5 acid damage (save ends). As a free action, the target's wielder can end the effect when he or she hits a creature using the target in order to give that creature a penalty to AC equal to your Con modifier (+4) (save ends).</p> <p>Additional Effects</p>	<p>Artificer Attack 13 Used <input type="checkbox"/></p> <h3>Lightning Motes</h3> <p>Daily ♦ Standard Action</p> <p>Rebounding Hand crossbow +1: +16 vs. Reflex, 2d6+10 damage Staff of the Impregnable Mind +3: +18 vs. Reflex, 2d6+12 damage Learning Crossbow +1: +16 vs. Reflex, 2d6+7 damage</p> <p>Close burst 3 Target: Each enemy in the burst</p> <p><i>Channeling arcane energy into a cloud of dust, you create lightning that ripples across your foes.</i></p> <p>Keywords: Arcane, Implement, Lightning Attack: Intelligence vs. Reflex Hit: 2d6 + Int modifier (+6) lightning damage, and the target is dazed (save ends). Each Failed Saving Throw: The target takes 5 lightning damage. Aftereffect: The target takes ongoing 5 lightning damage (save ends). Miss: Half damage, and ongoing 5 lightning damage (save ends).</p> <p>Additional Effects +2 Feat bonus to damage rolls against enemies adjacent to at least one of your allies - Retribution Seeker.</p>
<p>Artificer Attack 1 Used <input type="checkbox"/></p> <h3>Healing Infusion: Curative</h3> <p>Encounter (Special) ♦ Minor Action</p> <p>Unarmed:</p> <p>Close burst 5 (10 at 11th level, 15 at 21st level) Target: You or one ally in the burst</p> <p><i>You use the magic of your infusion to heal the wounds of your target.</i></p> <p>Keywords: Arcane, Healing Effect: The target regains hit points equal to its healing surge value + your Wis modifier (+5), and you expend an infusion crafted with your Healing Infusion class feature. Level 11: Healing surge value + your Wis modifier (+5) + 4.</p> <p>Special: You can use two Healing Infusion powers per encounter, but only one per round. At 16th level, you can use three Healing Infusion powers per encounter, but only one per round.</p> <p>Additional Effects</p>	<p>Artificer Attack 5 Used <input type="checkbox"/></p> <h3>Healing Infusion: Resistive</h3> <p>Encounter (Special) ♦ Minor Action</p> <p>Close burst 5 (10 at 11th level, 15 at 21st level) Target: You or one ally in the burst</p> <p><i>You channel the energy of your infusion into your target's armor, providing lasting protection.</i></p> <p>Keyword: Arcane Effect: The target gains a +1 power bonus to AC until the end of the encounter, and you expend an infusion crafted with your Healing Infusion class feature. The target can end the bonus as a free action to gain temporary hit points equal to its healing surge value + your Con modifier (+4). Level 11: Temporary hit points equal to the target's healing surge value + twice your Con modifier (+4). Special: You can use two Healing Infusion powers per encounter, but only one per round. At 16th level, you can use three Healing Infusion powers per encounter, but only one per round.</p> <p>Additional Effects</p>	<p>Artificer Attack 9 Used <input type="checkbox"/></p> <h3>Changeling Disguise</h3> <p>At-Will ♦ Minor Action</p> <p>Personal</p> <p><i>You alter your form to look like another person.</i></p> <p>Keyword: Polymorph Effect: You alter your physical form to take on the appearance of any Medium humanoid. You retain your statistics in your new form, and your clothing, armor, and possessions do not change. The new form lasts until you change form again. Any creature that attempts to see through your ruse makes an Insight check opposed by your Bluff check, and you gain a +5 bonus to your check.</p> <p>Additional Effects</p>

<h3>Fast Hands</h3> <p>At-Will ♦ Free Action</p> <p>Personal</p> <p>Your fingers blur as you manipulate objects faster than the eye can follow.</p> <p>Effect: You draw or sheathe a weapon, pick up an item in your space or adjacent to it, or retrieve or stow an item</p> <p>Special: You can use this power only once per round.</p> <p>Prerequisite: You must be trained in Thievery.</p>	<h3>Changeling Trick</h3> <p>Encounter ♦ Minor Action</p> <p>Melee 1</p> <p>Target: One creature</p> <p>Your feint tricks a foe into giving you an advantage.</p> <p>Effect: You make a Bluff check opposed by the target's passive Insight. If your check succeeds, you gain combat advantage against the target until the end of your next turn.</p>	<h3>Recuperative Enchantment</h3> <p>Encounter ♦ Free Action</p> <p>Close burst 10</p> <p>Target: The triggering ally</p> <p>You trigger enchantments placed on your ally's armor that temporarily infuses them with healing energy.</p> <p>Keyword: Arcane</p> <p>Trigger: An ally in range spends a healing surge</p> <p>Effect: The target heals additional hit points equal to his or her healing surge value.</p>
<p>Thievery Utility 2</p> <h3>Regeneration Infusion</h3> <p>Daily ♦ Minor Action</p> <p>Unarmed:</p> <p>Close burst 10</p> <p>Target: You or one ally in the burst; target must be bloodied</p> <p>You imbue an ally's equipment with a steady flow of arcane energy, which restores your friend's vigor.</p> <p>Keywords: Arcane, Healing</p> <p>Effect: The target gains regeneration equal to your Con modifier (+4) until the end of the encounter. As a minor action, the target can end the effect to spend a healing surge.</p>	<p>Changeling Racial Power</p> <p>Used <input type="checkbox"/></p> <h3>Flowing Chaos</h3> <p>Daily ♦ Minor Action</p> <p>Personal</p> <p>You exude the power of the elements to aid your nearby allies by enhancing the lethality of their attacks.</p> <p>Keywords: Aura, Elemental</p> <p>Effect: You activate an aura 1 that lasts until the end of the encounter. While in the aura, you and each ally gain a +3 power bonus to damage rolls that include acid, cold, fire, lightning, or thunder.</p>	<p>Artificer Utility 10</p> <p>Used <input type="checkbox"/></p> <h3>Aversion Staff +2</h3> <p>Staff ♦ Level 7</p> <p>Enhancement: +2 attack rolls and damage rolls</p> <p>Critical: +1d8 damage per plus</p> <p>Properties</p> <p>You gain a +2 item bonus to all defenses against attacks from enemies that are subject to effects caused by you.</p>
<p>Artificer Utility 6</p> <p>Used <input type="checkbox"/></p> <h3>Collar of Recovery +1</h3> <p>Neck Slot Item ♦ Level 4</p> <p>Enhancement: +1 Fortitude, Reflex, and Will</p> <p>Properties</p> <p>Gain extra hit points equal to this item's enhancement bonus when you spend a healing surge to regain hit points.</p>	<p>Reforged Soul Utility 12</p> <p>Used <input type="checkbox"/></p> <h3>Elderwood Falcon</h3> <p>Wondrous Item ♦ Level 10</p> <p>Power (Conjuration) ♦ Daily (Standard Action)</p> <p>Use this figurine to conjure an ancient falcon of the Feywild (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>Learning Crossbow +1</p> <p>Weapon ♦ Level 5</p> <p>Damage: 1d8</p> <p>Proficiency Bonus: 2</p> <p>Range: 15/30</p> <p>Properties: Load Minor</p> <p>Enhancement: +1 attack rolls and damage rolls</p> <p>Critical: +1d6 damage per plus</p> <p>Property</p> <p>♦ 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. ♦ Each time you hit a target with this weapon, you gain a +2 power bonus to the first damage roll on your next attack with this weapon against the same target before</p>

<p>Cat Tabi (heroic tier) Feet Slot Item ♦ Level 8</p> <p>Properties</p> <p>Gain a +3 item bonus to Athletics checks to jump. You take half damage from a fall and always land on your feet.</p> <p>Power ♦ Daily (Free Action)</p> <p>Use this power when you fall 10 feet or more. You take no damage from the fall and are not knocked prone.</p>	<p>Staff of the Impregnable... Staff ♦ Level 13</p> <p>Enhancement: +3 attack rolls and damage rolls Critical: +1d8 psychic damage per plus</p> <p>Properties</p> <p>You gain resist 10 psychic.</p> <p>Power (Augmentable) ♦ Daily (Immediate Interrupt)</p> <p>Trigger: An enemy targets you with an attack against Will. Effect: Until the start of your next turn, you gain a bonus to Will equal to the staff's enhancement bonus. Augment 1: You instead gain the bonus to all defenses.</p>	<p>Rebounding Hand crossbow... Weapon ♦ Level 2</p> <p>Damage: 1d6 Proficiency Bonus: 2 Range: 10/20 Properties: Load Free Enhancement: +1 attack rolls and damage rolls Critical: +1d6 damage per plus</p> <p>Power ♦ Encounter (Free Action)</p> <p>Trigger: You attack an enemy with this weapon and miss. Effect: You make a ranged basic attack against a different enemy within 5 squares of that enemy.</p>
<p>Runic Mace +1 Weapon ♦ Level 5</p> <p>Damage: 1d8 Proficiency Bonus: 2 Properties: Versatile Enhancement: +1 attack rolls and damage rolls Critical: +1d6 damage per plus</p> <p>Properties</p> <p>When you hit with an arcane power using this weapon, you gain temporary hit points equal to the weapon's enhancement bonus.</p>	<p>Longsword of Defense +3 Weapon ♦ Level 14</p> <p>Damage: 1d8 Proficiency Bonus: 3 Properties: Versatile Enhancement: +3 attack rolls and damage rolls Critical: +1d6 damage per plus</p> <p>Properties</p> <p>You gain resist 2 to all damage while you are holding the weapon.</p> <p>Utility Power ♦ Daily (Immediate Interrupt)</p> <p>Trigger: You take damage from a melee attack that hits you. Effect: You take only half of the damage.</p>	<p>Shared Valor Leather Armor... Armor ♦ Level 8</p> <p>Armor Bonus: 2 Enhancement: +2 AC</p> <p>Properties</p> <p>Whenever you grant temporary hit points to an ally, you gain temporary hit points equal to half the number you granted to that ally.</p>