

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

Emily Soule

16

Level

Kallista
Unaligned female Tiefling Rogue (Scoundrel)

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

69000

Total XP

83000

Defenses

27	21	27	26
AC	FORT	REF	WILL

Conditional Bonuses

Hit Points
Max HP
(Bloodied 50) **100**

Temp HP

Current Hit Points

Healing Surges
 Surge Value **32**
 Surges/Day **8**

Current Conditions:

Combat Statistics and Senses
Initiative **14**

Conditional Modifiers:

Speed **6**
Passive Insight **19**
Passive Perception **26**

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

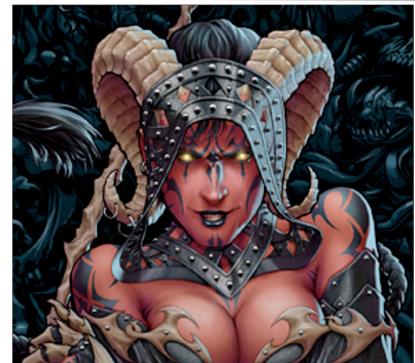
21**1d6+8**

Dexterity vs. AC

Damage

Languages

Abyssal, Common, Primordial

**Abilities**

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

Skills

Acrobatics	Dexterity	<input checked="" type="checkbox"/>	26
Arcana	Intelligence		10
Athletics	Strength	<input checked="" type="checkbox"/>	22
Bluff	Charisma	<input checked="" type="checkbox"/>	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	<input checked="" type="checkbox"/>	16
Religion	Intelligence		10
Stealth	Dexterity	<input checked="" type="checkbox"/>	22
Streetwise	Charisma		15
Thievery	Dexterity	<input checked="" type="checkbox"/>	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 16 Tiefling Rogue (Scoundrel)

HP	100	Score	Ability Mod	AC
Spd	6	15	STR 2	27
Init	+14	13	CON 1	Fort
		22	DEX 6	21
		15	INT 2	Ref
		13	WIS 1	Will
		24	CHA 7	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**Acrobat's Blade Trick**

Encounter ♦ Standard Action

**Wicked Fang Longsword +3:** +22 vs. AC, 1d8+10 damage**Dagger:** +19 vs. AC, 1d4+6 damage**Close burst 1****Target:** Each enemy in the burst you can see*You flip into a spinning acrobatic display of flashing blades. Then the display transforms into a deadly attack.***Keywords:** Martial, Weapon**Prerequisite:** You must be trained in Acrobatics.**Requirement:** You must be wielding a light blade.**Attack:** Dexterity vs. AC**Hit:** 1[W] + Dex modifier (+6) damage**Effect:** After the attack, you can shift a number of squares equal to the number of enemies you hit with this attack. During the shift, you can move through squares occupied by enemies you hit with this attack.

Additional Effects

+1 Racial bonus to attack rolls against

<h3>Cloud of Steel</h3> <p>Encounter ♦ Standard Action</p> <p>Rebounding Hand crossbow +2: +21 vs. AC, 1d6+8 damage Dagger: +19 vs. AC, 1d4+6 damage</p> <p>Close blast 5 Target: Each enemy you can see in the blast</p> <p>You shower your enemies with a host of projectiles.</p> <p>Keywords: Martial, Weapon</p> <p>Requirement: You must be wielding a crossbow, a light thrown weapon, or a sling.</p> <p>Attack: Dexterity vs. AC</p> <p>Hit: 1[W] + Dex modifier (+6) 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>	<h3>Hell's Ram</h3> <p>Encounter ♦ Minor Action</p> <p>Unarmed: +18 vs. Fortitude</p> <p>Melee 1 Target: One enemy</p> <p>Using a simple but brutal technique, you slam your gnarled forehead into your shocked foe.</p> <p>Keyword: Martial</p> <p>Attack: Dexterity + 4 or Strength + 4 vs. Fortitude</p> <p>Hit: 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>Wicked Fang Longsword +3: +22 vs. AC, 1d8+14 damage Dagger: +19 vs. AC, 1d4+10 damage</p> <p>Melee weapon Target: One creature</p> <p>A well-timed attack leaves your enemy flailing helplessly for a few critical seconds.</p> <p>Keywords: Martial, Weapon</p> <p>Requirement: You must be wielding a light blade.</p> <p>Attack: Dexterity vs. AC</p> <p>Hit: 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>
<p>Rogue Attack 7 Used <input type="checkbox"/></p> <h3>Bloodbath</h3> <p>Daily ♦ Standard Action</p> <p>Wicked Fang Longsword +3: +22 vs. Fortitude, 1d8+14 damage Rebounding Hand crossbow +2: +21 vs. Fortitude, 1d6+8 damage Dagger: +19 vs. Fortitude, 1d4+10 damage</p> <p>Melee or Ranged Target: One creature</p> <p>You slice your foe's artery, inflicting a gushing wound.</p> <p>Keywords: Martial, Weapon</p> <p>Requirement: You must be wielding a crossbow, a light blade, or a sling.</p> <p>Attack: Dexterity vs. Fortitude</p> <p>Hit: 1[W] + Dex modifier (+6) damage, and ongoing damage equal to any Sneak Attack damage you deal with this attack (save ends).</p> <p>Effect: 1[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>Burst Fire</h3> <p>Daily ♦ Standard Action</p> <p>Rebounding Hand crossbow +2: +21 vs. Reflex, 2d6+8 damage Dagger: +19 vs. Reflex, 2d4+6 damage</p> <p>Area burst 1 within 10 squares Target: Each enemy in the burst you can see</p> <p>You loose missiles in an unpredictable pattern.</p> <p>Keywords: Martial, Weapon</p> <p>Requirement: You must be wielding a crossbow, a light thrown weapon, or a sling.</p> <p>Attack: Dexterity vs. Reflex</p> <p>Hit: 2[W] + Dex modifier (+6) damage.</p> <p>Miss: 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 13 Used <input type="checkbox"/></p> <h3>Garrote Grip</h3> <p>Daily ♦ Standard Action</p> <p>Melee weapon Target: One creature</p> <p>You put your foe into a hold that will soon take it out of the fight.</p> <p>Keywords: Martial, Reliable, Weapon</p> <p>Requirement: You must be wielding a light blade and have a hand free.</p> <p>Attack: Dexterity vs. Reflex</p> <p>Hit: 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>Sustain Minor: 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>Special: 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>Personal</p> <p>No matter how narrow the path, you have the balance and coordination needed to walk it.</p> <p>Effect: 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>Prerequisite: 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>Personal</p> <p>You silently step from shadow to shadow, slipping past your foes unseen and unheard.</p> <p>Keyword: Martial</p> <p>Prerequisite: You must have training in Stealth.</p> <p>Requirement: You must be hidden.</p> <p>Effect: 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>Personal</p> <p>You dodge and tumble past your foes with such speed and precision that they are unable to react.</p> <p>Keyword: Martial</p> <p>Prerequisite: You must have training in Acrobatics.</p> <p>Effect: You shift up to your speed.</p> <p>Additional Effects</p>

<h3>Ride the Devil's Tail</h3> <p>Encounter ♦ Immediate Reaction</p> <p>Personal</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>Keyword: Martial</p> <p>Trigger: An enemy enters a square adjacent to you</p> <p>Effect: 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>Personal</p> <p><i>You stand unseen in the midst of the battle, striking from your place of hiding.</i></p> <p>Keyword: Martial</p> <p>Prerequisite: You must be trained in Stealth.</p> <p>Requirement: You must be hidden.</p> <p>Effect: 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>Personal</p> <p><i>You burn through the very essence of your own soul to lend terrifying power to your attack.</i></p> <p>Trigger: You hit an enemy with an attack.</p> <p>Effect: 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>Personal</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>Keyword: Polymorph</p> <p>Effect: 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>Special: 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>Rat Killer's Coat Leather...</h3> <p>Armor ♦ Level 2</p> <p>Armor Bonus: 2</p> <p>Enhancement: +1 AC</p> <p>Properties</p> <p>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.</p>	<p>Gloaming Leather Armor +1</p> <p>Armor ♦ Level 5</p> <p>Armor Bonus: 2</p> <p>Enhancement: +1 AC</p> <p>Properties</p> <p>You gain an item bonus to Stealth checks equal to the armor's enhancement bonus.</p> <p>Utility Power (Illusion) ♦ Encounter (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>Feat Utility Used <input type="checkbox"/></p> <h3>Bracers of Archery (heroic...)</h3> <p>Arms Slot Item ♦ Level 6</p> <p>Properties</p> <p>Gain a +2 item bonus to damage rolls when attacking with a bow or crossbow.</p> <p>Power ♦ Daily (Minor Action)</p> <p>Ignore cover on your next attack this turn when using a bow or crossbow.</p>	<p>Rebounding Hand crossbow...</p> <p>Weapon ♦ Level 7</p> <p>Damage: 1d6</p> <p>Proficiency Bonus: 2</p> <p>Range: 10/20</p> <p>Properties: Load Free</p> <p>Enhancement: +2 attack rolls and damage rolls</p> <p>Critical: +1d6 damage per plus</p> <p>Power ♦ Encounter (Free Action)</p> <p><i>Trigger:</i> You attack an enemy with this weapon and miss.</p> <p><i>Effect:</i> You make a ranged basic attack against a different enemy within 5 squares of that enemy.</p>	<p>Wicked Fang Longsword +3</p> <p>Weapon ♦ Level 13</p> <p>Damage: 1d8</p> <p>Proficiency Bonus: 3</p> <p>Properties: Versatile</p> <p>Enhancement: +3 attack rolls and damage rolls</p> <p>Critical: +1d8 damage per plus</p> <p>Properties</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>Power ♦ Daily (Free Action)</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>Ironwood Hound Wondrous Item ♦ Level 10</p> <p>Power (Conjuration) ♦ Daily (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>Flagon of Ale Procurement Wondrous Item ♦ Level 5</p> <p>Properties</p> <p>You know the distance to the nearest alcoholic beverage.</p> <p>Power ♦ Daily (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>Headband of Perception... Head Slot Item ♦ Level 1</p> <p>Properties</p> <p>You gain a +1 item bonus to Perception checks.</p>
<p>Iron Armbands of Power... Arms Slot Item ♦ Level 16</p> <p>Properties</p> <p>Gain a +4 item bonus to melee damage rolls.</p>	<p>Potion of Healing Consumable ♦ Level 5</p> <p>Power (Healing) ♦ Consumable (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>Potion of Vitality Consumable ♦ Level 15</p> <p>Power (Healing) ♦ Consumable (Minor Action)</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>Mountebank's Deck Wondrous Item ♦ Level 1</p> <p>Properties</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>Dynamic Dagger +3 Weapon ♦ Level 11</p> <p>Damage: 1d4 Proficiency Bonus: 3 Range: 5/10 Properties: Light Throw, Off-Hand Enhancement: +3 attack rolls and damage rolls Critical: +1d6 damage per plus</p> <p>Power (Polymorph) ♦ Encounter (Minor Action)</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>Amulet of Physical Resolve +1 Neck Slot Item ♦ Level 2</p> <p>Enhancement: +1 Fortitude, Reflex, and Will</p> <p>Properties</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>

Immovable Shaft

Wondrous Item ◆ Level 12

Power ◆ (Minor Action)

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.