

Player Name

Lucan 7 Avenger 10.323
Character Name Level Class Paragon Path Epic Destiny Total XP
Elf Medium 25 Male 5'8" 150 lb. Unaligned Sehanine
Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
7	Initiative	4	3

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ABIL	CLASS	FEAT	ENH	MISC	MISC
23	AC	13	4			2		4

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
7	Speed (Squares)	7		

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
10	STR Strength	0	3
12	CON Constitution	1	4
18	DEX Dexterity	4	7
10	INT Intelligence	0	3
20	WIS Wisdom	5	8
9	CHA Charisma	-1	2

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

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
20	REF	13	4	1		2		

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

SENSES

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

28	Passive Perception	10	+	18
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SPECIAL SENSES

Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Pinning Greatsword +1

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+12	3	5		3		1	

ABILITY: Ranged Basic Attack - Rebounding Longbow +1

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+10	3	4		2		1	

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Pinning Greatsword +1

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10+8	5		1	2	

ABILITY: Ranged Basic Attack - Rebounding Longbow +1

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10+5	4		1		

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
12 vs	AC	Pinning Greatsword +1	1d10+8
10 vs	AC	Rebounding Longbow +1	1d10+5
8 vs	AC	Unarmed (Melee)	1d4+7
7 vs	AC	Unarmed (Range)	1d4+4

FEATS

Improved Armor of Faith - Increases armor of faith

bonus to AC

Melee Training (Wisdom) - Use Wisdom for melee basic attacks**Alertness** - No combat advantage when surprised, +2 to Perception**Invigorating Pursuit** - Gain +2 AC and damage when you charge oath of enmity target

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
62	31	15
	1/2 HP	1/4 HP

CURRENT HIT POINTS	CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Elven Weapon Proficiency - Proficient with longbow and sword**Group Awareness** - Non-elf allies within 5 get +1 to Perception**Elven Accuracy** - Use elven accuracy as an encounter power**Fey Origin** - Your origin is fey, not natural**Wild Step** - Ignore difficult terrain when shifting (even when

CLASS / PATH / DESTINY FEATURES

Armor of Faith - Gain +3 bonus to AC while wearing cloth or no armor and not using a shield.**Avenger's Censure** - Gain an avenger's censure power.**Censure of Pursuit** - Deal 2 + Dex mod extra damage if oath target moves away. (4 + Dex mod at 11th level, 6 + Dex mod at 21st)**Channel Divinity** - Invoke a channel divinity class feature or other power; encounter.**Oath of Enmity** - Gain the oath of enmity power

LANGUAGES KNOWN

Common, Elven

CHARACTER NAME

Lucan

PLAYER NAME

RACE

Elf

CLASS

Avenger

LEVEL

7

SCORE

ABILITY

MOD

HP

62

STR

10

+0

AC

23

CON

12

+1

Fort

17

Spd

7

DEX

18

+4

Ref

20

INT

10

+0

Will

21

WIS

20

+5

CHA

9

-1

Init

+7

Passive Insight

18

Passive Perception

28

PLAY DATA

DUNGEONS & DRAGONS

Skills

12	Acrobatics	DEX	(Trained)
3	Arcana	INT	
3	Athletics	STR	
2	Bluff	CHA	
2	Diplomacy	CHA	
8	Dungeoneering	WIS	
4	Endurance	CON	
8	Heal	WIS	
3	History	INT	
8	Insight	WIS	
2	Intimidate	CHA	
10	Nature	WIS	
18	Perception	WIS	(Trained)
8	Religion	INT	(Trained)
13	Stealth	DEX	(Trained)
2	Streetwise	CHA	
7	Thiery	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 15 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

12

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.

Pinning Greatsword +1:

+12 attack, 1d10+8 damage

Unarmed:

+8 attack, 1d4+7 damage

ADDITIONAL EFFECTS

CLASS

LEVEL

*

BOOK

PH

AT-WILL POWER

DUNGEONS & DRAGONS

Ranged Basic Attack

KEYWORDS

Weapon

USED

Standard

Ranged weapon

ACTION

RANGE

10

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack:

Dexterity vs. AC

Hit:

1[W] + Dexterity modifier (+4) damage. Increase damage to 2[W] + Dexterity modifier (+4) 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.

Rebounding Longbow +1:

+10 attack, 1d10+5 damage

Unarmed:

+7 attack, 1d4+4 damage

ADDITIONAL EFFECTS

CLASS

LEVEL

*

BOOK

PH

AT-WILL POWER

DUNGEONS & DRAGONS

Bond of Pursuit

KEYWORDS

Divine, Weapon

USED

Standard

Melee weapon

ACTION

RANGE

12

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack:

Wisdom vs. AC

Hit:

1[W] + Wisdom modifier (+5) damage. If the target doesn't end its next turn adjacent to you, you can shift a number of squares equal to 1 + your Dexterity modifier (+4) as a free action, and you must end that shift closer to the target. Level 21: 2[W] + Wisdom modifier (+5) damage.

Pinning Greatsword +1:

+12 attack, 1d10+6 damage

Unarmed:

+8 attack, 1d4+5 damage

ADDITIONAL EFFECTS

CLASS

Avenger

LEVEL

1

BOOK

PH2

AT-WILL POWER

DUNGEONS & DRAGONS

Radiant Vengeance

KEYWORDS

Divine, Implement, Radiant

USED

Standard

Ranged 10

ACTION

RANGE

9

vs

Reflex

One creature

ATTACK

DEFENSE

TARGET

Attack:

Wisdom vs. Reflex

Hit:

1d8 + Wisdom modifier (+5) radiant damage, and you gain temporary hit points equal to your Wisdom modifier (+5). Level 21: 2d8 + Wisdom modifier (+5) damage.

Symbol of Battle +1:

+9 attack, 1d8+6 damage

Unarmed:

+8 attack, 1d8+5 damage

ADDITIONAL EFFECTS

CLASS

Avenger

LEVEL

1

BOOK

PH2

AT-WILL POWER

DUNGEONS & DRAGONS

Elven Accuracy

KEYWORDS

USED

Free

Personal

ACTION

RANGE

vs

ATTACK

DEFENSE

TARGET

Effect:

Reroll an attack roll. Use the second roll, even if it's lower.

ADDITIONAL EFFECTS

CLASS

Racial Power

LEVEL














































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BOOK

PH

ENCOUNTER POWER

DUNGEONS & DRAGONS

Abjure Undead			Divine Guidance			Oath of Enmity		
KEYWORDS Divine, Implement, Radiant		USED	KEYWORDS Divine		USED	KEYWORDS Divine		USED
Standard	  	Close burst 5	Imm Interr	  	Close burst 10	Minor	  	Close burst 10
ACTION	5  	RANGE	ACTION	10  	RANGE	ACTION	10  	RANGE
9	vs	Will		vs	The triggering ally		vs	One enemy you can see in burst
ATTACK	DEFENSE	TARGET	ATTACK	DEFENSE	TARGET	ATTACK	DEFENSE	TARGET
Channel Divinity: You can use only one channel divinity power per encounter Attack: Wisdom vs. Will Hit: 3d10 + Wisdom modifier (+5) radiant damage, and you pull the target a number of squares equal to 1 + your Wisdom modifier (+5). The target is also immobilized until the end of your next turn. Level 5: 4d10 + Wisdom modifier (+5) damage. Level 11: 5d10 + Wisdom modifier (+5) damage. Level 15: 6d10 + Wisdom modifier (+5) damage. Level 21: 7d10 + Wisdom modifier (+5) damage. Level 25: 8d10 + Wisdom modifier (+5) damage. Miss: Half damage, and you pull the target 1 square. Symbol of Battle +1: +9 attack, 4d10+6 damage Unarmed: +8 attack, 4d10+5 damage ADDITIONAL EFFECTS			Channel Divinity: You can use only one channel divinity power per encounter Trigger: An ally within 10 squares of you makes an attack roll against your oath of enmity target Effect: The target makes a second attack roll and uses either result. ADDITIONAL EFFECTS			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	CLASS Avenger	LEVEL	BOOK PH2	CLASS Avenger	LEVEL	BOOK PH2
ENCOUNTER POWER			ENCOUNTER POWER			ENCOUNTER POWER		
DUNGEONS & DRAGONS			DUNGEONS & DRAGONS			DUNGEONS & DRAGONS		
Shared Madness			Sequestering Strike			Dismiss the Unworthy		
KEYWORDS Divine, Implement, Psychic		USED	KEYWORDS Divine, Teleportation, Weapon		USED	KEYWORDS Charm, Divine, Weapon		USED
Standard	  	Ranged 10	Standard	*   	Melee weapon	Standard	*   	Melee weapon
ACTION	 	RANGE	ACTION	 	RANGE	ACTION	 	RANGE
9	vs	Will	12	vs	AC	12	vs	AC
ATTACK	DEFENSE	TARGET	ATTACK	DEFENSE	TARGET	ATTACK	DEFENSE	TARGET
Attack: Wisdom vs. Will Hit: 1d10 + Wisdom modifier (+5) psychic damage, and a second creature you can see takes the same damage. Symbol of Battle +1: +9 attack, 1d10+6 damage Unarmed: +8 attack, 1d10+5 damage ADDITIONAL EFFECTS			Attack: Wisdom vs. AC Hit: 2[W] + Wisdom modifier (+5) damage, and you teleport the target 2 squares. You then teleport to a space adjacent to the target. Censure of Pursuit: The number of squares you teleport the target equals 1 + your Dexterity modifier (+4). Pinning Greatsword +1: +12 attack, 2d10+6 damage Unarmed: +8 attack, 2d4+5 damage ADDITIONAL EFFECTS			Attack: Wisdom vs. AC Hit: 2[W] + Wisdom modifier (+5) damage, and you push the target 1 square to a square adjacent to at least one of your allies. Censure of Unity: The number of squares you push the target equals 1 + your Intelligence modifier (+0). The target still must end this movement adjacent to at least one of your allies. Pinning Greatsword +1: +12 attack, 2d10+6 damage Unarmed: +8 attack, 2d4+5 damage ADDITIONAL EFFECTS		
CLASS Avenger	LEVEL 1	BOOK PH2	CLASS Avenger	LEVEL 3	BOOK PH2	CLASS Avenger	LEVEL 7	BOOK DP
ENCOUNTER POWER			ENCOUNTER POWER			ENCOUNTER POWER		
DUNGEONS & DRAGONS			DUNGEONS & DRAGONS			DUNGEONS & DRAGONS		
Oath of the Final Duel			Oath of Righteous Fury			Distracting Flare		
KEYWORDS Divine, Teleportation, Weapon		USED	KEYWORDS Divine, Weapon		USED	KEYWORDS Divine		USED
Standard	*   	Melee weapon	Standard	*   	Melee weapon	Move	  	Personal
ACTION	 	RANGE	ACTION	 	RANGE	ACTION	 	RANGE
12	vs	AC	12	vs	AC	<input type="checkbox"/> AT-WILL <input checked="" type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY		
ATTACK	DEFENSE	TARGET	ATTACK	DEFENSE	TARGET			
Attack: Wisdom vs. AC Hit: 2[W] + Wisdom modifier (+5) damage. Miss: Half damage. Effect: Until the end of the encounter, if the target is more than 3 squares away from you at the start of your turn, you can teleport to a space within 3 squares of it as a minor action. This effect ends if you end your turn more than 3 squares away from the target. Pinning Greatsword +1: +12 attack, 2d10+6 damage Unarmed: +8 attack, 2d4+5 damage ADDITIONAL EFFECTS			Attack: Wisdom vs. AC Hit: 3[W] + Wisdom modifier (+5) damage. Miss: Half damage. Effect: Until the end of the encounter, whenever your oath of enmity target drops to 0 hit points, you can shift a number of squares equal to your Dexterity modifier (+4) as a free action. Pinning Greatsword +1: +12 attack, 3d10+6 damage Unarmed: +8 attack, 3d4+5 damage ADDITIONAL EFFECTS			Effect: You become invisible and move your speed. You are invisible until the end of the movement. ADDITIONAL EFFECTS		
CLASS Avenger	LEVEL 1	BOOK PH2	CLASS Avenger	LEVEL 5	BOOK DP	CLASS Avenger	LEVEL 2	BOOK PH2
DAILY POWER			DAILY POWER			UTILITY POWER		
DUNGEONS & DRAGONS			DUNGEONS & DRAGONS			DUNGEONS & DRAGONS		

Soul Seeker

KEYWORDS Conjuraton, Divine, Healing USED

Minor	 10 	Ranged 10
ACTION	 	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: A soul-consuming spirit from the land of the dead appears in an unoccupied square within range. The soul seeker counts as an ally for the purpose of flanking. Whenever you reduce an enemy that is adjacent to the soul seeker to 0 hit points or fewer, you heal a number of hit points equal to your Wisdom modifier (+5). If you reduce the target of your oath of enmity to 0 hit points or fewer, you can use your oath of enmity power as a free action against a target adjacent to your soul seeker.

Sustain Minor: The soul seeker persists and you can move it 5 squares. The soul seeker ignores difficult terrain. The soul seeker vanishes at the end of your turn if it is out of your line of sight.

Unarmed: +3 attack

ADDITIONAL EFFECTS

CLASS Avenger LEVEL 6 BOOK *Dragon 372*

UTILITY POWER

DUNGEONS & DRAGONS

Arrows

			2
AC BONUS	CHECK	SPEED	QUANTITY

PROPERTIES

Arrows come in a quiver that holds thirty arrows. Ammunition is used up when you fire it from a projectile weapon.

NOTES

ITEM SLOT WEIGHT 3 PRICE 1 BOOK *PH*

ITEM

DUNGEONS & DRAGONS

Adventurer's Kit

			1
AC BONUS	CHECK	SPEED	QUANTITY

PROPERTIES

This kit includes: a backpack, a bedroll, flint and steel, a belt pouch, two sunrods, ten days' worth of trail rations, 50 feet of hempen rope, and a waterskin.

NOTES

ITEM SLOT WEIGHT 33 PRICE 15 BOOK *PH*

ITEM

DUNGEONS & DRAGONS

Everburning Torch

			1
AC BONUS	CHECK	SPEED	QUANTITY

PROPERTIES

This torch never stops burning. It sheds magical light but no heat, so you can stow it in a bag or a pouch. You can't set fire to anything with it.

NOTES

ITEM SLOT WEIGHT 1 PRICE 50 BOOK *PH*

ITEM

DUNGEONS & DRAGONS

Fine Clothing

			1
AC BONUS	CHECK	SPEED	QUANTITY

PROPERTIES

NOTES

ITEM SLOT WEIGHT 6 PRICE 30 BOOK *PH*

ITEM

DUNGEONS & DRAGONS

Footpads

			1
AC BONUS	CHECK	SPEED	QUANTITY

PROPERTIES

These felt soles fit over shoes or boots and help dampen the noise you create while walking. The footpads grant you a +1 item bonus to Stealth checks made to move quietly.

NOTES

ITEM SLOT WEIGHT 0 PRICE 5 BOOK *Dragon 373*

ITEM

DUNGEONS & DRAGONS

Standard Identification Papers

			1
AC BONUS	CHECK	SPEED	QUANTITY

PROPERTIES

Members of the middle and upper classes in the Five Nations carry identification papers issued by their governments and notarized by House Sivs. Each set contains a description of the holder, a portrait, and other details. (Players may photocopy and customize the illustration of the identification papers.)

NOTES

ITEM SLOT WEIGHT 0 PRICE 2 BOOK *EPG*

ITEM

DUNGEONS & DRAGONS

Inquisitive's Kit

			1
AC BONUS	CHECK	SPEED	QUANTITY

PROPERTIES

This gear includes several containers made from different materials, brushes, mundane dusts, tweezers, picks, probes, a magnifying glass, ink and quills, parchment, and a small journal. An inquisitive's kit grants a +2 bonus to Perception checks to search an area for something specific.

NOTES

ITEM SLOT WEIGHT 4 PRICE 40 BOOK *EPG*

ITEM

DUNGEONS & DRAGONS

Belt Pouch (empty)

			2
AC BONUS	CHECK	SPEED	QUANTITY

PROPERTIES

NOTES

ITEM SLOT WEIGHT 0 PRICE 1 BOOK *PH*

ITEM

DUNGEONS & DRAGONS

Silk Rope (50 ft.)

			1
AC BONUS	CHECK	SPEED	QUANTITY
PROPERTIES			
NOTES			
ITEM SLOT	WEIGHT 5	PRICE 10	BOOK PH

ITEM



Thieves' Tools

			1
AC BONUS	CHECK	SPEED	QUANTITY
PROPERTIES			
To use the Thievery skill properly, you need the right picks and pries, skeleton keys, clamps, and so on. Thieves' tools grant a +2 bonus to Thievery checks to open a lock or to disarm a trap.			
NOTES			
ITEM SLOT	WEIGHT 1	PRICE 20	BOOK PH

ITEM



Sunrod

			1
AC BONUS	CHECK	SPEED	QUANTITY
PROPERTIES			
This minor magic item sheds bright light to a radius of 20 squares for 4 hours before burning out.			
NOTES			
ITEM SLOT	WEIGHT 2	PRICE 4	BOOK PH

ITEM



Travel Papers

			1
AC BONUS	CHECK	SPEED	QUANTITY
PROPERTIES			
Crossing national boundaries is risky without a set of notarized travel papers. Like identification papers, they include personal details about the traveler—place of residence, occupation, and destination. (Players may photocopy and customize the illustration of the travel papers.)			
NOTES			
ITEM SLOT	WEIGHT 0	PRICE	BOOK EPG

ITEM



Waterskin

			1
AC BONUS	CHECK	SPEED	QUANTITY
PROPERTIES			
NOTES			
ITEM SLOT	WEIGHT 4	PRICE 1	BOOK PH

ITEM



Trail Rations

			1
AC BONUS	CHECK	SPEED	QUANTITY
PROPERTIES			
NOTES			
ITEM SLOT	WEIGHT 10	PRICE 5	BOOK PH

ITEM



Pinning Greatsword +1

1d10	3	Heavy Blade	
DAMAGE	PROFICIENT	GROUP	RANGE
+1 attack rolls and damage rolls	2	+1d6 damage	
ENHANCEMENT	LEVEL	CRITICAL	
PROPERTIES			
Melee Basic Attack: +12 attack, 1d10+8 damage			
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY			
POWER			
Power (Daily): Free Action. Use this power when you hit an enemy with this weapon. That enemy is immobilized until you are no longer adjacent to it.			
ITEM SLOT Two-Hands	WEIGHT 8	PRICE 520	BOOK PH

MAGIC WEAPON



Rebounding Longbow +1

1d10	2	Bow	20/40
DAMAGE	PROFICIENT	GROUP	RANGE
+1 attack rolls and damage rolls	2	+1d6 damage per plus	
ENHANCEMENT	LEVEL	CRITICAL	
PROPERTIES			
Load Free			
Ranged Basic Attack: +10 attack, 1d10+5 damage			
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY			
POWER			
Power (Encounter): Free. 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.			
ITEM SLOT Two-Hands	WEIGHT 3	PRICE 520	BOOK PH

MAGIC WEAPON



Symbol of Battle +1

DAMAGE	PROFICIENT	GROUP	RANGE
+1 attack rolls and damage rolls	5	+1d8 damage	
ENHANCEMENT	LEVEL	CRITICAL	
PROPERTIES			
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY			
POWER			
Power (Daily): Free Action. Use this power when you hit with an attack using this holy symbol. Deal an extra 1d10 damage.			
ITEM SLOT Off-hand	WEIGHT 0	PRICE 1000	BOOK PH

MAGIC WEAPON



Summoned Cloth Armor (Basic Clothing)

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

PROPERTIES

☐ AT-WILL ☐ ENCOUNTER ☐ DAILY

POWER

Power (At-Will): Minor Action. You banish this armor to a secure extradimensional location. At any point in the future, unless you are wearing armor, you can use another minor action to recall the armor. The armor appears on you as though you had donned it normally.

ITEM SLOT Body WEIGHT 4 PRICE 1800 BOOK PH

MAGIC ITEM

DUNGEONS & DRAGONS

Cloak of Translocation +2

			1
AC BONUS	CHECK	SPEED	QUANTITY
+2 Fortitude, Reflex, and Will	9	Neck Slot Item	
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

When you use a teleportation power, you gain a +2 bonus to AC and Reflex until the end of your next turn.

☐ AT-WILL ☐ ENCOUNTER ☐ DAILY

POWER

Power (Daily): Minor Action. You regain the use of an encounter teleportation power that you have already used during this encounter.

ITEM SLOT Neck WEIGHT 0 PRICE 4200 BOOK AV2

MAGIC ITEM

DUNGEONS & DRAGONS

Bracers of Mighty Striking (heroic tier)

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

PROPERTIES

When you hit with a melee basic attack, you gain a +2 item bonus to the damage roll.

☐ AT-WILL ☐ ENCOUNTER ☐ DAILY

POWER

ITEM SLOT Arms WEIGHT 0 PRICE 520 BOOK PH

MAGIC ITEM

DUNGEONS & DRAGONS