

Player Name

Buurt Wolfhart 11 Ranger Shadow Assassin  
Character Name Level Class Paragon Path  
Half-Orc Medium 18 Male 6'1" 210 lbs. Good Epic Destiny  
Race Size Age Gender Height Weight Alignment Deity  
Adventuring Company RPGA Number  
Total XP 26,000

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
17	6	5	6

CONDITIONAL MODIFIERS

### ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
13	STR Strength	1	6
13	CON Constitution	1	6
22	DEX Dexterity	6	11
12	INT Intelligence	1	6
17	WIS Wisdom	3	8
11	CHA Charisma	0	5

### HIT POINTS

MAX HP	BLOODIED	HEALING SURGES SURGE VALUE	SURGES/DAY
75	37	18	8
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
15	Acrobatics	DEX	11	5	-1
6	Arcana	INT	6	0	n/a
10	Athletics	STR	6	5	-1
5	Bluff	CHA	5	0	n/a
5	Diplomacy	CHA	5	0	n/a
13	Dungeoneering	WIS	8	5	n/a
7	Endurance	CON	6	0	-1 2
8	Heal	WIS	8	0	n/a
6	History	INT	6	0	n/a
8	Insight	WIS	8	0	n/a
7	Intimidate	CHA	5	0	n/a 2
8	Nature	WIS	8	0	n/a
13	Perception	WIS	8	5	n/a
6	Religion	INT	6	0	n/a
15	Stealth	DEX	11	5	-1
5	Streetwise	CHA	5	0	n/a
15	Thievery	DEX	11	5	-1

Buurt Wolfhart

### DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
27	AC	15	9			3		

CONDITIONAL BONUSES  
+2 AC against opportunity attacks

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

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
23	REF	15	6	1		1		

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
19	WILL	15	3			1		

CONDITIONAL BONUSES

### ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

### RACE FEATURES

**Furious Assault** - Have the furious assault power

**Half-Orc Resilience** - Gain 5 temporary hp (10 at 11th, 15 at 21st) the first time you're bloodied during an encounter

**Swift Charge** - +2 bonus to speed when charging

### CLASS / PATH / DESTINY FEATURES

**Fighting Style** - Choose Archer Fighting Style or Two-Blade

**Archer Fighting Style** - Gain Defensive Mobility as a bonus action

**Hunter's Quarry** - Minor action, designate nearest enemy you can see

**Prime Shot** - If no allies are closer to target than you, get +2 to attack rolls

**Sneak Attack** - Once per round, if you have combat advantage, deal an extra 1d6 of damage

**Shadow Assassin's Action** - +4 on attacks until start of next turn

**Shadow Assassin's Riposte** - Adjacent foe that misses you takes 1d4 of damage

### LANGUAGES KNOWN

Common, Giant

### MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
7	Speed (Squares)	6		1

SPECIAL MOVEMENT  
+2 Speed when charging

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
18	Passive Insight	10 +	8
23	Passive Perception	10 +	13

SPECIAL SENSES  
Low-light Vision

### ATTACK WORKSPACE

ABILITY: Ranged Basic Attack - Poisoned Crossbow +2								
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC	
+ 15	5	6		2		2		
ABILITY: Melee Basic Attack - Resounding Mace +1								
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC	
+ 9	5	1		2		1		

### DAMAGE WORKSPACE

ABILITY: Ranged Basic Attack - Poisoned Crossbow +2						
DAMAGE	ABIL	FEAT	ENH	MISC	MISC	
1d8+10	6		2	2		

ABILITY: Melee Basic Attack - Resounding Mace +1						
DAMAGE	ABIL	FEAT	ENH	MISC	MISC	
1d8+2	1		1			

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
15	vs AC	Poisoned Crossbow +2	1d8+10
9	vs AC	Resounding Mace +1	1d8+2
6	vs AC	Unarmed (Melee)	1d4+1
11	vs AC	Unarmed (Range)	1d4+8

### FEATS

**Defensive Mobility** - +2 to AC against opportunity attacks

**Sneak of Shadows** - Rogue: Thievery skill, Sneak Attack 1/encounter

**Lethal Hunter** - Hunter's Quarry damage dice increase to d8s

**Thirst for Battle** - +3 to initiative and one additional healing surge

**Backstabber** - Sneak Attack dice increase to d8s

**Thief Novice**

**Hunter's Aim** - Ignore quarry's cover or concealment

**Fleet-Footed** - +1 to speed







CHARACTER NAME

Buurt Wolfhart

PLAYER NAME

RACEHalf-Orc

CLASSRanger

LEVEL11

SCORE

ABILITY

MOD

HP

75

STR

13

CON

13

DEX

22

INT

12

WIS

17

CHA

11

AC

27

Fort

18

Ref

23

Will

19

Init

+17

18

Passive Insight

23

Passive Perception

PLAY DATA

DUNGEONS & DRAGONS®

Hunter's Quarry

KEYWORDS

USED

Minor

ACTION

RANGE

vs

ATTACK

DEFENSE

TARGET

You can designate the nearest enemy to you that you can see as your quarry. Once per round, when you hit your quarry with an attack, the attack deals extra damage based on your level. The extra damage is based on your level. If you can make multiple attacks in a round, you decide which attack to apply the extra damage to after all the attacks are rolled. If you have dealt Hunter's Quarry damage since the start of your turn, you cannot deal it again until the start of your next turn.

The hunter's quarry effect remains active until the end of the encounter, until the quarry is defeated, or until you designate a different target as your quarry.

You can designate one enemy as your quarry at a time.  
Level : Hunter's Quarry Extra Damage  
1st–10th : +1d6  
11th–20th : +2d6  
21st–30th : +3d6

ADDITIONAL EFFECTS

CLASS

LEVEL

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BOOK

PH

AT-WILL POWER

DUNGEONS & DRAGONS®

Furious Assault

KEYWORDS

USED

Free

ACTION

Personal

RANGE

vs

ATTACK

DEFENSE

TARGET

Trigger: You hit an enemy

Effect: The attack deals 1[W] extra damage if it's a weapon attack or 1d8 extra damage if it isn't.

ADDITIONAL EFFECTS

CLASS

Racial Power

LEVEL

\*

BOOK

PH2

ENCOUNTER POWER

DUNGEONS & DRAGONS®

ACTION POINT

ENCOUNTER SPECIAL

DUNGEONS & DRAGONS®

Twin Strike

KEYWORDS

Martial, Weapon

USED

Standard

\*

\*

Melee or Ranged weapon

ACTION

RANGE

15

vs

AC

One or two creatures

ATTACK

DEFENSE

TARGET

Requirement: You must be wielding two melee weapons or a ranged weapon.

Attack: Strength vs. AC (melee; main weapon and off-hand weapon) or Dexterity vs. AC (ranged), two attacks

Hit: 1[W] damage per attack.

Increase damage to 2[W] at 21st level.

Poisoned Crossbow +2: +15 attack, 1d8+2 damage

ADDITIONAL EFFECTS

+2d8 to damage once per round (Hunter's Quarry)

+3d8 to damage once per encounter (Sneak Attack)

+1 to attack rolls if none of your allies are closer to the target - Prime Shot.

CLASS

Ranger

LEVEL

1

BOOK

PH

AT-WILL POWER

DUNGEONS & DRAGONS®

Evasive Strike

KEYWORDS

Martial, Weapon

USED

Standard

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Melee or Ranged weapon

ACTION

RANGE

15

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Special: You can shift a number of squares equal to 1 + your Wisdom modifier (+3) either before or after the attack.

Attack: Strength vs. AC (melee) or Dexterity vs. AC (ranged)

Hit: 2[W] + Strength modifier (+1) damage (melee) or 2[W] + Dexterity modifier (+6) damage (ranged).

Poisoned Crossbow +2: +15 attack, 2d8+8 damage

ADDITIONAL EFFECTS

+2d8 to damage once per round (Hunter's Quarry)

+3d8 to damage once per encounter (Sneak Attack)

+1 to attack rolls if none of your allies are closer to the target - Prime Shot.

CLASS

Ranger

LEVEL

1

BOOK

PH

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Second Wind

KEYWORDS

USED

Standard

Personal

ACTION

RANGE

AT-WILL

ENCOUNTER

DAILY

Effect: You spend a healing surge and regain 18 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®

Careful Attack

KEYWORDS

Martial, Weapon

USED

Standard

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Melee or Ranged weapon

ACTION

RANGE

17

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Requirement: You must be wielding two melee weapons or a ranged weapon.

Attack: Strength + 2 vs. AC (melee) or Dexterity + 2 vs. AC (ranged).

Hit: 1[W] + Strength modifier (+1) damage (melee) or 1[W] + Dexterity modifier (+6) damage (ranged).

Increase damage to 2[W] + Strength modifier (+1) damage (melee) or 2[W] + Dexterity modifier (+6) damage (ranged) at 21st level.

Poisoned Crossbow +2: +17 attack, 1d8+8 damage

ADDITIONAL EFFECTS

+2d8 to damage once per round (Hunter's Quarry)

+3d8 to damage once per encounter (Sneak Attack)

+1 to attack rolls if none of your allies are closer to the target - Prime Shot.

CLASS

Ranger

LEVEL

1

BOOK

PH

AT-WILL POWER

DUNGEONS & DRAGONS®

Shadow Wasp Strike

KEYWORDS

Martial, Weapon

USED

Standard

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\*

Melee or Ranged weapon

ACTION

RANGE

15

vs

Reflex

One creature that is your quarry

ATTACK

DEFENSE

TARGET

Attack: Strength vs. Reflex (melee) or Dexterity vs. Reflex (ranged)

Hit: 2[W] + Strength modifier (+1) damage (melee) or 2[W] + Dexterity modifier (+6) damage (ranged).

Poisoned Crossbow +2: +15 attack, 2d8+8 damage

ADDITIONAL EFFECTS

+2d8 to damage once per round (Hunter's Quarry)

+3d8 to damage once per encounter (Sneak Attack)

+1 to attack rolls if none of your allies are closer to the target - Prime Shot.

CLASS

Ranger

LEVEL

3

BOOK

PH

ENCOUNTER POWER

DUNGEONS & DRAGONS®



Hawk's Talon

KEYWORDS

Martial, Weapon

USED

Standard

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Melee or Ranged weapon

ACTION

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↷

RANGE

18

vs

AC

One creature

ATTACK

DEFENSE

TARGET

**Attack:** Strength vs. AC (melee) or Dexterity vs. AC (ranged). Gain a power bonus to this attack equal to your Wisdom modifier (+3). Ignore any penalties from cover or concealment (but not superior cover or total concealment).

**Hit:** 2[W] + Strength modifier (+1) damage (melee) or 2[W] + Dexterity modifier (+6) damage (ranged).

Poisoned Crossbow +2: +18 attack, 2d8+8 damage

ADDITIONAL EFFECTS

+2d8 to damage once per round (Hunter's Quarry)  
+3d8 to damage once per encounter (Sneak Attack)  
+1 to attack rolls if none of your allies are closer to the target - Prime Shot.

CLASS

Ranger

LEVEL

7

BOOK

PH

ENCOUNTER POWER

DUNGEONS & DRAGONS

Killer's Eye

KEYWORDS

Martial, Weapon

USED

Standard

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Melee or Ranged weapon

ACTION

↶

↷

RANGE

15

vs

Reflex

One creature

ATTACK

DEFENSE

TARGET

**Requirement:** You must be wielding a crossbow, a light blade, or a sling.

**Attack:** Dexterity vs. Reflex

**Hit:** 2[W] + Dexterity modifier (+6) damage.

**Special:** If this attack is made before the target has acted in the encounter, increase the weapon damage to 3[W].

Poisoned Crossbow +2: +15 attack, 2d8+8 damage

ADDITIONAL EFFECTS

+2d8 to damage once per round (Hunter's Quarry)  
+3d8 to damage once per encounter (Sneak Attack)  
+1 to attack rolls if none of your allies are closer to the target - Prime Shot.

CLASS

Shadow Assassin

LEVEL

11

BOOK

PH

ENCOUNTER POWER

DUNGEONS & DRAGONS

Split the Tree

KEYWORDS

Martial, Weapon

USED

Standard

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Ranged weapon

ACTION

↶

↷

RANGE

15

vs

AC

See below

ATTACK

DEFENSE

TARGET

**Targets:** Two creatures within 3 squares of each other

**Attack:** Dexterity vs. AC. Make two attack rolls, take the higher result, and apply it to both targets.

**Hit:** 2[W] + Dexterity modifier (+6) damage.

Poisoned Crossbow +2: +15 attack, 2d8+8 damage

ADDITIONAL EFFECTS

+2d8 to damage once per round (Hunter's Quarry)  
+3d8 to damage once per encounter (Sneak Attack)  
+1 to attack rolls if none of your allies are closer to the target - Prime Shot.

CLASS

Ranger

LEVEL

1

BOOK

PH

DAILY POWER

DUNGEONS & DRAGONS

Close-Combat Shot

KEYWORDS

Martial, Weapon

USED

Imm React

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Ranged weapon

ACTION

↶

↷

RANGE

15

vs

AC

The triggering enemy

ATTACK

DEFENSE

TARGET

**Trigger:** An enemy enters a square adjacent to you

**Attack:** Dexterity vs. AC

**Hit:** 3[W] + Dexterity modifier (+6) damage.

**Miss:** Half damage.

**Special:** Using this power doesn't provoke an opportunity attack from the target.

Poisoned Crossbow +2: +15 attack, 3d8+8 damage

ADDITIONAL EFFECTS

+2d8 to damage once per round (Hunter's Quarry)  
+3d8 to damage once per encounter (Sneak Attack)  
+1 to attack rolls if none of your allies are closer to the target - Prime Shot.

CLASS

Ranger

LEVEL

5

BOOK

MP

DAILY POWER

DUNGEONS & DRAGONS

Attacks on the Run

KEYWORDS

Martial, Weapon

USED

Standard

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Melee or Ranged weapon

ACTION

↶

↷

RANGE

15

vs

AC

One or two creatures

ATTACK

DEFENSE

TARGET

**Attack:** You can move your speed. At any point during your move, you can make two Strength vs. AC attacks with a melee weapon or two Dexterity vs. AC attacks with a ranged weapon.

**Hit:** 3[W] + Strength modifier (+1) damage (melee) or 3[W] + Dexterity modifier (+6) damage (ranged) per attack.

**Miss:** Half damage per attack.

Poisoned Crossbow +2: +15 attack, 3d8+8 damage

ADDITIONAL EFFECTS

+2d8 to damage once per round (Hunter's Quarry)  
+3d8 to damage once per encounter (Sneak Attack)  
+1 to attack rolls if none of your allies are closer to the target - Prime Shot.

CLASS

Ranger

LEVEL

9

BOOK

PH

DAILY POWER

DUNGEONS & DRAGONS

Yield Ground

KEYWORDS

Martial

USED

Imm React

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↗

Personal

ACTION

↶

↷

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

**Trigger:** An enemy damages you with a melee attack

**Effect:** You can shift a number of squares equal to your Wisdom modifier (+3). Gain a +2 power bonus to all defenses until the end of your next turn.

ADDITIONAL EFFECTS

CLASS

Ranger

LEVEL

2

BOOK

PH

UTILITY POWER

DUNGEONS & DRAGONS

Weave Through the Fray

KEYWORDS

Martial

USED

Imm Interr

↑

↗

Personal

ACTION

↶

↷

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

**Trigger:** An enemy moves adjacent to you

**Effect:** You can shift a number of squares equal to your Wisdom modifier (+3).

ADDITIONAL EFFECTS

CLASS

Ranger

LEVEL

6

BOOK

PH

UTILITY POWER

DUNGEONS & DRAGONS

Expeditious Stride

KEYWORDS

Martial

USED

Minor

↑

↗

Personal

ACTION

↶

↷

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

**Effect:** Until the end of your next turn, your speed increases by 4, and when you shift, you can shift 1 additional square.

ADDITIONAL EFFECTS

CLASS

Ranger

LEVEL

10

BOOK

PH

UTILITY POWER

DUNGEONS & DRAGONS

Poisoned Crossbow +2

1d8

2

Crossbow

15/30

DAMAGE

PROFICIENT

GROUP

RANGE

+2 attack rolls and damage rolls

10

+2d6 poison damage

ENHANCEMENT

LEVEL

CRITICAL

PROPERTIES

Load Minor

Ranged Basic Attack:

+15 attack, 1d8+10 damage

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

POWER

**Power (Daily • Poison):** Free Action. Use this power when you hit with the weapon. The target takes ongoing 5 poison damage and is weakened (save ends both).

ITEM SLOT

Two-Hands

WEIGHT

4

PRICE

5000

BOOK

PH

MAGIC WEAPON

DUNGEONS & DRAGONS



Resounding Mace +1			
1d8	2	Mace	
DAMAGE	PROFICIENT	GROUP	RANGE
+1 attack rolls and damage rolls		2	+1d6 thunder damage
ENHANCEMENT		LEVEL	CRITICAL
PROPERTIES			
Versatile			
Melee Basic Attack: +9 attack, 1d8+2 damage			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY	
POWER			
<b>Power (Daily):</b> Free Action. Use this power when you hit with the weapon. The target is dazed until the end of your next turn.			
ITEM SLOT	One-hand	WEIGHT	PRICE
		6	520
		BOOK	PH
MAGIC WEAPON		DUNGEONS & DRAGONS®	

1d8	2	Mace	
DAMAGE	PROFICIENT	GROUP	RANGE
+1 attack rolls and damage rolls		2	+1d6 thunder damage
ENHANCEMENT		LEVEL	CRITICAL
PROPERTIES			
Versatile			
Melee Basic Attack: +9 attack, 1d8+2 damage			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY	
POWER			
<b>Power (Daily):</b> Free Action. Use this power when you hit with the weapon. The target is dazed until the end of your next turn.			
ITEM SLOT	WEIGHT	PRICE	BOOK
One-hand	6	520	PH

## MAGIC WEAPON



Cape of the Mountebank +1					
			1		
AC BONUS		CHECK		SPEED	QUANTITY
+1 Fortitude, Reflex, and Will		5		Neck Slot Item	
ENHANCEMENT		LEVEL		TYPE	
PROPERTIES					
<input type="checkbox"/>	AT-WILL		<input type="checkbox"/>	ENCOUNTER	
<input checked="" type="checkbox"/>			<input checked="" type="checkbox"/>	DAILY	
<p><b>Power (Daily • Teleportation):</b> Immediate Reaction. Use this power when you are hit by an attack. Teleport 5 squares and gain combat advantage against the attacker until the end of your next turn.</p>					
ITEM SLOT	Neck		WEIGHT	0	PRICE
				1000	BOOK
					4V
<b>MAGIC ITEM</b>			<b>DUNGEONS &amp; DRAGONS®</b>		

				1	
AC BONUS		CHECK		SPEED	
+1 Fortitude, Reflex, and Will		5		Neck Slot Item	
ENHANCEMENT		LEVEL		TYPE	
PROPERTIES           					
<input type="checkbox"/> AT-WILL		<input type="checkbox"/> ENCOUNTER		<input checked="" type="checkbox"/> DAILY	
POWER <b>Power (Daily • Teleportation):</b> Immediate Reaction. Use this power when you are hit by an attack. Teleport 5 squares and gain combat advantage against the attacker until the end of your next turn.					
ITEM SLOT Neck		WEIGHT 0		PRICE 1000	
				BOOK <i>AV</i>	

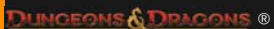
MAGIC ITEM



Bag of Holding (heroic tier)			
		1	
AC BONUS	CHECK	SPEED	QUANTITY
		5	Wondrous Item
ENHANCEMENT		LEVEL	TYPE
PROPERTIES			
<p>This bag can hold up to 200 pounds in weight or 20 cubic feet in volume, but it always weighs only 1 pound.</p> <p>Drawing an item from a bag of holding is a minor action.</p>			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	
POWER			
<div></div>			
ITEM SLOT	WEIGHT 0	PRICE 1000	BOOK <i>PH</i>
MAGIC ITEM		DUNGEONS & DRAGONS®	

[illegible]

MAGIC ITEM



Feytouched Hide Armor +3			
3	-1	-	1
AC BONUS	CHECK	SPEED	QUANTITY
+3 AC		12	Armor
ENHANCEMENT		LEVEL	TYPE
PROPERTIES			
Gain an item bonus to initiative checks equal to the armor's enhancement bonus.			
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	
POWER			
<b>Power (Encounter • Illusion):</b> Standard Action. You become invisible until the end of your next turn.			
ITEM SLOT	WEIGHT	PRICE	BOOK
Body	25	13000	PH
MAGIC ITEM		DUNGEONS & DRAGONS®	

3	-1	-	1
AC BONUS	CHECK	SPEED	QUANTITY
+3 AC	12	Armor	
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

Gain an item bonus to initiative checks equal to the armor's enhancement bonus.

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

**Power (Encounter • Illusion):** Standard Action. You become invisible until the end of your next turn.

ITEM SLOT	Body	WEIGHT	25	PRICE	13000	BOOK	PH
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MAGIC ITEM



Elven Boots (paragon tier)			
<div> <div>ALC BONUS</div> <div>CHECK</div> </div>		<div> <div>SPEED</div> <div>QUANTITY 1</div> </div>	
<div> <div>ENHANCEMENT</div> </div>		<div> <div>11</div> <div>LEVEL</div> </div>	<div> <div>Feet Slot Item</div> <div>TYPE</div> </div>
<div>PROPERTIES</div> <div></div>			
<div> <input type="checkbox"/> AT-WILL         </div>		<div> <input checked="" type="checkbox"/> ENCOUNTER         </div>	
		<div> <input type="checkbox"/> DAILY         </div>	
<div>POWER</div> <div> <b>Power (Encounter):</b> Minor Action. Gain a +2 power bonus to speed and Stealth checks until the end of your turn.         </div>			
<div>ITEM SLOT Feet</div>		<div>WEIGHT 0</div>	<div>PRICE 9000</div>
		<div>BOOK PH</div>	
MAGIC ITEM		<div>DUNGEONS &amp; DRAGONS®</div>	

				1	
AC BONUS		CHECK		SPEED	
				QUANTITY	
ENHANCEMENT			11		Feet Slot Item
			LEVEL		TYPE
PROPERTIES					
<input type="checkbox"/> AT-WILL		<input checked="" type="checkbox"/> ENCOUNTER		<input type="checkbox"/> DAILY	
POWER					
<b>Power (Encounter):</b> Minor Action. Gain a +2 power bonus to speed and Stealth checks until the end of your turn.					
ITEM SLOT	Feet	WEIGHT	0	PRICE	9000
				BOOK	PH

MAGIC ITEM



Bracers of the Perfect Shot (heroic tier)				
AC BONUS		CHECK	SPEED	1 QUANTITY
ENHANCEMENT		3 LEVEL	Arms Slot Item TYPE	
PROPERTIES When you hit with a ranged basic attack, you gain a +2 item bonus to the damage roll.				
<input type="checkbox"/> AT-WILL		<input type="checkbox"/> ENCOUNTER		<input type="checkbox"/> DAILY
POWER				
ITEM SLOT   Arms      WEIGHT 0      PRICE 680      BOOK PH				
MAGIC ITEM		DUNGEONS & DRAGONS®		

AC BONUS	CHECK	SPEED	1
ENHANCEMENT		3 LEVEL	Arms Slot Item TYPE

PROPERTIES

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

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

ITEM SLOT	Arms	WEIGHT	0	PRICE	680	BOOK	PH
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MAGIC ITEM



<div> <div>AC BONUS</div> <div>CHECK</div> <div>SPEED</div> <div>QUANTITY</div> </div>			
		10	Alchemical
ENHANCEMENT		LEVEL	TYPE
<div>PROPERTIES</div>			
<div> <div> <input type="checkbox"/> AT-WILL         </div> <div> <input type="checkbox"/> ENCOUNTER         </div> <div> <input type="checkbox"/> DAILY         </div> </div>			
<div> <div>POWER</div> <div> <p><b>Power (Consumable • Acid, Fire):</b> Standard Action. Make an attack: Area burst 1 within 10; +13 vs. Reflex; 1d6 fire damage, and ongoing 5 acid damage (save ends).</p> </div> </div>			
ITEM SLOT	WEIGHT 0	PRICE 200	BOOK <i>EPG</i>
MAGIC ITEM		<div> <div>DUNGEONS &amp; DRAGONS</div> <div>®</div> </div>	

			2
AC BONUS	CHECK	SPEED	QUANTITY
		10	Alchemical
ENHANCEMENT		LEVEL	TYPE
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<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	
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