

Player Name

Caerwyn Thingol 11 Barbarian|Paladin Gray Guard 26,000  
 Character Name Level Class Paragon Path Epic Destiny Total XP  
 Human Medium 21 Male 5' 6" 130 lb Good Kord  
 Race Size Age Gender Height Weight Alignment Deity  
 Adventuring Company RPGA Number

## INITIATIVE

SCORE	DEX	1/2 LVL	MISC
7	2	5	

CONDITIONAL MODIFIERS

## DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
28	AC	15	10			3		

CONDITIONAL BONUSES

## MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
5	Speed (Squares)	6	-1	

SPECIAL MOVEMENT

## ABILITY SCORES

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

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
24	FORT	15	5	1		2	1	

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
21	REF	15	2	1		2	1	

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
22	WILL	15	4			2	1	

CONDITIONAL BONUSES

## SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
20	Passive Insight	10	+ 10

20	Passive Perception	10	+ 10
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SPECIAL SENSES

## ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 10	5	5					

## DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+5	5				

## HIT POINTS

MAX HP	BLOODED	HEALING SURGES
90	45	23
	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

## SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
5	Acrobatics	DEX	7	0	-2
4	Arcana	INT	4	0	n/a
8	Athletics	STR	10	0	-2
14	Bluff	CHA	9	5	n/a
9	Diplomacy	CHA	9	0	n/a
5	Dungeoneering	WIS	5	0	n/a
5	Endurance	CON	7	0	-2
12	Heal	WIS	5	5	n/a
4	History	INT	4	0	n/a
10	Insight	WIS	5	5	n/a
14	Intimidate	CHA	9	5	n/a
5	Nature	WIS	5	0	n/a
10	Perception	WIS	5	5	n/a
4	Religion	INT	4	0	n/a
5	Stealth	DEX	7	0	-2
14	Streetwise	CHA	9	5	n/a
5	Thievery	DEX	7	0	-2

## ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

## RACE FEATURES

**Bonus Feat** - Choose an extra feat at 1st level.**Bonus Skill** - Trained in one additional class skill.**Bonus At-Will Power** - Know one extra 1st-level attack

power from your class.

**Human Defense Bonuses** - +1 to Fortitude, Reflex, and Will.

## CLASS / PATH / DESTINY FEATURES

**Paladin Armor Proficiency****Rampage** - Critical hit grants free melee basic attack; once per round, barbarian attack power only**Divine Challenge (Hybrid)****Hybrid Paladin Reflex****Gray Guard Action****Gray Guard Vigilance**

## LANGUAGES KNOWN

Common, Giant

## BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
17	vs AC	Jagged Fullblade +3	1d12+10
10	vs AC	Unarmed (Melee)	1d4+5
7	vs AC	Unarmed (Range)	1d4+2
	vs		

## FEATS

**Hybrid Talent** - Gain a talent option from one of your

hybrid classes

**Mighty Challenge** - Divine challenge deals extra radiant damage**Action Surge** - +3 to attacks when you spend an action point**Weapon Focus (Heavy Blade)** - Gain +1 damage per tier with Heavy Blades.**Weapon Expertise (Heavy Blade)** - Gain bonus to attack rolls with heavy blades.**Weapon Proficiency (Fullblade)** - Gain proficiency with the Fullblade.**Resurgent Attack** - Gain +2 to attacks after you spend a healing surge**Contagious Challenge** - Place divine sanction on enemy adjacent to target you have challenged

**POWER INDEX**

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

**AT-WILL POWERS**

Howling Strike	<input type="checkbox"/>
Pressing Strike	<input type="checkbox"/>
Divine Challenge	<input type="checkbox"/>
Challenging Strike	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

**ENCOUNTER POWERS**

Second Wind	<input type="checkbox"/>
Avalanche Strike	<input type="checkbox"/>
Strength from Valor	<input type="checkbox"/>
Thunder Hawk Rage Attack	<input type="checkbox"/>
Curtain of Steel	<input type="checkbox"/>
Debilitating Smite	<input type="checkbox"/>

**DAILY POWERS**

Blood of the Mighty	<input type="checkbox"/>
Thunder Hawk Rage	<input type="checkbox"/>
Stoneroot Rage	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

**UTILITY POWERS**

Divine Counter	<input type="checkbox"/>
Run Rampant	<input type="checkbox"/>
Vengeful Vigilance	<input type="checkbox"/>
	<input type="checkbox"/>

**OTHER EQUIPMENT**

Horse, Warhorse
Light Barding

**COINS AND OTHER WEALTH**

Money on hand: 15 gp
Stored money:
Encumbrance: 60 / 200

**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	Jagged Fullblade +3 (E)	<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
ARMOR	Imposter's Gith Plate Armor +3 (E)	<input type="checkbox"/>
ARMS		<input type="checkbox"/>
FEET		<input type="checkbox"/>
HANDS	Dwarven Throwers (heroic tier) (E)	<input type="checkbox"/>
HEAD		<input type="checkbox"/>
NECK	Cloak of the Chirurgeon +2 (E)	<input type="checkbox"/>
RING		<input type="checkbox"/>
RING		<input type="checkbox"/>
WAIST	Belt of Vigor (heroic tier) (E)	<input type="checkbox"/>
	Potion of Healing (heroic tier) () (2)	<input type="checkbox"/>
	Potion of Regeneration (heroic tier) ()	<input type="checkbox"/>
	Gravespawn Potion (heroic tier) ()	<input type="checkbox"/>
		<input type="checkbox"/>

*Daily Item Powers Per Day*

Heroic (1-10)	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>		
Paragon (11-20)	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	
Epic (21-30)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>

**RITUALS / ALCHEMY**


**CHARACTER PORTRAIT**



**PERSONALITY TRAITS**


**MANNERISMS AND APPEARANCE**


**CHARACTER BACKGROUND**

**Disbeliever**  
 In your early life, you never had much respect for gods, but something changed your mind. You still don't know if you can trust the gods you pray to, but you can't turn away from the powers they give. What happened in the past that made you wary of religion? What happened to provoke your return to worship? Are you a true believer now, or are you doing the god's work because of what you hope to gain?

**COMPANIONS AND ALLIES**


**SESSION AND CAMPAIGN NOTES**


CHARACTER NAME  
**Caerwyn Thingol**

PLAYER NAME

RACE Human CLASS Hybrid LEVEL 11

HP	20	STR	28
90	15	CON	24
Spd	14	DEX	21
5	9	INT	22
Init	11	WIS	
+7	18	CHA	
	20	Passive Insight	20
		Passive Perception	

PLAY DATA **DUNGEONS & DRAGONS**

**ACTION POINT**

ENCOUNTER SPECIAL **DUNGEONS & DRAGONS**

Second Wind

KEYWORDS USED

Standard Personal

**ACTION** **RANGE**

AT-WILL  ENCOUNTER  DAILY

Effect: You spend a healing surge and regain 23 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**

Howling Strike

KEYWORDS Primal, Weapon USED

Standard Melee weapon

**ACTION** **RANGE**

17 vs AC One creature

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

**Requirement:** You must be wielding a melee weapon in two hands.  
**Attack:** Strength vs. AC  
**Hit:** 1[W] + 1d6 + Strength modifier (+5) damage.  
Level 11: 1[W] + 2d6 + Strength modifier (+5) damage.  
Level 21: 2[W] + 3d6 + Strength modifier (+5) damage.  
**Special:** When charging, you can use this power in place of a melee basic attack. If you are raging, you can move 2 extra squares as part of the charge.

Jagged Fullblade +3: +17 attack, 1d12+2d6+10 damage

FLAVOR TEXT  
*With a blood-freezing scream, you throw yourself into the fray.*

CLASS Barbarian LEVEL 1 BOOK PH2

AT-WILL POWER **DUNGEONS & DRAGONS**

Divine Challenge

KEYWORDS Divine, Radiant USED

Minor Close burst 5

**ACTION** 5 **RANGE**

vs One creature in burst

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

**Effect:** You mark the target. The target remains marked until you use this power against another target, or if you fail to engage the target (see below). A creature can be subject to only one mark at a time. A new mark supersedes a mark that was already in place.  
While the target is marked, it takes a -2 penalty to attack rolls for any attack that doesn't include you as a target. The first time it makes an attack that doesn't include you as a target before the start of your next turn, you can use an immediate reaction to deal radiant damage to the target equal to your Charisma modifier (+4). The damage increases to 2 + your Charisma modifier (+4) at 11th level and 4 + your Charisma modifier (+4) at 21st level.  
On your turn, you must engage the target you challenged or challenge a different target. To engage the target, you must either attack it or end your turn adjacent to it. If none of these events occur by the end of your turn, the marked condition ends and you can't use divine challenge on your next turn.  
You can use divine challenge once per turn.  
**Special:** Even though this ability is called a challenge, it doesn't rely on the intelligence or language ability of the target. It's a magical compulsion that affects the creature's behavior, regardless of the creature's nature. You can't place a divine challenge on a creature that is already affected by your or another character's divine challenge.

FLAVOR TEXT  
*You boldly confront a nearby enemy, searing it with divine light if it ignores your challenge.*

CLASS Paladin LEVEL BOOK PH

AT-WILL POWER **DUNGEONS & DRAGONS**

Challenging Strike

KEYWORDS Divine, Weapon USED

Standard Melee weapon

**ACTION** **RANGE**

17 vs \* One creature

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

**Attack:** Strength vs. AC  
If you are bloodied, this attack is Strength vs. the lower of the target's AC or Will.  
**Hit:** 1[W] + Strength modifier (+5) damage, and the target is marked until the end of your next turn or until you move into a square not adjacent to the target. Increase damage to 2[W] + Strength modifier (+5) at 21st level.

Jagged Fullblade +3: +17 attack, 1d12+10 damage

FLAVOR TEXT  
*Your powerful attack challenges your foe to face you.*

CLASS Paladin LEVEL 1 BOOK PHSI

AT-WILL POWER **DUNGEONS & DRAGONS**

Pressing Strike

KEYWORDS Primal, Weapon USED

Standard Melee weapon

**ACTION** **RANGE**

17 vs AC One creature

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

**Effect:** Before the attack, you shift 2 squares. You can move through an enemy's space during the shift, but you can't end there.  
**Attack:** Strength vs. AC  
**Hit:** 1[W] + Strength modifier (+5) damage, and you push the target 1 square. If you are raging, the attack deals 1d6 extra damage.  
Level 21: 2[W] + Strength modifier (+5) damage.

Jagged Fullblade +3: +17 attack, 1d12+10 damage

FLAVOR TEXT  
*You push lesser foes from your path, moving through the lines of battle at will.*

CLASS Barbarian LEVEL 1 BOOK PH2

AT-WILL POWER **DUNGEONS & DRAGONS**

Avalanche Strike

KEYWORDS Primal, Weapon USED

Standard Melee weapon

**ACTION** **RANGE**

17 vs AC One creature

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

**Attack:** Strength vs. AC  
**Hit:** 3[W] + Strength modifier (+5) damage.  
**Rageblood Vigor:** The attack deals extra damage equal to your Constitution modifier (+2).  
**Effect:** Until the start of your next turn, any attacker gains a +4 bonus to attack rolls against you.

Jagged Fullblade +3: +17 attack, 3d12+10 damage

FLAVOR TEXT  
*You drop your guard and put all your strength into a devastating overhead swing.*

CLASS Barbarian LEVEL 1 BOOK PH2

ENCOUNTER POWER **DUNGEONS & DRAGONS**

Strength from Valor

KEYWORDS Divine, Weapon USED

Standard Close burst 1

**ACTION** 1 **RANGE**

17 vs Fort Each enemy in burst

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

**Attack:** Strength vs. Fortitude  
**Hit:** 1[W] + Strength modifier (+5) damage. You gain 5 temporary hit points for each target hit by the attack.

Jagged Fullblade +3: +17 attack, 1d12+10 damage

FLAVOR TEXT  
*As foes encircle you, you fight all the harder.*

CLASS Paladin LEVEL 3 BOOK DP

ENCOUNTER POWER **DUNGEONS & DRAGONS**

### Thunder Hawk Rage Attack

KEYWORDS		Primal, Rage, Thunder, Weapon	USED
Free	* ↓ ↻	Melee 1	
<b>ACTION</b>	↶ ↷	<b>RANGE</b>	
17	vs	Fort	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

**Requirement:** The Thunder Hawk Rage power must be active to use this power.  
**Attack:** Strength vs. Fortitude  
**Hit:** You knock the secondary target prone.

Jagged Fullblade +3: +17 attack

FLAVOR TEXT  
*Your thunderous attack dazes your foe as you channel the great spirit hawk whose wings rumble across the sky. Your screaming charge blasts your enemies with thunder.*

CLASS	LEVEL	BOOK
	1	PH2

**ENCOUNTER POWER** DUNGEONS & DRAGONS

### Curtain of Steel

KEYWORDS		Primal, Weapon	USED
Imm Reacti	* ↓ ↻	Melee 1	
<b>ACTION</b>	↶ ↷	<b>RANGE</b>	
17	vs	AC	The triggering enemy
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

**Trigger:** An enemy adjacent to you hits or misses you  
**Attack:** Strength vs. AC  
**Thaneborn Triumph:** You gain a bonus to the attack roll equal to your Charisma modifier (+4).  
**Hit:** 3[W] + Strength modifier (+5) damage.

Jagged Fullblade +3: +17 attack, 3d12+10 damage

FLAVOR TEXT  
*You are the pacing lion, the circling predator. No attack will come toward you without being answered in kind.*

CLASS	LEVEL	BOOK
Barbarian	7	PH2

**ENCOUNTER POWER** DUNGEONS & DRAGONS

### Debilitating Smite

KEYWORDS		Divine, Weapon	USED
Standard	* ↓ ↻	Melee weapon	
<b>ACTION</b>	↶ ↷	<b>RANGE</b>	
17	vs	AC	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

**Attack:** Strength vs. AC  
**Hit:** 2[W] + Strength modifier (+5) damage, and the target is dazed and slowed until the end of your next turn. If the target makes an attack before then, it is dazed until the end of its next turn.

Jagged Fullblade +3: +17 attack, 2d12+10 damage

FLAVOR TEXT  
*So painful is the injury to your enemy that it can barely continue to fight.*

CLASS	LEVEL	BOOK
Gray Guard	11	DP

**ENCOUNTER POWER** DUNGEONS & DRAGONS

### Blood of the Mighty

KEYWORDS		Divine, Reliable, Weapon	USED
Standard	* ↓ ↻	Melee weapon	
<b>ACTION</b>	↶ ↷	<b>RANGE</b>	
17	vs	AC	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

**Attack:** Strength vs. AC  
**Hit:** 4[W] + Strength modifier (+5) damage.  
**Effect:** You take 5 damage, which can't be reduced in any way.

Jagged Fullblade +3: +17 attack, 4d12+10 damage

FLAVOR TEXT  
*You draw on your own life force to deal a decisive blow.*

CLASS	LEVEL	BOOK
Paladin	1	DP

**DAILY POWER** DUNGEONS & DRAGONS

### Thunder Hawk Rage

KEYWORDS		Primal, Rage, Thunder, Weapon	USED
Standard	* ↓ ↻	Melee weapon	
<b>ACTION</b>	↶ ↷	<b>RANGE</b>	
17	vs	AC	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

**Attack:** Strength vs. AC  
**Hit:** 2[W] + Strength modifier (+5) thunder damage, and the target is dazed (save ends).  
**Miss:** Half damage.  
**Effect:** You enter the rage of the thunder hawk. Until the rage ends, you can use the Thunder Hawk Rage Attack power once per turn only on your own turn.

Jagged Fullblade +3: +17 attack, 2d12+10 damage

FLAVOR TEXT  
*Your thunderous attack dazes your foe as you channel the great spirit hawk whose wings rumble across the sky. Your screaming charge blasts your enemies with thunder.*

CLASS	LEVEL	BOOK
Barbarian	5	PH2

**DAILY POWER** DUNGEONS & DRAGONS

### Stoneroot Rage

KEYWORDS		Primal, Rage, Weapon	USED
Standard	* ↓ ↻	Melee weapon	
<b>ACTION</b>	↶ ↷	<b>RANGE</b>	
17	vs	AC	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

**Attack:** Strength vs. AC  
**Hit:** 3[W] + Strength modifier (+5) damage, and target is slowed (save ends).  
**Miss:** Half damage.  
**Effect:** You enter the rage of Stoneroot. Until the rage ends, you gain resist 5 to all damage.

Jagged Fullblade +3: +17 attack, 3d12+10 damage

FLAVOR TEXT  
*The power wells up from deep within the unassailable earth.*

CLASS	LEVEL	BOOK
Barbarian	9	Dragon 380

**DAILY POWER** DUNGEONS & DRAGONS

### Divine Counter

KEYWORDS		Divine	USED
Imm Intern	* ↓ ↻	Personal	
<b>ACTION</b>	↶ ↷	<b>RANGE</b>	
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	

**Trigger:** An enemy hits your Fortitude, Reflex, or Will  
**Effect:** You take only half damage from the triggering enemy's attack, and the triggering enemy is subject to your divine sanction until the end of its next turn.

ADDITIONAL EFFECTS  
*The power of your god deflects part of an attack against you, and you call out the attacker.*

CLASS	LEVEL	BOOK
Paladin	2	DP

**UTILITY POWER** DUNGEONS & DRAGONS

### Run Rampant

KEYWORDS		Primal	USED
Minor	* ↓ ↻	Personal	
<b>ACTION</b>	↶ ↷	<b>RANGE</b>	
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	

**Effect:** You make either an escape attempt or a saving throw against an effect that immobilizes, restrains, or slows you. You gain a bonus to the roll equal to your Strength modifier (+5).

ADDITIONAL EFFECTS  
*With bestial might, you break free and step forward, eager for battle again.*

CLASS	LEVEL	BOOK
Barbarian	6	PP

**UTILITY POWER** DUNGEONS & DRAGONS

### Vengeful Vigilance

KEYWORDS		Divine, Stance	USED
Minor	* ↓ ↻	Personal	
<b>ACTION</b>	↶ ↷	<b>RANGE</b>	
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY	

**Effect:** Until the stance ends, any time an enemy within 5 squares of you makes an attack that does not include you, you can use divine challenge on that enemy as a free action. If the triggering attack is against Will and you mark the attacker, it immediately takes the damage your divine challenge mark normally deals.

ADDITIONAL EFFECTS  
*Your awareness expands to allow you to protect your allies in an instant, punishing those who would weaken your allies' resolve.*

CLASS	LEVEL	BOOK
Paladin	10	Dragon 375

**UTILITY POWER** DUNGEONS & DRAGONS

### Jagged Fullblade +3

1d12	3	Heavy Blade	
DAMAGE	PROFICIENT	GROUP	RANGE
+3 attack rolls and damage rolls		12	Ongoing 10 damage (
ENHANCEMENT	LEVEL	CRITICAL	

PROPERTIES

This weapon scores critical hits on a 19 or 20. High Crit

Melee Basic Attack: +17 attack, 1d12+10 damage

AT-WILL  ENCOUNTER  DAILY

POWER

ITEM SLOT Two-Hands WEIGHT 10 PRICE 13000 BOOK AV

MAGIC WEAPON

### Imposter's Gith Plate Armor +3

10	-2	-1	1
AC BONUS	CHECK	SPEED	QUANTITY
+3 AC		11	Armor
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

Gith plate is hardened with psionic techniques originating with either the mind flayers or the first generation of escaped githyanki slaves.

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 50 PRICE 9000 BOOK AV

MAGIC ITEM

### Cloak of the Chirurgeon +2

			1
AC BONUS	CHECK	SPEED	QUANTITY
+2 Fortitude, Reflex, and Will		8	Neck Slot Item
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

Gain an item bonus to Heal checks equal to the enhancement bonus of this cloak.

AT-WILL  ENCOUNTER  DAILY

POWER

**Power (Daily):** Minor Action. An adjacent ally regains 1 healing surge already spent today.

ITEM SLOT Neck WEIGHT 0 PRICE 3400 BOOK AV

MAGIC ITEM

### Dwarven Throwers (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		10	Hands Slot Item
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

Gain a +2 item bonus to thrown weapon damage rolls.

AT-WILL  ENCOUNTER  DAILY

POWER

**Power (Encounter):** Standard Action. Make a ranged basic attack with your melee weapon, using your Strength modifier (+5) on the attack roll and damage roll, as if the weapon had the heavy thrown weapon property. Your weapon automatically returns to your grip after the ranged attack.

ITEM SLOT Hands WEIGHT 0 PRICE 5000 BOOK AV

MAGIC ITEM

### Belt of Vigor (heroic tier)

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

PROPERTIES

You gain a +1 item bonus to your healing surge value.

AT-WILL  ENCOUNTER  DAILY

POWER

ITEM SLOT Waist WEIGHT 0 PRICE 520 BOOK PH

MAGIC ITEM

### Potion of Healing (heroic tier)

			2
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.

AT-WILL  ENCOUNTER  DAILY

POWER

ITEM SLOT WEIGHT 0 PRICE 50 BOOK PH

MAGIC ITEM

### Potion of Regeneration (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		9	Potion
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

**Power (Consumable • Healing):** Minor Action. Drink this potion and spend a healing surge. You do not gain hit points as normal. Instead, gain regeneration 5 until the end of the encounter. If you aren't bloodied at the start of your turn while this power is in effect, you don't regain any hit points and the regeneration is suppressed until the start of your next turn.

AT-WILL  ENCOUNTER  DAILY

POWER

ITEM SLOT WEIGHT 0 PRICE 160 BOOK AV

MAGIC ITEM

### Gravespawn Potion (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		5	Potion
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

**Power (Consumable):** Minor Action. Drink this potion and spend a healing surge. You do not regain hit points as normal. Instead, gain resist 5 necrotic and resist 5 poison until the end of the encounter. You also gain a +5 power bonus to your next Endurance check against any disease of level 5 or lower.

AT-WILL  ENCOUNTER  DAILY

POWER

ITEM SLOT WEIGHT 0 PRICE 50 BOOK AV

MAGIC ITEM