

Player Name

Character Name: **17 Avenger** Level: **17** Class: **Avenger** Paragon Path: **Favored Soul** Epic Destiny: **Selûne** Total XP: **83,000**

Race: **Longtooth Shifter** Size: **Medium** Age:  Gender:  Height:  Weight:  Alignment:  Deity:  Adventuring Company:  RPGA Number:

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
<b>13</b>	<b>5</b>	<b>8</b>	<b></b>

CONDITIONAL MODIFIERS

### DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>31</b>	<b>AC</b>	<b>18</b>	<b>5</b>	<b></b>	<b>2</b>	<b>3</b>	<b></b>	<b>3</b>

CONDITIONAL BONUS  
+1 AC while you have maximum hit points

### MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
<b>6</b>	<b>Speed (Squares)</b>	<b>6</b>	<b></b>	<b></b>

SPECIAL MOVEMENT

### ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
<b>14</b>	<b>STR</b> Strength	<b>2</b>	<b>10</b>
<b>14</b>	<b>CON</b> Constitution	<b>2</b>	<b>10</b>
<b>20</b>	<b>DEX</b> Dexterity	<b>5</b>	<b>13</b>
<b>11</b>	<b>INT</b> Intelligence	<b>0</b>	<b>8</b>
<b>22</b>	<b>WIS</b> Wisdom	<b>6</b>	<b>14</b>
<b>9</b>	<b>CHA</b> Charisma	<b>-1</b>	<b>7</b>

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>24</b>	<b>FORT</b>	<b>18</b>	<b>2</b>	<b>1</b>	<b></b>	<b>3</b>	<b></b>	<b></b>

CONDITIONAL BONUS  
+1 Fortitude Defense while you have maximum hit points

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>27</b>	<b>REF</b>	<b>18</b>	<b>5</b>	<b>1</b>	<b></b>	<b>3</b>	<b></b>	<b></b>

CONDITIONAL BONUS  
+1 Reflex Defense while you have maximum hit points

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>28</b>	<b>WILL</b>	<b>18</b>	<b>6</b>	<b>1</b>	<b></b>	<b>3</b>	<b></b>	<b></b>

CONDITIONAL BONUS  
+1 Will Defense while you have maximum hit points

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
<b>24</b>	<b>Passive Insight</b>	<b>10</b>	<b>+</b> <b>14</b>

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
<b>30</b>	<b>Passive Perception</b>	<b>10</b>	<b>+</b> <b>20</b>

SPECIAL SENSES  
Low-light Vision

### ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Flaming Fullblade +3

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
<b>+ 18</b>	<b>8</b>	<b>2</b>	<b></b>	<b>3</b>	<b>2</b>	<b>3</b>	<b></b>

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
<b>+ 10</b>	<b>8</b>	<b>2</b>	<b></b>	<b></b>	<b></b>	<b></b>	<b></b>

### HIT POINTS

MAX HP	BLOODIED	HEALING SURGES	SURGES/DAY
<b>124</b>	<b>62</b>	<b>31</b>	<b>9</b>

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
<b></b>	<b>0</b>	<b>1</b>
<b></b>	<b>1</b>	<b>2</b>
<b></b>	<b>2</b>	<b>3</b>

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

### DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Flaming Fullblade +3

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
<b>1d12+7</b>	<b>2</b>	<b>2</b>	<b>3</b>	<b></b>	<b></b>

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
<b>1d4+2</b>	<b>2</b>	<b></b>	<b></b>	<b></b>	<b></b>

### RACE FEATURES

**Longtooth Shifting** - Use longtooth shifting as an encounter power

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
<b>18</b>	<b>vs AC</b>	Flaming Fullblade +3	1d12+7
<b>10</b>	<b>vs AC</b>	Unarmed (Melee)	1d4+2
<b>13</b>	<b>vs AC</b>	Unarmed (Range)	1d4+5
<b></b>	<b>vs</b>	<b></b>	<b></b>

### SKILLS

BONUS	SKILL NAME	DEX	INT	STR	CHA	WIS	CON	TRND (+5)	ARMOR PENALTY	MISC
<b>19</b>	<b>Acrobatics</b>	<b>13</b>	<b>5</b>	<b>n/a</b>	<b>1</b>	<b></b>	<b></b>	<b></b>	<b></b>	<b></b>
<b>8</b>	<b>Arcana</b>	<b>8</b>	<b>0</b>	<b>n/a</b>	<b>0</b>	<b></b>	<b></b>	<b></b>	<b></b>	<b></b>
<b>12</b>	<b>Athletics</b>	<b>10</b>	<b>0</b>	<b>n/a</b>	<b>2</b>	<b></b>	<b></b>	<b></b>	<b></b>	<b></b>
<b>7</b>	<b>Bluff</b>	<b>7</b>	<b>0</b>	<b>n/a</b>	<b>0</b>	<b></b>	<b></b>	<b></b>	<b></b>	<b></b>
<b>7</b>	<b>Diplomacy</b>	<b>7</b>	<b>0</b>	<b>n/a</b>	<b>0</b>	<b></b>	<b></b>	<b></b>	<b></b>	<b></b>
<b>14</b>	<b>Dungeoneering</b>	<b>14</b>	<b>0</b>	<b>n/a</b>	<b>0</b>	<b></b>	<b></b>	<b></b>	<b></b>	<b></b>
<b>12</b>	<b>Endurance</b>	<b>10</b>	<b>0</b>	<b>n/a</b>	<b>2</b>	<b></b>	<b></b>	<b></b>	<b></b>	<b></b>
<b>19</b>	<b>Heal</b>	<b>14</b>	<b>5</b>	<b>n/a</b>	<b>0</b>	<b></b>	<b></b>	<b></b>	<b></b>	<b></b>
<b>8</b>	<b>History</b>	<b>8</b>	<b>0</b>	<b>n/a</b>	<b>0</b>	<b></b>	<b></b>	<b></b>	<b></b>	<b></b>
<b>14</b>	<b>Insight</b>	<b>14</b>	<b>0</b>	<b>n/a</b>	<b>0</b>	<b></b>	<b></b>	<b></b>	<b></b>	<b></b>
<b>7</b>	<b>Intimidate</b>	<b>7</b>	<b>0</b>	<b>n/a</b>	<b>0</b>	<b></b>	<b></b>	<b></b>	<b></b>	<b></b>
<b>14</b>	<b>Nature</b>	<b>14</b>	<b>0</b>	<b>n/a</b>	<b>0</b>	<b></b>	<b></b>	<b></b>	<b></b>	<b></b>
<b>20</b>	<b>Perception</b>	<b>14</b>	<b>5</b>	<b>n/a</b>	<b>1</b>	<b></b>	<b></b>	<b></b>	<b></b>	<b></b>
<b>13</b>	<b>Religion</b>	<b>8</b>	<b>5</b>	<b>n/a</b>	<b>0</b>	<b></b>	<b></b>	<b></b>	<b></b>	<b></b>
<b>13</b>	<b>Stealth</b>	<b>13</b>	<b>0</b>	<b>n/a</b>	<b>0</b>	<b></b>	<b></b>	<b></b>	<b></b>	<b></b>
<b>7</b>	<b>Streetwise</b>	<b>7</b>	<b>0</b>	<b>n/a</b>	<b>0</b>	<b></b>	<b></b>	<b></b>	<b></b>	<b></b>
<b>13</b>	<b>Thievery</b>	<b>13</b>	<b>0</b>	<b>n/a</b>	<b>0</b>	<b></b>	<b></b>	<b></b>	<b></b>	<b></b>

### CLASS / PATH / DESTINY FEATURES

**Armor of Faith** - Gain +3 bonus to AC while wearing cloth or leather armor.

**Avenger's Censure** - Gain an avenger's censure power.

**Censure of Pursuit** - Deal 2 + Dex mod extra damage on a hit.

**Channel Divinity** - Invoke a channel divinity class feature once per day.

**Oath of Enmity** - Gain the oath of enmity power.

**Versatile Expertise (Heavy Blade)** - +1 to attack rolls with Heavy Blades.

**Versatile Expertise (Holy Symbol)** - +1 to attack rolls with Holy Symbols.

**Favored Action**

**Heaven's Shield**

**Heaven's Boon**

### FEATS

**Initiate of the Faith** - Cleric: Religion skill, healing word 1/day

**Weapon Proficiency (Fullblade)** - Gain proficiency with the Fullblade.

**Weapon Focus (Heavy Blade)** - Gain +1 damage per tier with Heavy Blades.

**Ritual Caster** - Master and perform rituals

**Unarmored Agility** - +2 AC while wearing cloth armor or no armor

**Versatile Expertise** - Bonus to attacks with weapons and implements of your choice

**Eager for Blood** - During first round of combat, weapon attacks deal extra damage

**Invigorating Pursuit** - Gain +2 AC and damage when you charge oath of enmity target

**Agile Athlete** - Roll twice with Acrobatics and Athletics checks

**Blood Thirst** - +2 to damage against bloodied foes

### LANGUAGES KNOWN

Draconic, Common, Elven



CHARACTER NAME

PLAYER NAME

RACE Longtooth Shifter CLASS Avenger LEVEL 17

SCORE	ABILITY	MOD
14	STR	+2
14	CON	+2
20	DEX	+5
11	INT	+0
22	WIS	+6
9	CHA	-1

HP 124 AC 31

Spd 6 Fort 24

Init +13 Ref 27

Will 28

24 Passive Insight 30 Passive Perception

Skills

19	Acrobatics	DEX	(Trained)
8	Arcana	INT	
12	Athletics	STR	
7	Bluff	CHA	
7	Diplomacy	CHA	
14	Dungeoneering	WIS	
12	Endurance	CON	
19	Heal	WIS	(Trained)
8	History	INT	
14	Insight	WIS	
7	Intimidate	CHA	
14	Nature	WIS	
20	Perception	WIS	(Trained)
13	Religion	INT	(Trained)
13	Stealth	DEX	
7	Streetwise	CHA	
13	Theft	DEX	

ADDITIONAL EFFECTS

Action Point

ADDITIONAL EFFECTS

**Favored Action:** When you spend an action point to take an extra action, you or an ally adjacent to you can also spend a healing surge.



**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

Second Wind

KEYWORDS

Standard \* Personal

ACTION RANGE

AT-WILL ENCOUNTER DAILY

Effect: You spend a healing surge and regain 31 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS Avenger LEVEL 17 BOOK PH

PLAY DATA DUNGEONS & DRAGONS

Bond of Pursuit

KEYWORDS Divine, Weapon

Standard \* Melee weapon

ACTION RANGE

22 vs AC One creature

ATTACK DEFENSE TARGET

**Attack:** Wisdom vs. AC  
**Hit:** 1[W] + Wisdom modifier (+6) 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 (+5) as a free action, and you must end that shift closer to the target.  
 Level 21: 2[W] + Wisdom modifier (+6) damage.

Flaming Fullblade +3: +22 attack, 1d12+11 damage

ADDITIONAL EFFECTS

CLASS Avenger LEVEL 1 BOOK PH2

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Radiant Vengeance

KEYWORDS Divine, Implement, Radiant

Standard \* Ranged 10

ACTION RANGE

19 vs Reflex One creature

ATTACK DEFENSE TARGET

**Attack:** Wisdom vs. Reflex  
**Hit:** 1d8 + Wisdom modifier (+6) radiant damage, and you gain temporary hit points equal to your Wisdom modifier (+6).  
 Level 21: 2d8 + Wisdom modifier (+6) damage.

Magic Holy Symbol +3: +19 attack, 1d8+9 damage

ADDITIONAL EFFECTS

CLASS Avenger LEVEL 1 BOOK PH2

UTILITY POWER DUNGEONS & DRAGONS

Longtooth Shifting

KEYWORDS Healing

Minor \* Personal

ACTION RANGE

vs

ATTACK DEFENSE TARGET

**Requirement:** You must be bloodied.  
**Effect:** Until the end of the encounter, you gain a +2 bonus to damage rolls. In addition, while you are bloodied, you gain regeneration 2.  
 Level 11: Regeneration 4.  
 Level 21: Regeneration 6.

Unarmed: +8 attack

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL \* BOOK PH2

AT-WILL POWER DUNGEONS & DRAGONS

Oath of Enmity

KEYWORDS Divine

Minor \* Close burst 10

ACTION RANGE

10 vs

ATTACK DEFENSE TARGET

**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 17 BOOK PH2

AT-WILL POWER DUNGEONS & DRAGONS

Abjure Undead

KEYWORDS Divine, Implement, Radiant

Standard \* Close burst 5

ACTION RANGE

5 vs Will One undead creature in burst

ATTACK DEFENSE TARGET

**Channel Divinity:** You can use only one channel divinity power per encounter.  
**Attack:** Wisdom vs. Will  
**Hit:** 3d10 + Wisdom modifier (+6) radiant damage, and you pull the target a number of squares equal to 1 + your Wisdom modifier (+6). The target is also immobilized until the end of your next turn.  
 Level 5: 4d10 + Wisdom modifier (+6) damage.  
 Level 11: 5d10 + Wisdom modifier (+6) damage.  
 Level 15: 6d10 + Wisdom modifier (+6) damage.  
 Level 21: 7d10 + Wisdom modifier (+6) damage.  
 Level 25: 8d10 + Wisdom modifier (+6) damage.  
**Miss:** Half damage, and you pull the target 1 square.

Magic Holy Symbol +3: +19 attack, 6d10+9 damage

ADDITIONAL EFFECTS

CLASS Avenger LEVEL 17 BOOK PH2

ENCOUNTER POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

### Divine Guidance

KEYWORDS	Divine	USED
Imm Interr		Close burst 10
<b>ACTION</b>	10	<b>RANGE</b>
<b>ATTACK</b>	vs	The triggering ally
<b>DEFENSE</b>		<b>TARGET</b>

**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

CLASS Avenger LEVEL BOOK PH2

### Sequestering Strike

KEYWORDS	Divine, Teleportation, Weapon	USED
Standard	*	Melee weapon
<b>ACTION</b>		<b>RANGE</b>
22	vs	AC
<b>ATTACK</b>		One creature
<b>DEFENSE</b>		<b>TARGET</b>

**Attack:** Wisdom vs. AC  
**Hit:** 2[W] + Wisdom modifier (+6) 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 (+5).

Flaming Fullblade +3: +22 attack, 2d12+11 damage

ADDITIONAL EFFECTS

CLASS Avenger LEVEL 3 BOOK PH2

### Radiant Rush

KEYWORDS	Divine, Radiant, Weapon	USED
Standard	*	Melee weapon
<b>ACTION</b>		<b>RANGE</b>
22	vs	AC
<b>ATTACK</b>		Your oath of enmity target
<b>DEFENSE</b>		<b>TARGET</b>

**Attack:** Wisdom vs. AC  
**Hit:** 2[W] + Wisdom modifier (+6) radiant damage, you push the target 2 squares, and the target is dazed until the end of your next turn.  
**Miss:** You gain concealment until the end of your next turn.  
**Special:** When charging, you can use this power in place of a melee basic attack.

Flaming Fullblade +3: +22 attack, 2d12+11 damage

ADDITIONAL EFFECTS

CLASS Favored Soul LEVEL 11 BOOK DP

### Whirling Blades

KEYWORDS	Divine, Weapon	USED
Standard	*	Melee weapon
<b>ACTION</b>		<b>RANGE</b>
22	vs	AC
<b>ATTACK</b>		One creature
<b>DEFENSE</b>		<b>TARGET</b>

**Attack:** Wisdom vs. AC. You gain a +2 bonus to the attack roll if no enemy is adjacent to the target.  
**Hit:** 3[W] + Wisdom modifier (+6) damage. The attack deals 5 extra damage if no enemy is adjacent to the target.

Flaming Fullblade +3: +22 attack, 3d12+11 damage

ADDITIONAL EFFECTS

CLASS Avenger LEVEL 13 BOOK PH2

### Lethal Intercession

KEYWORDS	Divine, Weapon	USED
Standard	*	Melee weapon
<b>ACTION</b>		<b>RANGE</b>
22	vs	AC
<b>ATTACK</b>		One creature
<b>DEFENSE</b>		<b>TARGET</b>

**Attack:** Wisdom vs. AC  
**Hit:** 3[W] + Wisdom modifier (+6) damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.  
**Censure of Pursuit:** When you use this power against your oath of enmity target, the power is reliable.  
**Special:** This power can be used as an opportunity attack against your oath of enmity target.

Flaming Fullblade +3: +22 attack, 3d12+11 damage

ADDITIONAL EFFECTS

CLASS Avenger LEVEL 17 BOOK DP

### Healing Word

KEYWORDS	Divine, Healing	USED
Minor		Close burst 5 (10 at 11th level, 15 at 17th level)
<b>ACTION</b>	5	<b>RANGE</b>
	vs	You or one ally
<b>ATTACK</b>		<b>TARGET</b>

**Effect:** The target can spend a healing surge and regain an additional 1d6 hit points. Increased the amount of additional hit points regained to 2d6 at 6th level, 3d6 at 11th level, 4d6 at 16th level, 5d6 at 21st level, and 6d6 at 26th level.

Unarmed: +8 attack

ADDITIONAL EFFECTS

CLASS Cleric LEVEL BOOK PH

### Aspect of Might

KEYWORDS	Divine, Weapon	USED
Standard	*	Melee weapon
<b>ACTION</b>		<b>RANGE</b>
22	vs	AC
<b>ATTACK</b>		One creature
<b>DEFENSE</b>		<b>TARGET</b>

**Attack:** Wisdom vs. AC  
**Hit:** 3[W] + Wisdom modifier (+6) damage.  
**Miss:** Half damage.  
**Effect:** Until the end of the encounter, you gain a +5 power bonus to Athletics checks, a +2 power bonus to speed, and a +2 power bonus to the damage rolls of melee attacks.

Flaming Fullblade +3: +22 attack, 3d12+11 damage

ADDITIONAL EFFECTS

CLASS Avenger LEVEL 1 BOOK PH2

### Enduring Strike

KEYWORDS	Divine, Weapon	USED
Standard	*	Melee weapon
<b>ACTION</b>		<b>RANGE</b>
22	vs	AC
<b>ATTACK</b>		One creature
<b>DEFENSE</b>		<b>TARGET</b>

**Attack:** Wisdom vs. AC  
**Hit:** 3[W] + Wisdom modifier (+6) damage, and you make a saving throw with a +5 bonus.  
**Miss:** Half damage, and you make a saving throw.

Flaming Fullblade +3: +22 attack, 3d12+11 damage

ADDITIONAL EFFECTS

CLASS Avenger LEVEL 9 BOOK PH2

### Temple of Brilliance

KEYWORDS	Divine, Implement, Radiant, Zone	USED
Standard	*	Melee touch
<b>ACTION</b>		<b>RANGE</b>
19	vs	Fort
<b>ATTACK</b>		One creature
<b>DEFENSE</b>		<b>TARGET</b>

**Attack:** Wisdom vs. Fortitude  
**Hit:** 2d6 + Wisdom modifier (+6) radiant damage.  
**Miss:** Half damage.  
**Effect:** The attack creates a zone of radiant energy in a burst 2 centered on the target. The zone lasts until the end of your next turn. When the target moves, the zone moves with it, remaining centered on it. Any enemy other than the target that ends its turn within the zone is blinded until the end of its next turn.  
**Sustain Minor:** The zone persists.

Magic Holy Symbol +3: +19 attack, 2d6+9 damage

ADDITIONAL EFFECTS

CLASS Avenger LEVEL 15 BOOK DP

### Refocus Enmity

KEYWORDS Divine USED

Minor Close burst 10

**ACTION** 10 **RANGE**

AT-WILL  ENCOUNTER  DAILY

**Target:** One creature you can see in burst  
**Effect:** The target becomes the target of your oath of enmity, replacing the current target.

ADDITIONAL EFFECTS

CLASS Avenger LEVEL 2 BOOK PH2

### Aspect of Agility

KEYWORDS Divine USED

Move Personal

**ACTION** **RANGE**

AT-WILL  ENCOUNTER  DAILY

**Effect:** You shift 5 squares, and you gain a +2 bonus to AC and Reflex until the end of your next turn.

ADDITIONAL EFFECTS

CLASS Avenger LEVEL 6 BOOK PH2

### Conviction

KEYWORDS USED

Minor Personal

**ACTION** **RANGE**

AT-WILL  ENCOUNTER  DAILY

**Effect:** You gain a +5 bonus to the next saving throw you make before the start of your next turn.  
**Prerequisite:** You must be trained in Religion.

ADDITIONAL EFFECTS

CLASS Religion LEVEL 10 BOOK PH3

### Wings of Angels

KEYWORDS Divine, Healing, Stance USED

Minor Personal

**ACTION** **RANGE**

AT-WILL  ENCOUNTER  DAILY

**Effect:** Until the stance ends, your fly speed increases by 4, and you can hover. In addition, while you aren't bloodied, you gain regeneration equal to your Wisdom modifier (+6).  
 Unarmed: +8 attack

ADDITIONAL EFFECTS

CLASS Favored Soul LEVEL 12 BOOK DP

### Reflexive Dodge

KEYWORDS USED

Imm Interr Personal

**ACTION** **RANGE**

AT-WILL  ENCOUNTER  DAILY

**Trigger:** An area or a close attack hits you  
**Effect:** You make an Acrobatics check and reduce the damage you take from the triggering attack by half the check result. You then shift half your speed.  
**Prerequisite:** You must be trained in Acrobatics.

ADDITIONAL EFFECTS

CLASS Acrobatics LEVEL 16 BOOK PH3

### Flaming Fullblade +3

1d12	3	Heavy Blade	
DAMAGE	PROFICIENT	GROUP	RANGE
+3 attack rolls and damage rolls		15	+3d6 fire damage
ENHANCEMENT		LEVEL	CRITICAL

PROPERTIES  
 High Crit  
 Melee Basic Attack: +18 attack, 1d12+7 damage

AT-WILL  ENCOUNTER  DAILY

POWER  
**Power (At-Will • Fire):** Free Action. All damage dealt by this weapon is fire damage. Another free action returns the damage to normal.  
**Power (Daily • Fire):** Free Action. Use this power when you hit with the weapon. Deal 2d6 fire damage, and the target takes ongoing 10 fire damage (save ends).

ITEM SLOT Two-Hands WEIGHT 10 PRICE 25000 BOOK AV

### Magic Holy Symbol +3

DAMAGE	PROFICIENT	GROUP	RANGE
+3 attack rolls and damage rolls		11	+3d6 damage
ENHANCEMENT		LEVEL	CRITICAL

PROPERTIES

AT-WILL  ENCOUNTER  DAILY

POWER

ITEM SLOT Off-hand WEIGHT 0 PRICE 9000 BOOK PH

### Magic Cloth Armor (Basic Clothing) +3

AC BONUS	CHECK	SPEED	QUANTITY
+3 AC		11	1
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

AT-WILL  ENCOUNTER  DAILY

POWER

ITEM SLOT Body WEIGHT 4 PRICE 9000 BOOK PH

### Acrobat Boots (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
		2	1
ENHANCEMENT		LEVEL	TYPE

PROPERTIES  
 Gain a +1 item bonus to Acrobatics checks.

AT-WILL  ENCOUNTER  DAILY

POWER  
**Power (At-Will):** Minor Action. Stand up from prone.

ITEM SLOT Feet WEIGHT 0 PRICE 520 BOOK PH

### Headband of Perception (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
		1	Head Slot Item
ENHANCEMENT	LEVEL	TYPE	
	1	Head Slot Item	

PROPERTIES

Gain a +1 item bonus to Perception checks.

AT-WILL  
 ENCOUNTER  
 DAILY

POWER

ITEM SLOT	Head	WEIGHT	0	PRICE	360	BOOK	AV
-----------	------	--------	---	-------	-----	------	----

**MAGIC ITEM**

### Amulet of Protection +3

AC BONUS	CHECK	SPEED	QUANTITY
+3 Fortitude, Reflex, and Will		11	Neck Slot Item
ENHANCEMENT	LEVEL	TYPE	
	11	Neck Slot Item	

PROPERTIES

AT-WILL  
 ENCOUNTER  
 DAILY

POWER

ITEM SLOT	Neck	WEIGHT	0	PRICE	9000	BOOK	PH
-----------	------	--------	---	-------	------	------	----

**MAGIC ITEM**