

Player Name

Raham 7 Shaman
Character Name Level Class Paragon Path Epic Destiny Total XP
Deva Medium Male Good
Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
3		3	

CONDITIONAL MODIFIERS

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
10	STR Strength	0	3
14	CON Constitution	2	5
10	DEX Dexterity	0	3
17	INT Intelligence	3	6
20	WIS Wisdom	5	8
8	CHA Charisma	-1	2

HIT POINTS

MAX HP	BLOODED	HEALING SURGES	SURGE VALUE	SURGES/DAY
56	28	14		9
1/2 HP		1/4 HP		
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		Resist 8 Necrotic, Resist 8 Radiant		
CURRENT CONDITIONS AND EFFECTS				

SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
3	Acrobatics	DEX	3	0	0
6	Arcana	INT	6	0	0
3	Athletics	STR	3	0	0
2	Bluff	CHA	2	0	0
2	Diplomacy	CHA	2	0	0
8	Dungeoneering	WIS	8	0	0
5	Endurance	CON	5	0	0
13	Heal	WIS	8	5	0
8	History	INT	6	0	2
8	Insight	WIS	8	0	0
2	Intimidate	CHA	2	0	0
13	Nature	WIS	8	5	0
13	Perception	WIS	8	5	0
13	Religion	INT	6	5	2
3	Stealth	DEX	3	0	0
2	Streetwise	CHA	2	0	0
3	Thievery	DEX	3	0	0

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
20	AC	13	5			2		

CONDITIONAL BONUSES

+1 AC against attacks made by bloodied creatures

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
18	FORT	13	2	1		2		

CONDITIONAL BONUSES

+1 Fortitude Defense against attacks made by bloodied creatures

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
18	REF	13	3			2		

CONDITIONAL BONUSES

+1 Reflex Defense against attacks made by bloodied creatures

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
21	WILL	13	5	1		2		

CONDITIONAL BONUSES

+1 Will Defense against attacks made by bloodied creatures

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Astral Majesty - +1 bonus to all defenses against bloodied

creatures

Astral Resistance - Resist necrotic and resist radiant equal to 5 + one-half your level**Immortal Origin** - Immortal creature origin**Memory of a Thousand Lifetimes** - Have the memory of a thousand lifetimes power

CLASS / PATH / DESTINY FEATURES

Companion Spirit - Gain the call spirit companion power and choose a Companion Spirit option**Stalker Spirit** - Ally adjacent to spirit companion adds your Int mod to damage rolls against bloodied foes**Healing Spirit** - Gain the healing spirit power**Speak with Spirits** - Gain the speak with spirits power

LANGUAGES KNOWN

Common, Elven, Draconic

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
18	Passive Insight	10 +	8

23	Passive Perception	10	+	13
----	---------------------------	----	---	----

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Longspear

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 5		3	0		2		

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 3		3	0				

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Longspear

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10	0				

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4	0				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
5	vs AC	Spear	1d8
5	vs AC	Longspear	1d10
3	vs AC	Unarmed (Melee)	1d4
3	vs AC	Unarmed (Range)	1d4

FEATS

Shared Healing Spirit - Change recipient of additional hit points**Spirit Speaker** - Speak with spirits grants skill bonus to ally**Stalker Spirit Adept** - Allies adjacent to spirit companion

can shift as a free action

Resilient Spirit - +2 to defenses for spirit companion

CHARACTER NAME

Raham

PLAYER NAME

RACE

Deva

CLASS

Shaman

LEVEL

7

SCORE

ABILITY

MOD

HP

56

STR

10

+0

AC

20

CON

14

+2

Fort

18

Spd

6

DEX

10

+0

Ref

18

INT

17

+3

Will

21

WIS

20

+5

CHA

8

-1

Init

+3

Passive Insight

18

Passive Perception

23

PLAY DATA

DUNGEONS & DRAGONS

Skills

3

Acrobatics

DEX

6

Arcana

INT

3

Athletics

STR

2

Bluff

CHA

2

Diplomacy

CHA

8

Dungeoneering

WIS

5

Endurance

CON

13

Heal

WIS (Trained)

8

History

INT

8

Insight

WIS

2

Intimidate

CHA

13

Nature

WIS (Trained)

13

Perception

WIS (Trained)

13

Religion

INT (Trained)

3

Stealth

DEX

2

Streetwise

CHA

3

Thievery

DEX

ADDITIONAL EFFECTS

PLAY DATA

DUNGEONS & DRAGONS

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.

ENCOUNTER SPECIAL

DUNGEONS & DRAGONS

Second Wind

KEYWORDS

USED

Standard

Personal

ACTION

RANGE

AT-WILL

ENCOUNTER

DAILY

Effect:

You spend a healing surge and regain 14 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK

PH

UTILITY POWER

DUNGEONS & DRAGONS

Melee Basic Attack

KEYWORDS

Weapon

USED

Standard

*

Melee weapon

ACTION

RANGE

5

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack:

Strength vs. AC

Hit:

1[W] + Strength modifier (+0) damage. Increase damage to 2[W] + Strength modifier (+0) at 21st level.

Special:

You can use an unarmed attack as a weapon to make a melee basic attack.

Spear:

+5 attack, 1d8 damage

Longspear:

+5 attack, 1d10 damage

Unarmed:

+3 attack, 1d4 damage

ADDITIONAL EFFECTS

CLASS

LEVEL

*

BOOK

PH

AT-WILL POWER

DUNGEONS & DRAGONS

Ranged Basic Attack

KEYWORDS

Weapon

USED

Standard

*

Ranged weapon

ACTION

RANGE

3

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack:

Dexterity vs. AC

Hit:

1[W] + Dexterity modifier (+0) damage. Increase damage to 2[W] + Dexterity modifier (+0) at 21st level.

Special:

Weapons with the heavy thrown property use Strength instead of Dexterity for attack rolls and damage rolls. Warlocks can use eldritch blast as a ranged basic attack, and wizards can use magic missile as a ranged basic attack.

Unarmed:

+3 attack, 1d4 damage

ADDITIONAL EFFECTS

CLASS

LEVEL

*

BOOK

PH

AT-WILL POWER

DUNGEONS & DRAGONS

Spirit's Fangs

KEYWORDS

Implement, Primal, Spirit

USED

Opportunistic

*

Melee spirit 1

ACTION

RANGE

10

vs

Reflex

The triggering enemy

ATTACK

DEFENSE

TARGET

Trigger:

An enemy leaves a square adjacent to your spirit companion without shifting

Attack:

Wisdom vs. Reflex

Hit:

1d10 + Wisdom modifier (+5) damage. Level 21: 2d10 + Wisdom modifier (+5) damage.

Hungry Spirits Totem +2:

+10 attack, 1d10+7 damage

Unarmed:

+8 attack, 1d10+5 damage

ADDITIONAL EFFECTS

CLASS

Shaman

LEVEL

BOOK

PH2

AT-WILL POWER

DUNGEONS & DRAGONS

Stalker's Strike

KEYWORDS

Implement, Primal, Spirit

USED

Standard

*

Melee spirit 1

ACTION

RANGE

10

vs

Fort

One creature

ATTACK

DEFENSE

TARGET

Attack:

Wisdom vs. Fortitude. If the target is bloodied, you gain a bonus to the attack roll equal to one-half your Intelligence modifier (+3).

Hit:

1d10 + Wisdom modifier (+5) damage. Until the end of your next turn, your spirit companion can flank with you and your allies.

Level 21:

2d10 + Wisdom modifier (+5) damage.

Hungry Spirits Totem +2:

+10 attack, 1d10+7 damage

Unarmed:

+8 attack, 1d10+5 damage

ADDITIONAL EFFECTS

CLASS

Shaman

LEVEL

1

BOOK

PH2

AT-WILL POWER

DUNGEONS & DRAGONS

Call Spirit Companion

KEYWORDS

Conjuration, Primal

USED

Minor

Close burst 20

ACTION

20

RANGE

vs

ATTACK

DEFENSE

TARGET

Effect:

You conjure your spirit companion in an unoccupied square in the burst. The spirit lasts until you fall unconscious, until you dismiss it as a minor action, or until you use this power again. 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

CLASS

Shaman





LEVEL

BOOK





PH2

AT-WILL POWER





DUNGEONS & DRAGONS

Claws of the Eagle				
KEYWORDS Primal, Spirit				USED
Standard	*			Melee spirit 1
ACTION				RANGE
	vs	One creature		
ATTACK	DEFENSE		TARGET	
Effect: One ally adjacent to your spirit companion or within 3 squares of you can make a basic attack against the target. If the ally's attack hits, the target grants combat advantage until the end of your next turn.				
ADDITIONAL EFFECTS				
CLASS Shaman		LEVEL 1	BOOK <i>PP</i>	
AT-WILL POWER		DUNGEONS & DRAGONS		





AT-WILL POWER 

Memory of a Thousand Lifetimes			
KEYWORDS			USED
No Action			Personal
ACTION			RANGE
	vs		
ATTACK	DEFENSE	TARGET	
Trigger: You make an attack roll, a saving throw, a skill check, or an ability check and dislike the result			
Effect: You add 1d6 to the triggering roll.			
ADDITIONAL EFFECTS			
CLASS Racial Power		LEVEL *	BOOK <i>PH2</i>
ENCOUNTER POWER		DUNGEONS & DRAGONS	





ENCOUNTER POWER 

Healing Spirit			
KEYWORDS Healing, Primal			USED
Minor			Close burst 5
ACTION	5 		RANGE
	vs	You or one ally in burst	
ATTACK	DEFENSE	TARGET	
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 6: 2d6 hit points. Level 11: 3d6 hit points. Level 16: 4d6 hit points. Level 21: 5d6 hit points. Level 26: 6d6 hit points. Special: You can use this power twice per encounter, but only once per round. At 16th level, you can use this power three times per encounter, but only once per round.			
Unarmed: +3 attack			
ADDITIONAL EFFECTS			
CLASS Shaman	LEVEL	BOOK	PH2
ENCOUNTER POWER		DUNGEONS & DRAGONS	





ENCOUNTER POWER 

Speak with Spirits			
KEYWORDS Primal			USED
Minor			Personal
ACTION			RANGE
	vs		
ATTACK	DEFENSE	TARGET	
Effect: During this turn, you gain a bonus to your next skill check equal to your Wisdom modifier (+5).			
ADDITIONAL EFFECTS			
CLASS Shaman	LEVEL	BOOK	PH2
ENCOUNTER POWER		DUNGEONS & DRAGONS	





ENCOUNTER POWER 

Twin Panthers			
KEYWORDS Implement, Primal			USED
Standard	 5 	Ranged 5	
ACTION	 	RANGE	
10	vs Reflex	One creature	
ATTACK	DEFENSE	TARGET	
Attack: Wisdom vs. Reflex			
Stalker Spirit: If the target is bloodied, you gain a bonus to the attack roll equal to your Intelligence modifier (+3).			
Hit: 1d8 + Wisdom modifier (+5) damage. Until the end of your next turn, you and your allies have combat advantage when making melee attacks against any enemy adjacent to your spirit companion.			
Effect: Make the attack one more time against the same target or a different one.			
Hungry Spirits Totem +2: +10 attack, 1d8+7 damage Unarmed: +8 attack, 1d8+5 damage			
ADDITIONAL EFFECTS			
CLASS Shaman		LEVEL 1	BOOK PH2
ENCOUNTER POWER		DUNGEONS & DRAGONS	





ENCOUNTER POWER 

Call to the Savage Elder				
KEYWORDS Implement, Primal, Spirit				USED
Standard	*			Melee spirit 1
ACTION				RANGE
10	vs	Reflex		One creature
ATTACK		DEFENSE		TARGET
Attack: Wisdom vs. Reflex				
Hit: 2d8 + Wisdom modifier (+5) damage. Until the end of your next turn, any ally adjacent to your spirit companion gains a power bonus to the damage rolls of melee attacks equal to your Wisdom modifier (+5).				
Hungry Spirits Totem +2: +10 attack, 2d8+7 damage				
Unarmed: +8 attack, 2d8+5 damage				
ADDITIONAL EFFECTS				
CLASS Shaman		LEVEL 3	BOOK PH2	
ENCOUNTER POWER		DUNGEONS & DRAGONS		






ENCOUNTER POWER 

Spirit of the Shielding Fire Attack			
KEYWORDS Fire, Implement, Primal			USED
Imm Interr	 5 	Ranged 5	
ACTION	 	RANGE	
10	vs Reflex	The triggering enemy	
ATTACK	DEFENSE	TARGET	
Requirement: The Spirit of the Shielding Fire power must be active to use this power.			
Trigger: An enemy hits the primary target with a melee attack			
Attack: Wisdom vs. Reflex			
Hit: 2d6 + Wisdom modifier (+5) fire damage.			
Hungry Spirits Totem +2: +10 attack, 2d6+7 damage			
Unarmed: +8 attack, 2d6+5 damage			
ADDITIONAL EFFECTS			
CLASS Shaman	LEVEL	BOOK	PH2
ENCOUNTER POWER		DUNGEONS & DRAGONS	

ENCOUNTER POWER 






Call to the Blood Dancer				
KEYWORDS Implement, Primal, Spirit				USED
Standard	*			Melee spirit 1
ACTION				RANGE
10	vs	Will		One creature
ATTACK	DEFENSE			TARGET
Attack: Wisdom vs. Will				
Hit: 2d10 + Wisdom modifier (+5) damage. Until the end of your next turn, any ally can score a critical hit on a roll of 18–20 while adjacent to your spirit companion.				
Stalker Spirit: Until the end of your next turn, any ally gains a bonus to damage rolls equal to your Intelligence modifier (+3) while adjacent to your spirit companion.				
Hungry Spirits Totem +2: +10 attack, 2d10+7 damage				
Unarmed: +8 attack, 2d10+5 damage				
ADDITIONAL EFFECTS				
CLASS Shaman		LEVEL 7	BOOK PH2	
ENCOUNTER POWER		DUNGEONS & DRAGONS		

ENCOUNTER POWER 

Spirit of the Healing Flood			
KEYWORDS Healing, Implement, Primal			USED
Standard	  	Close burst 5	
ACTION	5  	RANGE	
10	vs Fort	Each enemy in burst	
ATTACK	DEFENSE	TARGET	
Attack: Wisdom vs. Fortitude Hit: 1d8 + Wisdom modifier (+5) damage. Miss: Half damage. Effect: Until the end of the encounter, you and each ally in the burst gain regeneration 2 while bloodied. As a minor action, a character can end this effect on himself or herself to regain 10 hit points.			
Hungry Spirits Totem +2: +10 attack, 1d8+7 damage Unarmed: +8 attack, 1d8+5 damage			
ADDITIONAL EFFECTS			
CLASS Shaman	LEVEL 1	BOOK	PH2
DAILY POWER		DUNGEONS & DRAGONS	

DAILY POWER 






Spirit of the Shielding Fire

KEYWORDS Fire, Implement, Primal		USED
Standard	  	Close burst 5
ACTION	5  	RANGE
vs		One ally in burst
ATTACK	DEFENSE	TARGET
Effect: The primary target gains 10 temporary hit points. Until the end of the encounter, the primary target gains resist 5 fire, and you can use the Spirit of the Shielding Fire Attack power.		
ADDITIONAL EFFECTS		
CLASS Shaman	LEVEL 5	BOOK PH2

DAILY POWER

DUNGEONS & DRAGONS






Bonds of the Clan

KEYWORDS Primal		USED
Imm Interr	 10  	Ranged 10
ACTION	 	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
Trigger: An ally within 10 squares of you takes damage Target: The triggering ally Effect: You and the target each take half of the damage.		
ADDITIONAL EFFECTS		
CLASS Shaman	LEVEL 2	BOOK PH2

UTILITY POWER

DUNGEONS & DRAGONS

Sudden Restoration

KEYWORDS Primal		USED
Minor	 10  	Ranged 10
ACTION	 	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
Target: One or two allies Effect: Each target makes a saving throw.		
ADDITIONAL EFFECTS		
CLASS Shaman	LEVEL 6	BOOK PH2

UTILITY POWER

DUNGEONS & DRAGONS

Longspear

1d10	2	Polearm, Spear	
DAMAGE	PROFICIENT	GROUP	RANGE
PROPERTIES Reach (With a reach weapon, you can attack enemies that are 2 squares away from you as well as adjacent enemies, with no attack penalty. You can still make opportunity attacks only against adjacent enemies. Likewise, you can flank only an adjacent enemy.). Melee Basic Attack: +5 attack, 1d10 damage			
NOTES			
ITEM SLOT Two-Hands	WEIGHT 9	PRICE 10	BOOK PH

WEAPON

DUNGEONS & DRAGONS

Spear

1d8	2	Spear	
DAMAGE	PROFICIENT	GROUP	RANGE
PROPERTIES Versatile (Versatile weapons are one-handed, but you can use them two-handed. If you do, you deal an extra 1 point of damage when you roll damage for the weapon. A Small character such as a halfling must use a versatile weapon two-handed, and doesn't deal extra damage.). Melee Basic Attack: +5 attack, 1d8 damage			
NOTES			
ITEM SLOT One-hand	WEIGHT 6	PRICE 5	BOOK PH

WEAPON

DUNGEONS & DRAGONS

Hungry Spirits Totem +2

DAMAGE	PROFICIENT	GROUP	RANGE
+2 attack rolls and damage rolls		7	+2d10 damage
ENHANCEMENT		LEVEL	CRITICAL
PROPERTIES			
On a critical hit you can move your spirit companion to a space adjacent to the target.			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	
POWER			
Power (Daily • Healing, Spirit): Free Action. Trigger: You hit an enemy adjacent to your spirit companion with a primal attack power using this totem. Effect: You and one ally within 2 squares of the enemy can spend a healing surge.			
ITEM SLOT	Off-hand	WEIGHT	0
		PRICE	2600
		BOOK	PH2
MEASUREMENTS		WEIGHT	
Length		Weight	
Width		Weight	
Height		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight		Weight	
Weight			

MAGIC WEAPON

DUNGEONS & DRAGONS

Warding Spirit Leather Armor +2

2	-	-	1
AC BONUS	CHECK	SPEED	QUANTITY
+2 AC		7	Armor
ENHANCEMENT		LEVEL	TYPE
PROPERTIES			
You gain a +4 power bonus to AC against opportunity attacks while your spirit companion is present in the encounter.			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER		<input type="checkbox"/> DAILY
POWER			

MAGIC ITEM

DUNGEONS & DRAGONS

Cloak of Resistance +2

				1			
AC BONUS		CHECK		SPEED		QUANTITY	
+2 Fortitude, Reflex, and Will				7		Neck Slot Item	
ENHANCEMENT				LEVEL		TYPE	
PROPERTIES							
<input type="checkbox"/> AT-WILL		<input type="checkbox"/> ENCOUNTER			<input type="checkbox"/> DAILY		
POWER							
Power (Daily): Minor Action. Gain resist 5 to all damage until the start of your next turn.							

MAGIC ITEM

DUNGEONS & DRAGONS

Bag of Holding (heroic tier)

				1			
AC BONUS		CHECK		SPEED		QUANTITY	
ENHANCEMENT				5		Wondrous Item	
				LEVEL		TYPE	
PROPERTIES							
This bag can hold up to 200 pounds in weight or 20 cubic feet in volume, but it always weighs only 1 pound.							
Drawing an item from a bag of holding is a minor action.							
<input type="checkbox"/> AT-WILL		<input type="checkbox"/> ENCOUNTER			<input type="checkbox"/> DAILY		
POWER							

MAGIC ITEM

DUNGEONS & DRAGONS

Everlasting Provisions (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		4	Wondrous Item
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

After an extended rest, you open the basket, creating enough food and water to feed five Medium or Small creatures (or one Large creature) for 24 hours.

<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
----------------------------------	------------------------------------	--------------------------------

POWER

ITEM SLOT	WEIGHT 0	PRICE 840	BOOK PH
-----------	----------	-----------	---------

MAGIC ITEM

DUNGEONS & DRAGONS

Potion of Healing (heroic tier)

			3
AC BONUS	CHECK	SPEED	QUANTITY
		5	Potion
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

Power (Consumable • Healing): Minor Action. Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.

<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
----------------------------------	------------------------------------	--------------------------------

POWER

ITEM SLOT	WEIGHT 0	PRICE 50	BOOK PH
-----------	----------	----------	---------

MAGIC ITEM

DUNGEONS & DRAGONS