

Player Name

Caerwyn Thingol 11 Barbarian|Paladin Gray Guard 31,999
 Character Name Level Class Paragon Path Total XP
 Human Medium 21 Male 5' 6" 130 lb Good Kord Epic Destiny Total XP
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
7	2	5	

INITIATIVE: 7

DEFENSES

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

DEFENSES: 28 AC

MOVEMENT

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

MOVEMENT: 5 Speed (Squares)

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
25	FORT	15	5	1	1	2	1	

DEFENSES: 25 FORT

CONDITIONAL BONUSES

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

DEFENSES: 22 REF

CONDITIONAL BONUSES

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

DEFENSES: 23 WILL

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
20	Passive Insight	10	+

SENSES: 20 Passive Insight

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
20	Passive Perception	10	+

SENSES: 20 Passive Perception

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Jagged Fullblade +3

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+17	5	5		3	1	3	

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 - Jagged Fullblade +3

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d12+10	5		3	2	

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+7	5			2	

BASIC ATTACKS

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

FEATS

Hybrid Talent - Gain a hybrid talent option for one of your hybrid class entries

Mighty Challenge - Divine challenge deals extra radiant damage

Action Surge - +3 to attacks when you spend an action point

Toughness - Gain 5 additional hit points per tier

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

Paragon Defenses - +1 to Fortitude, Reflex, and Will

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
100	50	25

HEALING SURGES: 25

CURRENT HIT POINTS	CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

TEMPORARY HIT POINTS	USED
	<input type="checkbox"/>

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

SKILLS

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

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 - Gain proficiency with leather, hide, chain, scale, plate, light and heavy shields

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

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"/>
Enfeebling 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"/>
Curtain of Steel	<input type="checkbox"/>
Debilitating Smite	<input type="checkbox"/>
	<input type="checkbox"/>

DAILY POWERS

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

UTILITY POWERS

Virtue	<input type="checkbox"/>
Shrug It Off	<input type="checkbox"/>
Vengeful Vigilance	<input type="checkbox"/>
	<input type="checkbox"/>

OTHER EQUIPMENT

COINS AND OTHER WEALTH

Money on hand: 0 gp
Stored money: 0 gp
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	Iron Armbands of Power (heroic tier) (E)	<input type="checkbox"/>
FEET		<input type="checkbox"/>
HANDS	Rampaging Slayer's Gloves (heroic tier) (E)	<input type="checkbox"/>
HEAD		<input type="checkbox"/>
NECK	Amulet of Life +2 (E)	<input type="checkbox"/>
RING		<input type="checkbox"/>
RING		<input type="checkbox"/>
WAIST		<input type="checkbox"/>
	Potion of Regeneration (heroic tier)	<input type="checkbox"/>
	Talent Shard (level 8)	<input type="checkbox"/>
	Hunter's Flint (heroic tier)	<input type="checkbox"/>
	Sun Globe (heroic tier)	<input type="checkbox"/>
	Eternal Chalk (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"/>								
Paragon (11-20)	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<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"/>						

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

SCORE	ABILITY	MOD
20	STR	+5
15	CON	+2
14	DEX	+2
9	INT	-1
11	WIS	+0
18	CHA	+4

HP 100 AC 28
Spd 5 Fort 25
Init +7 Ref 22
Will 23

20 Passive Insight 20 Passive Perception

Skills

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

ADDITIONAL EFFECTS

Action Point

ADDITIONAL EFFECTS

Action Surge: You gain a +3 bonus to attack rolls you make during any action you gain by spending an action point.

Gray Guard Action: When you spend an action point to take an extra action, you can also shift 3 squares as a free action. In addition, you gain a +2 bonus to attack rolls until the start of your next turn.

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 25 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS Paladin LEVEL 1 BOOK PH

Howling Strike

KEYWORDS Primal, Weapon, Standard, ACTION, RANGE

Melee weapon

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

ADDITIONAL EFFECTS

CLASS Barbarian LEVEL 1 BOOK PH2

Divine Challenge

KEYWORDS Divine, Radiant, Standard, ACTION, RANGE

Minor, Close burst 5

5 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.

ADDITIONAL EFFECTS

CLASS Paladin LEVEL 1 BOOK PH

UTILITY POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

Challenging Strike

KEYWORDS Divine, Weapon, Standard, ACTION, RANGE

Melee weapon

17 vs AC

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

ADDITIONAL EFFECTS

CLASS Paladin LEVEL 1 BOOK PH1

Enfeebling Strike

KEYWORDS Divine, Weapon, Standard, ACTION, RANGE

Melee weapon

16 vs AC

One creature

ATTACK DEFENSE TARGET

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier (+4) damage. If you marked the target, it takes a -2 penalty to attack rolls until the end of your next turn. Increase damage to 2[W] + Charisma modifier (+4) at 21st level.

Jagged Fullblade +3: +16 attack, 1d12+9 damage

ADDITIONAL EFFECTS

CLASS Paladin LEVEL 1 BOOK PH

Avalanche Strike

KEYWORDS Primal, Weapon, Standard, ACTION, RANGE

Melee weapon

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

ADDITIONAL EFFECTS

CLASS Barbarian LEVEL 1 BOOK PH2

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

Strength from Valor

KEYWORDS		Divine, Weapon	USED
Standard			Close burst 1
ACTION			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+8 damage

ADDITIONAL EFFECTS

CLASS Paladin LEVEL 3 BOOK DP

Thunder Hawk Rage Attack

KEYWORDS		Primal, Rage, Thunder, Weapon	USED
Free			Melee 1
ACTION			RANGE
17	vs	Fort	One creature
ATTACK	DEFENSE	TARGET	

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

ADDITIONAL EFFECTS

CLASS Barbarian LEVEL BOOK PH2

Curtain of Steel

KEYWORDS		Primal, Weapon	USED
Imm React			Melee 1
ACTION			RANGE
17	vs	AC	The triggering enemy
ATTACK	DEFENSE	TARGET	

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

ADDITIONAL EFFECTS

CLASS Barbarian LEVEL 7 BOOK PH2

Debilitating Smite

KEYWORDS		Divine, Weapon	USED
Standard			Melee weapon
ACTION			RANGE
17	vs	AC	One creature
ATTACK	DEFENSE	TARGET	

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

ADDITIONAL EFFECTS

CLASS Gray Guard LEVEL 11 BOOK DP

Blood of the Mighty

KEYWORDS		Divine, Reliable, Weapon	USED
Standard			Melee weapon
ACTION			RANGE
17	vs	AC	One creature
ATTACK	DEFENSE	TARGET	

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

ADDITIONAL EFFECTS

CLASS Paladin LEVEL 1 BOOK DP

Thunder Hawk Rage

KEYWORDS		Primal, Rage, Thunder, Weapon	USED
Standard			Melee weapon
ACTION			RANGE
17	vs	AC	One creature
ATTACK	DEFENSE	TARGET	

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

ADDITIONAL EFFECTS

CLASS Barbarian LEVEL 5 BOOK PH2

Stoneroot Rage

KEYWORDS		Primal, Rage, 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, 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

ADDITIONAL EFFECTS

CLASS Barbarian LEVEL 9 BOOK Dragon 380

Vengeful Vigilance

KEYWORDS		Divine, Stance	USED
Minor			Personal
ACTION			RANGE
<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

CLASS Paladin LEVEL 10 BOOK Dragon 375

Virtue

KEYWORDS		Divine	USED
Minor			Personal
ACTION			RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	

Effect: You spend a healing surge but regain no hit points. You instead gain temporary hit points equal to your healing surge value.

ADDITIONAL EFFECTS

CLASS Paladin LEVEL 2 BOOK DP

Shrug It Off

KEYWORDS: Primal USED

Imm React: Personal

ACTION **RANGE**

AT-WILL **ENCOUNTER** **DAILY**

Trigger: You are subjected to an effect that a save can end
Effect: You make a saving throw against the triggering effect. If you succeed, you shift 1 square as a free action.

ADDITIONAL EFFECTS

CLASS: Barbarian | LEVEL: 2 | BOOK: PP

Jagged Fullblade +3

1d12	3	Heavy Blade	
DAMAGE	PROFICIENT	GROUP	RANGE
+3 attack rolls and damage rolls		12	See below
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

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

Potion of Regeneration (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		9	Potion
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

AT-WILL **ENCOUNTER** **DAILY**

POWER
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.

ITEM SLOT: | WEIGHT: 0 | PRICE: 160 | BOOK: AV

Amulet of Life +2

			1
AC BONUS	CHECK	SPEED	QUANTITY
+2 Fortitude, Reflex, and Will		10	Neck Slot Item
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

AT-WILL **ENCOUNTER** **DAILY**

POWER
Power (Encounter * Healing): Free Action. Trigger: Use this power when you spend a healing surge. Effect: You can spend an additional healing surge.

ITEM SLOT: Neck | WEIGHT: 0 | PRICE: 5000 | BOOK: Dragon 381

Rampaging Slayer's Gloves (heroic tier)

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

PROPERTIES
 You gain a +4 item bonus to damage rolls for attacks from your Rampage class feature.

AT-WILL **ENCOUNTER** **DAILY**

POWER
Power (Daily): Free Action. Trigger: You hit with an attack that uses your Rampage class feature. Effect: The attack deals 2[W] extra damage.

ITEM SLOT: Hands | WEIGHT: 0 | PRICE: 1800 | BOOK: Dragon 380

Iron Armbands of Power (heroic tier)

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

PROPERTIES
 Gain a +2 item bonus to melee damage rolls.

AT-WILL **ENCOUNTER** **DAILY**

POWER

ITEM SLOT: Arms | WEIGHT: 0 | PRICE: 1800 | BOOK: AV

Talent Shard (level 8)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		8	Other Consumable
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

AT-WILL **ENCOUNTER** **DAILY**

POWER
Power (Consumable): Minor Action. Choose one skill. You gain a +2 bonus to checks with that skill until the end of the encounter.

ITEM SLOT: | WEIGHT: 0 | PRICE: 125 | BOOK: PH3

Hunter's Flint (heroic tier)

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

PROPERTIES

AT-WILL **ENCOUNTER** **DAILY**

POWER
Power (Daily • Illusion): Standard Action. Use this flint to light a campfire. The fire burns without smoke or sound. The light of this magic campfire is invisible from outside its 10-square radius, though creatures and objects within that radius can be seen normally with darkvision or if existing light allows. The campfire is a normal fire in all other respects. The fire lasts for 12 hours (requiring no additional fuel) or until extinguished normally. The flint can be used to light lanterns and other fires as normal, but such fires gain no magical effect.

ITEM SLOT: | WEIGHT: 0 | PRICE: 520 | BOOK: AV

Sun Globe (heroic tier)			
AC BONUS	CHECK	SPEED	QUANTITY
		1	1
ENHANCEMENT		LEVEL	TYPE
		1	Wondrous Item
<small>PROPERTIES</small> You can command this item to shed bright or dim light either 5 or 10 squares in all directions as a free action (or to shed no light).			
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY			
POWER			
ITEM SLOT	WEIGHT 0	PRICE 360	BOOK AV2
MAGIC ITEM		DUNGEONS & DRAGONS	

Eternal Chalk (heroic tier)			
AC BONUS	CHECK	SPEED	QUANTITY
		1	1
ENHANCEMENT		LEVEL	TYPE
		1	Wondrous Item
<small>PROPERTIES</small> A stick of eternal chalk never breaks or wears down with normal use. Any writing or drawing made with this chalk cannot be erased for one week by anyone except the original artist or author. A stick of eternal chalk can be created in any color.			
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY			
POWER			
ITEM SLOT	WEIGHT 0	PRICE 360	BOOK AV
MAGIC ITEM		DUNGEONS & DRAGONS	