

Player Name

Character Name **Half-Elf** Level **7** Class **Battlemind** Paragon Path **Paragon Path** Epic Destiny **Epic Destiny** Total XP **10,323**

INITIATIVE			
SCORE	DEX	1/2 LVL	MISC
<b>3</b>	<b>Initiative</b>	<b>3</b>	

CONDITIONAL MODIFIERS

DEFENSES									
SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ABIL	CLASS	FEAT	ENH	MISC	MISC	
<b>23</b>	<b>AC</b>	<b>13</b>	<b>8</b>			<b>2</b>			

CONDITIONAL BONUSES

MOVEMENT				
SCORE	BASE	ARMOR	ITEM	MISC
<b>5</b>	<b>Speed (Squares)</b>	<b>6</b>	<b>-1</b>	

SPECIAL MOVEMENT

ABILITY SCORES			
SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
<b>10</b>	<b>STR</b> Strength	<b>0</b>	<b>3</b>
<b>20</b>	<b>CON</b> Constitution	<b>5</b>	<b>8</b>
<b>10</b>	<b>DEX</b> Dexterity	<b>0</b>	<b>3</b>
<b>10</b>	<b>INT</b> Intelligence	<b>0</b>	<b>3</b>
<b>14</b>	<b>WIS</b> Wisdom	<b>2</b>	<b>5</b>
<b>14</b>	<b>CHA</b> Charisma	<b>2</b>	<b>5</b>

DEFENSES									
SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ABIL	CLASS	FEAT	ENH	MISC	MISC	
<b>19</b>	<b>FORT</b>	<b>13</b>	<b>5</b>			<b>1</b>			
<b>14</b>	<b>REF</b>	<b>13</b>				<b>1</b>			
<b>18</b>	<b>WILL</b>	<b>13</b>	<b>2</b>	<b>2</b>		<b>1</b>			

CONDITIONAL BONUSES

SENSES			
SCORE	PASSIVE SENSE	BASE	SKILL BONUS
<b>17</b>	<b>Passive Insight</b>	<b>10</b>	<b>+</b> <b>7</b>
<b>15</b>	<b>Passive Perception</b>	<b>10</b>	<b>+</b> <b>5</b>

SPECIAL SENSES  
Low-light Vision

HIT POINTS			
MAX HP	BLOODED	HEALING SURGES	
<b>71</b>	<b>35</b>	<b>17</b>	<b>14</b>
CURRENT HIT POINTS		CURRENT SURGE USES	
SECOND WIND 1/ENCOUNTER USED <input type="checkbox"/>			
TEMPORARY HIT POINTS			
DEATH SAVING THROW FAILURES <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			
SAVING THROW MODS			
RESISTANCES			
CURRENT CONDITIONS AND EFFECTS			

ACTION POINTS		
MILESTONES	ACTION POINTS	
0	1	
1	2	
2	3	

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES	
<b>Dilettante</b>	- Choose at-will power from other class; use as encounter power.
<b>Dual Heritage</b>	- Count as elf, half-elf, and human for choosing feats.
<b>Group Diplomacy</b>	- Allies within 10 get +1 to Diplomacy.

ATTACK WORKSPACE									
ABILITY:	Melee Basic Attack - Ravenclaw Warblade Longsw	ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
		<b>+</b>	<b>13</b>	<b>3</b>	<b>5</b>		<b>3</b>		<b>2</b>
ABILITY:	Melee Basic Attack - Unarmed	ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
		<b>+</b>	<b>8</b>	<b>3</b>	<b>5</b>				

DAMAGE WORKSPACE						
ABILITY:	Melee Basic Attack - Ravenclaw Warblade Longsw	DAMAGE	ABIL	FEAT	ENH	MISC
		<b>1d8+7</b>	<b>5</b>		<b>2</b>	
ABILITY:	Melee Basic Attack - Unarmed <td>DAMAGE <td>ABIL <td>FEAT <td>ENH <td>MISC </td></td></td></td></td>	DAMAGE <td>ABIL <td>FEAT <td>ENH <td>MISC </td></td></td></td>	ABIL <td>FEAT <td>ENH <td>MISC </td></td></td>	FEAT <td>ENH <td>MISC </td></td>	ENH <td>MISC </td>	MISC
		<b>1d4+5</b>	<b>5</b>			

SKILLS						
BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC	
<b>3</b>	<b>Acrobatics</b>	DEX	<b>3</b>	<b>0</b>	n/a	<b>0</b>
<b>8</b>	<b>Arcana</b>	INT	<b>3</b>	<b>5</b>	n/a	<b>0</b>
<b>8</b>	<b>Athletics</b>	STR	<b>3</b>	<b>5</b>	n/a	<b>0</b>
<b>5</b>	<b>Bluff</b>	CHA	<b>5</b>	<b>0</b>	n/a	<b>0</b>
<b>7</b>	<b>Diplomacy</b>	CHA	<b>5</b>	<b>0</b>	n/a	<b>2</b>
<b>5</b>	<b>Dungeoneering</b>	WIS	<b>5</b>	<b>0</b>	n/a	<b>0</b>
<b>8</b>	<b>Endurance</b>	CON	<b>8</b>	<b>0</b>	n/a	<b>0</b>
<b>5</b>	<b>Heal</b>	WIS	<b>5</b>	<b>0</b>	n/a	<b>0</b>
<b>3</b>	<b>History</b>	INT	<b>3</b>	<b>0</b>	n/a	<b>0</b>
<b>7</b>	<b>Insight</b>	WIS	<b>5</b>	<b>0</b>	n/a	<b>2</b>
<b>10</b>	<b>Intimidate</b>	CHA	<b>5</b>	<b>5</b>	n/a	<b>0</b>
<b>5</b>	<b>Nature</b>	WIS	<b>5</b>	<b>0</b>	n/a	<b>0</b>
<b>5</b>	<b>Perception</b>	WIS	<b>5</b>	<b>0</b>	n/a	<b>0</b>
<b>8</b>	<b>Religion</b>	INT	<b>3</b>	<b>5</b>	n/a	<b>0</b>
<b>3</b>	<b>Stealth</b>	DEX	<b>3</b>	<b>0</b>	n/a	<b>0</b>
<b>5</b>	<b>Streetwise</b>	CHA	<b>5</b>	<b>0</b>	n/a	<b>0</b>
<b>3</b>	<b>Thievery</b>	DEX	<b>3</b>	<b>0</b>	n/a	<b>0</b>

CLASS / PATH / DESTINY FEATURES	
<b>Psionic Augmentation</b>	- Gain augmentable at-wills instead of encounter powers.
<b>Psionic Defense</b>	- Gain battlemind's demand, blurred step, and mind spike powers
<b>Psionic Study</b>	- Battlemind may pick the speed of thought or battle resilience power
<b>Battle Resilience</b>	

LANGUAGES KNOWN	
Common, Elven, Deep Speech	

BASIC ATTACKS			
ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
<b>13</b>	<b>vs AC</b>	Ravenclaw Warblade Longsw	1d8+7
<b>8</b>	<b>vs AC</b>	Unarmed (Melee)	1d4+5
<b>3</b>	<b>vs AC</b>	Unarmed (Range)	1d4
	<b>vs</b>		

FEATS	
<b>Against All Odds</b>	- If 3+ foes adjacent to you at start of turn, +1 to attacks and damage until end of turn
<b>Melee Training (Constitution)</b>	- Use Constitution for melee basic attacks
<b>Skill Power</b>	- Gain skill power of your level or lower
<b>Disciple of Divine Wrath</b>	- Avenger: Religion skill, oath of enmity 1/encounter

## POWER INDEX

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

### AT-WILL POWERS

Battlemind's Demand

Blurred Step

Mind Spike

Demon Dance

Spectral Legion

Beckoning Strike Attack

Ghost in the Steel

### ENCOUNTER POWERS

Second Wind

War Song Strike

Battle Resilience

Oath of Enmity

### DAILY POWERS

Allies to Enemies

Beckoning Strike

### UTILITY POWERS

Feather Step

Mighty Sprint

Psionic Ambush

Power Points: 6

## OTHER EQUIPMENT

## COINS AND OTHER WEALTH

Money on hand: 100 gp

Stored money: 0 gp

Encumbrance: 66 / 100

## MAGIC ITEM INDEX

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

### MAGIC ITEMS

WEAPON

Ravenclaw Warblade Longsword +2 (E)

WEAPON

WEAPON

WEAPON

ARMOR

Imposter's Drakescale Armor +2 (E)

ARMS

FEET

HANDS

HEAD

NECK

Cloak of the Walking Wounded +1 (E)

RING

RING

WAIST

Preservation Shield Heavy Shield (heroic tier) (C

### Daily Item Powers Per Day

Heroic (1-10)

☐

Milestone

☐☐☐

Paragon (11-20)

☐☐

Milestone

☐☐☐

Epic (21-30)

☐☐☐

Milestone

☐☐☐

## RITUALS / ALCHEMY

## CHARACTER PORTRAIT



## PERSONALITY TRAITS

## MANNERISMS AND APPEARANCE

## CHARACTER BACKGROUND

Warsmith

"Crafter" is too mundane a term for me, but "artist" implies a concern with form, not function. Place me somewhere in between. Call me an artisan.

You can construct your own weapons and armor, given proper tools and raw materials. Making a weapon takes two days, and making armor takes four days. Doing so confers no economic advantage, however. The item ultimately costs the same as it would if you'd purchased it directly. And you can cast Creation rituals as if you had the Ritual Caster feat.

## COMPANIONS AND ALLIES

## SESSION AND CAMPAIGN NOTES

CHARACTER NAME		
PLAYER NAME		
RACE Half-Elf	CLASS Battlemind	LEVEL 7

	SCORE	ABILITY	MOD
<b>HP</b>	<b>71</b>		
<b>STR</b>	<b>10</b>	<b>+0</b>	
<b>CON</b>	<b>20</b>	<b>+5</b>	
<b>Spd</b>	<b>5</b>		
<b>DEX</b>	<b>10</b>	<b>+0</b>	
<b>INT</b>	<b>10</b>	<b>+0</b>	
<b>WIS</b>	<b>14</b>	<b>+2</b>	
<b>CHA</b>	<b>14</b>	<b>+2</b>	
<b>AC</b>	<b>23</b>		
<b>Fort</b>	<b>19</b>		
<b>Ref</b>	<b>14</b>		
<b>Will</b>	<b>18</b>		
<b>Passive Insight</b>	<b>17</b>		
<b>Passive Perception</b>	<b>15</b>		

### Skills

3	Acrobatics	DEX
8	Arcana	INT (Trained)
8	Athletics	STR (Trained)
5	Bluff	CHA
7	Diplomacy	CHA
5	Dungeoneering	WIS
8	Endurance	CON
5	Heal	WIS
3	History	INT
7	Insight	WIS
10	Intimidate	CHA (Trained)
5	Nature	WIS
5	Perception	WIS
8	Religion	INT (Trained)
3	Stealth	DEX
5	Streetwise	CHA
3	Thievery	DEX

ADDITIONAL EFFECTS

### Action Point

ADDITIONAL EFFECTS



**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.

PLAY DATA

DUNGEONS & DRAGONS

PLAY DATA

DUNGEONS & DRAGONS

ENCOUNTER SPECIAL

DUNGEONS & DRAGONS

### Second Wind

KEYWORDS

Standard Personal

**ACTION** **RANGE**

☐ AT-WILL ☒ ENCOUNTER ☐ DAILY

**Effect:** You spend a healing surge and regain 17 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS  LEVEL  BOOK *PH*

### Battlemind's Demand (Augment 0)

KEYWORDS Augmentable, Psionic

Minor Close burst 3

**ACTION** 3 **RANGE**

**vs** One creature in burst

**ATTACK** **DEFENSE** **TARGET**

**Effect:** You mark the target until you use this power again or until the end of the encounter.

ADDITIONAL EFFECTS

CLASS Battlemind LEVEL  BOOK *PH3*

### Battlemind's Demand (Augment 1)

KEYWORDS Augmentable, Psionic

Minor Close burst 3

**ACTION** 3 **RANGE**

**vs** One or two creatures in burst

**ATTACK** **DEFENSE** **TARGET**

**Effect:** You mark the target until you use this power again or until the end of the encounter.

ADDITIONAL EFFECTS

CLASS Battlemind LEVEL  BOOK *PH3*

### Blurred Step

KEYWORDS Psionic

Free Personal

**ACTION** **RANGE**

**vs** **ATTACK** **DEFENSE** **TARGET**

**Trigger:** An adjacent enemy marked by you shifts  
**Effect:** You shift 1 square.  
**Special:** You can use this power only once per turn.

ADDITIONAL EFFECTS

CLASS Battlemind LEVEL  BOOK *PH3*

### Mind Spike

KEYWORDS Force, Psionic, Psychic

Imm React Melee 1

**ACTION** **RANGE**

**vs** The triggering enemy

**ATTACK** **DEFENSE** **TARGET**

**Trigger:** An adjacent enemy marked by you deals damage to your ally with an attack that doesn't include you as a target  
**Effect:** The target takes force and psychic damage equal to the damage that its attack dealt to your ally.

ADDITIONAL EFFECTS

CLASS Battlemind LEVEL  BOOK *PH3*

### Beckoning Strike Attack

KEYWORDS Psionic, Weapon

Opportunity Melee 1

**ACTION** **RANGE**






**13 vs AC** **ATTACK** **DEFENSE** **TARGET**






**Requirement:** The power Beckoning Strike must be active in order to use this power.  
**Trigger:** An adjacent enemy marked by you moves without shifting on its turn  
**Attack:** Constitution vs. AC  
**Hit:** 1[W] + Constitution modifier (+5) damage. At the end of the secondary target's turn, you can use a free action to pull the secondary target a number of squares equal to its speed.






Ravenclaw Warblade Longsword +2: +13 attack, 1d8 +7 damage






ADDITIONAL EFFECTS  
+1 to attack rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.  
+1 to damage rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.






CLASS Battlemind LEVEL  BOOK *PH3*






Spectral Legion (Augment 0)		
KEYWORDS Augmentable, Psionic, Weapon		USED
Standard	*  	Melee weapon
ACTION	 	RANGE
13	vs	AC
ATTACK	DEFENSE	TARGET
<b>Attack:</b> Constitution vs. AC <b>Hit:</b> 1[W] + Constitution modifier (+5) damage. Until the end of your next turn, the target grants combat advantage to your allies while they are adjacent to it.		
Ravenclaw Warblade Longsword +2: +13 attack, 1d8+7 damage		
ADDITIONAL EFFECTS +1 to attack rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds. +1 to damage rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.		
CLASS	Battlemind	LEVEL 3 BOOK PH3
AT-WILL POWER 		






Spectral Legion (Augment 1)		
KEYWORDS Augmentable, Psionic, Weapon		USED
Standard	*  	Melee weapon
ACTION	 	RANGE
13	vs	AC
ATTACK	DEFENSE	TARGET
<b>Attack:</b> Constitution vs. AC <b>Hit:</b> 1[W] + Constitution modifier (+5) damage. Until the end of your next turn, the target grants combat advantage to your allies while they are adjacent to it, and the target takes a penalty to the attack rolls of melee attacks and close attacks until the end of your next turn. The penalty equals your Charisma modifier (+2).		
Ravenclaw Warblade Longsword +2: +13 attack, 1d8+7 damage		
ADDITIONAL EFFECTS +1 to attack rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds. +1 to damage rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.		
CLASS	Battlemind	LEVEL 3 BOOK PH3
AT-WILL POWER 		






Spectral Legion (Augment 2)		
KEYWORDS Augmentable, Psionic, Weapon		USED
Standard	*  	Melee weapon
ACTION	 	RANGE
13	vs	AC
ATTACK	DEFENSE	TARGET
<b>Attack:</b> Constitution vs. AC <b>Hit:</b> 2[W] + Constitution modifier (+5) damage. Until the end of your next turn, the target is immobilized, and it grants combat advantage to your allies while they are adjacent to it.		
Ravenclaw Warblade Longsword +2: +13 attack, 2d8+7 damage		
ADDITIONAL EFFECTS +1 to attack rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds. +1 to damage rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.		
CLASS	Battlemind	LEVEL 3 BOOK PH3
AT-WILL POWER 		





Demon Dance (Augment 0)		
KEYWORDS Augmentable, Fear, Psionic, Psychic, Weapon		USED
Standard	*  	Melee weapon
ACTION	 	RANGE
13	vs	AC
ATTACK	DEFENSE	TARGET
<b>Attack:</b> Constitution vs. AC <b>Hit:</b> 1[W] + Constitution modifier (+5) psychic damage, and the target takes a –5 penalty to opportunity attack rolls until the end of your next turn.		
Ravenclaw Warblade Longsword +2: +13 attack, 1d8+7 damage		
ADDITIONAL EFFECTS +1 to attack rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds. +1 to damage rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.		
CLASS	Battlemind	LEVEL 1 BOOK PH3
AT-WILL POWER 		

Demon Dance (Augment 1)		
KEYWORDS Augmentable, Fear, Psionic, Psychic, Weapon		USED
Standard	*  	Melee weapon
ACTION	 	RANGE
13	vs	AC
ATTACK	DEFENSE	TARGET
<b>Attack:</b> Constitution vs. AC <b>Hit:</b> 1[W] + Constitution modifier (+5) psychic damage, and the target takes a –5 penalty to opportunity attack rolls until the end of your next turn, and the target loses threatening reach until the end of your next turn.		
Ravenclaw Warblade Longsword +2: +13 attack, 1d8+7 damage		
ADDITIONAL EFFECTS +1 to attack rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds. +1 to damage rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.		
CLASS	Battlemind	LEVEL 1 BOOK PH3
AT-WILL POWER 		

Demon Dance (Augment 2)		
KEYWORDS Augmentable, Fear, Psionic, Psychic, Weapon		USED
Standard	*  	Melee weapon
ACTION	 	RANGE
13	vs	AC
ATTACK	DEFENSE	TARGET
<b>Attack:</b> Constitution vs. AC <b>Hit:</b> 2[W] + Constitution modifier (+5) psychic damage, and the target can't make opportunity attacks until the end of your next turn.		
Ravenclaw Warblade Longsword +2: +13 attack, 2d8+7 damage		
ADDITIONAL EFFECTS +1 to attack rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds. +1 to damage rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.		
CLASS	Battlemind	LEVEL 1 BOOK PH3
AT-WILL POWER 		

Ghost in the Steel (Augment 0)		
KEYWORDS Augmentable, Psionic, Psychic, Weapon		USED
Standard	*  	Melee weapon
ACTION	 	RANGE
13	vs	AC
ATTACK	DEFENSE	TARGET
<b>Attack:</b> Constitution vs. AC <b>Hit:</b> 1[W] + Constitution modifier (+5) damage. The first time the target hits or misses any of your allies before the end of your next turn, it takes psychic damage equal to your Wisdom modifier (+2).		
Ravenclaw Warblade Longsword +2: +13 attack, 1d8+7 damage		
ADDITIONAL EFFECTS +1 to attack rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds. +1 to damage rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.		
CLASS	Battlemind	LEVEL 7 BOOK PH3
AT-WILL POWER 		

Ghost in the Steel (Augment 1)		
KEYWORDS Augmentable, Psionic, Psychic, Weapon		USED
Standard	*  	Melee weapon
ACTION	 	RANGE
13	vs	AC
ATTACK	DEFENSE	TARGET
<b>Attack:</b> Constitution vs. AC <b>Hit:</b> Choose one of the target's melee basic attacks. The target hits itself with that attack.		
Ravenclaw Warblade Longsword +2: +13 attack		
ADDITIONAL EFFECTS +1 to attack rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.		
CLASS	Battlemind	LEVEL 7 BOOK PH3
AT-WILL POWER 		

Ghost in the Steel (Augment 2)		
KEYWORDS Augmentable, Psionic, Psychic, Weapon		USED
Standard	*  	Melee weapon
ACTION	 	RANGE
13	vs	AC
ATTACK	DEFENSE	TARGET
<b>Attack:</b> Constitution vs. AC <b>Hit:</b> 1[W] + Constitution modifier (+5) damage. The next time the target makes a melee attack before the end of your next turn, you can choose which creature it attacks (not including itself ).		
Ravenclaw Warblade Longsword +2: +13 attack, 1d8+7 damage		
ADDITIONAL EFFECTS +1 to attack rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds. +1 to damage rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.		
CLASS	Battlemind	LEVEL 7 BOOK PH3
AT-WILL POWER 		

Battle Resilience

KEYWORDS Psionic

USED

Free

↓

↔

↗

Personal

ACTION

↔

✱

RANGE

vs

ATTACK

DEFENSE

TARGET

**Trigger:** An attack hits or misses you for the first time during an encounter  
**Effect:** Until the end of your next turn, you gain resistance to all damage equal to 3 + your Wisdom modifier (+2).  
Level 11: Resist 6 + your Wisdom modifier (+2).  
Level 21: Resist 9 + your Wisdom modifier (+2).

ADDITIONAL EFFECTS

CLASS Battlemind

LEVEL

BOOK PH3

ENCOUNTER POWER

DUNGEONS & DRAGONS

Oath of Enmity

KEYWORDS Divine

USED

Minor

↓

↔

↗

Close burst 10

ACTION

10

↔

✱

RANGE

vs

ATTACK

DEFENSE

TARGET

**Effect:** When you make a melee attack against the target and the target is the only enemy adjacent to you, you make two attack rolls and use either result. This effect lasts until the end of the encounter or until the target drops to 0 hit points, at which point you regain the use of this power. If another effect lets you roll twice and use the higher result when making an attack roll, this power has no effect on that attack. If an effect forces you to roll twice and use the lower result when making an attack roll, this power has no effect on that attack either.  
If an effect lets you reroll an attack roll and you rolled twice because of this power, you reroll both dice.

ADDITIONAL EFFECTS

CLASS Avenger

LEVEL

BOOK PH2

ENCOUNTER POWER

DUNGEONS & DRAGONS

War Song Strike

KEYWORDS Arcane, Weapon

USED

Standard

↓

↔

↗

Melee weapon

ACTION

↔

✱

RANGE

10

vs

AC

ATTACK

DEFENSE

TARGET

**Attack:** Charisma vs. AC  
**Hit:** 1[W] + Charisma modifier (+2) damage, and any ally who hits the target before the end of your next turn gains temporary hit points equal to your Constitution modifier (+5).  
Level 21: 2[W] + Charisma modifier (+2) damage.

Ravenclaw Warblade Longsword +2: +10 attack, 1d8+4 damage

ADDITIONAL EFFECTS  
+1 to attack rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.  
+1 to damage rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.

CLASS Bard

LEVEL 1

BOOK PH2

ENCOUNTER POWER

DUNGEONS & DRAGONS

Beckoning Strike

KEYWORDS Psionic, Stance, Weapon

USED

Standard

↓

↔

↗

Melee weapon

ACTION

↔

✱

RANGE

13

vs

AC

ATTACK

DEFENSE

TARGET

**Attack:** Constitution vs. AC  
**Hit:** 2[W] + Constitution modifier (+5) damage.  
**Miss:** Half damage.  
**Effect:** You assume the beckoning stance. Until the stance ends, you can use the Beckoning Strike Attack power.

Ravenclaw Warblade Longsword +2: +13 attack, 2d8+7 damage

ADDITIONAL EFFECTS  
+1 to attack rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.  
+1 to damage rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.

CLASS Battlemind

LEVEL 5

BOOK PH3

DAILY POWER

DUNGEONS & DRAGONS

Allies to Enemies

KEYWORDS Charm, Psionic, Psychic, Weapon

USED

Standard

↓

↔

↗

Melee weapon

ACTION

↔

✱

RANGE

13

vs

AC

ATTACK

DEFENSE

TARGET

**Attack:** Constitution vs. AC  
**Hit:** 2[W] + Constitution modifier (+5) psychic damage, and the target makes a melee basic attack as a free action against a creature of your choice.  
**Miss:** Half damage.

Ravenclaw Warblade Longsword +2: +13 attack, 2d8+7 damage

ADDITIONAL EFFECTS  
+1 to attack rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.  
+1 to damage rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.

CLASS Battlemind

LEVEL 1

BOOK PH3

DAILY POWER

DUNGEONS & DRAGONS

Mighty Sprint

KEYWORDS

USED

Move

↓

↔

↗

Personal

ACTION

↔

✱

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

**Effect:** You move your speed + 4. During this movement, you ignore difficult terrain and gain a +5 power bonus to Athletics checks you make as part of the move.  
**Prerequisite:** You must be trained in Athletics.

ADDITIONAL EFFECTS

CLASS Athletics

LEVEL 6

BOOK PH3

UTILITY POWER

DUNGEONS & DRAGONS

Psionic Ambush

KEYWORDS Psionic, Teleportation

USED

Move

↓

10

↗

Ranged 10

ACTION

↔

✱

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

**Target:** One creature marked by you  
**Effect:** You teleport to a square adjacent to the target. The target grants combat advantage to you until the end of your turn.

ADDITIONAL EFFECTS

CLASS Battlemind

LEVEL 6

BOOK PH3

UTILITY POWER

DUNGEONS & DRAGONS

Feather Step

KEYWORDS Psionic

USED

Move

↓

↔

↗

Personal

ACTION

↔

✱

RANGE

☒ AT-WILL

☐ ENCOUNTER

☐ DAILY

**Effect:** Until the end of this turn, you ignore difficult terrain and can both move across liquid and stand on it as if it were solid ground. In addition, you move 3 squares.

ADDITIONAL EFFECTS

CLASS Battlemind

LEVEL 2

BOOK PH3

UTILITY POWER

DUNGEONS & DRAGONS

Ravenclaw Warblade Longsword +2

1d8

3

Heavy Blade

DAMAGE

PROFICIENT

GROUP

RANGE

+2 attack rolls and damage rolls

8

+1d6 damage per plus

ENHANCEMENT

LEVEL

CRITICAL

PROPERTIES  
When you use this weapon to reduce a nonminion enemy to 0 hit points, you can either spend a healing surge or make a saving throw.  
Versatile

Melee Basic Attack: +13 attack, 1d8+7 damage

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

ITEM SLOT One-hand

WEIGHT 4

PRICE 3400

BOOK PH

MAGIC WEAPON

DUNGEONS & DRAGONS

## Imposter's Drakescale Armor +2

8	-	-1	1
AC BONUS	CHECK	SPEED	QUANTITY
+2 AC		6	Armor
ENHANCEMENT	LEVEL	TYPE	

### PROPERTIES

Drakescale armor mimics the small, close scales of rage drakes to stave off attacks.

☐ AT-WILL ☐ ENCOUNTER ☐ DAILY

### POWER

**Power (At-Will • Polymorph):** Minor Action. You can transform this armor into a normal-looking set of clothes. While in clothes form, the armor does not provide an armor bonus, but neither does it impose an armor check penalty or speed reduction. You can add this armor's enhancement bonus to any Bluff check made to attempt to disguise your appearance. You can change this armor back into its true form as a minor action.

ITEM SLOT Body WEIGHT 45 PRICE 1800 BOOK *AV*

MAGIC ITEM

DUNGEONS & DRAGONS

## Cloak of the Walking Wounded +1

			1
AC BONUS	CHECK	SPEED	QUANTITY
+1 Fortitude, Reflex, and Will		4	Neck Slot Item
ENHANCEMENT	LEVEL	TYPE	

### PROPERTIES

If you use your second wind while bloodied, you can expend two healing surges instead of one (gaining hit points from both).

☐ AT-WILL ☐ ENCOUNTER ☐ DAILY

### POWER

ITEM SLOT Neck WEIGHT 0 PRICE 840 BOOK *AV*

MAGIC ITEM

DUNGEONS & DRAGONS

## Preservation Shield Heavy Shield (hero

2	-2	-	1
AC BONUS	CHECK	SPEED	QUANTITY
		2	Arms Slot Item
ENHANCEMENT	LEVEL	TYPE	

### PROPERTIES

Shields grant a shield bonus that you add to your AC and your Reflex defense.

☐ AT-WILL ☐ ENCOUNTER ☐ DAILY

### POWER

**Power (Daily):** Minor Action. You and each ally within 5 squares of you gain temporary hit points equal to the number of healing surges you have remaining.

ITEM SLOT Off-hand WEIGHT 15 PRICE 520 BOOK *PH*

MAGIC ITEM

DUNGEONS & DRAGONS