

Player Name hafrogman

Natalia
Character Name
Half-Elf
Race
Medium
Size
27
Age
Female
Gender
5'6"
Height
125lb.
Weight

Warlock
Class
Divine Oracle
Paragon Path
Unaligned
Alignment
Deity

Demigod
Epic Destiny
675,000
Total XP
Adventuring Company
RPGA Number

INITIATIVE			
SCORE	DEX	1/2 LVL	MISC
16	Initiative	2	14

CONDITIONAL MODIFIERS

DEFENSES									
SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC	
38	AC	24	9			5			

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
13	STR Strength	1	15
22	CON Constitution	6	20
15	DEX Dexterity	2	16
16	INT Intelligence	3	17
15	WIS Wisdom	2	16
28	CHA Charisma	9	23

DEFENSES									
SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC	
32	FORT	24	6		2				

CONDITIONAL BONUSES

DEFENSES									
SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC	
32	REF	24	3	1	2			2	

CONDITIONAL BONUSES

DEFENSES									
SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC	
36	WILL	24	9	1	2				

CONDITIONAL BONUSES

SENSES				
SCORE	PASSIVE SENSE	BASE	SKILL BONUS	
36	Passive Insight	10	+	26
26	Passive Perception	10	+	16

SPECIAL SENSES
Low-light Vision

ATTACK WORKSPACE									
ABILITY: Melee Basic Attack - Unarmed									
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC	MISC	
+ 17	14	1		2					
ABILITY: Ranged Basic Attack - Unarmed									
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC	MISC	
+ 18	14	2		2					

HIT POINTS			
MAX HP	BLOODED	SURGE VALUE	SURGES/DAY
169	84	42	12

CURRENT HIT POINTS

CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER	USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES
SAVING THROW MODS +1 to all saving throws

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS		
MILESTONES	ACTION POINTS	
0	1	
1	2	
2	3	

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES	
Dilettante	- Choose at-will power from other class; use as encounter power.
Dual Heritage	- Count as elf, half-elf, and human for choosing feats.
Group Diplomacy	- Allies within 10 get +1 to Diplomacy.

CLASS / PATH / DESTINY FEATURES	
Eldritch Blast	- Use eldritch blast as an at-will power and as Eldritch Blast Charisma - Use CHA for Eldritch Blast
Eldritch Pact	- Choose a pact, which determines an at-will spell
Fey Pact	- Eyebite spell; Misty Step boon: When cursed f
Prime Shot	- If no allies are closer to target than you, get +2
Shadow Walk	- On your turn, if you move 3+ squares from :
Warlock's Curse	- Once per turn (minor), curse nearest foe
Foresight	- You and allies within 5 not surprised; roll initiative
Terrifying Insight	- May roll twice when attacking Will and u
Prophetic Action	- When you spend action point to take acti
Divine Spark	- Increase two ability scores by 2 each
Divine Spark Constitution	- +2 to your Consitution
Divine Spark Charisma	- +2 to your Charisma
Divine Recovery	- First time dropped to 0 hp each day, rega

LANGUAGES KNOWN	
Common, Elven, Goblin	

DAMAGE WORKSPACE						
ABILITY: Melee Basic Attack - Unarmed						
DAMAGE	ABIL	FEAT	ENH	MISC	MISC	
2d4+1	1					
ABILITY: Ranged Basic Attack - Unarmed						
DAMAGE	ABIL	FEAT	ENH	MISC	MISC	
2d4+8	2			6		

BASIC ATTACKS				
ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE	
22	vs AC	Vampiric Dagger +4 (Melee)	2d4+5	
23	vs AC	Vampiric Dagger +4 (Range)	2d4+12	
29	vs Ref	Eldritch Blast (Master's Wand	2d10+21	
17	vs AC	Unarmed (Melee)	2d4+1	

FEATS	
Initiate of the Faith	- Cleric: Religion skill, healing word 1/d
Human Perseverance	- +1 to saving throws
Novice Power	- Swap one encounter power with one of mult
Dark Fury	- +1 damage with necrotic or psychic power
Skill Focus (Insight)	- +3 to Insight checks
Acolyte Power	- Swap one utility power with one of multica
Iron Will	- +2 to Will defense
Great Fortitude	- +2 to Fortitude defense
Lightning Reflexes	- +2 to Reflex defense
Psychic Lock	- Target hit with psychic power takes -2 on ne
Danger Sense	- Roll twice for initiative, use the higher result
Point-Blank Shot	- Ignore cover and concealment within 5 s
Armor Proficiency (Chainmail)	- Training with chainmail a
Armor Specialization (Chainmail)	- +1 to AC with chainma
Epic Resurgence	- Regain encounter attack power on critica
Action Recovery	- Gain extra saving throws by spending act
Group Insight	- Grant allies +1 to Insight and initiative

CHARACTER NAME

Natalia

PLAYER NAME

hafrogman

RACE

Half-Elf

CLASS

Warlock

LEVEL

28

HP

169

Spd

5

Init

+16

36

Passive Insight

13 STR

22 CON

15 DEX

16 INT

15 WIS

28 CHA

AC

38

Fort

32

Ref

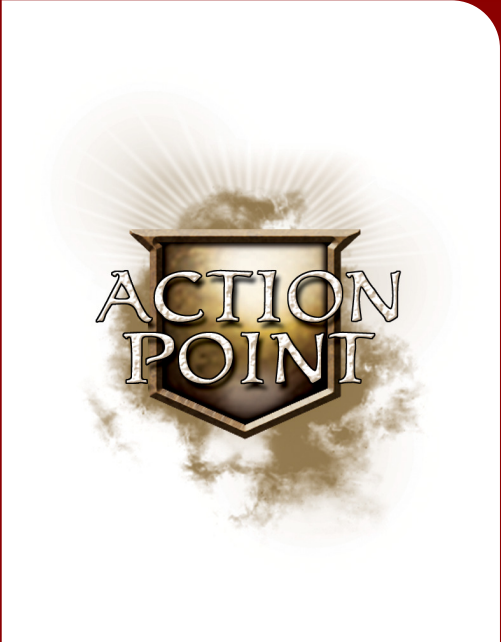
32

Will

36

26

Passive Perception



Second Wind

KEYWORDS

USED

Standard

↓

↗

Personal

ACTION

↩

✱

RANGE

vs

Self

ATTACK

DEFENSE

TARGET

Effect: You spend a healing surge and regain 42 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK

PH

PLAY DATA

DUNGEONS & DRAGONS

Eldritch Blast

KEYWORDS

Arcane, Implement

USED

Standard

↓

10

↗

Ranged 10

ACTION

↩

✱

RANGE

29 vs Reflex

One creature

ATTACK

DEFENSE

TARGET

Attack: Charisma or Constitution vs. Reflex
Hit: 1d10 + Charisma or Constitution modifier (+6) damage.
Increase damage to 2d10 + Charisma or Constitution modifier (+6) at 21st level.
Special: At 1st level, you determine whether you use Charisma or Constitution to attack with this power. Once you make that choice, you can't change it later.
This power counts as a ranged basic attack. When a power allows you to make a ranged basic attack, you can use this power.
Master's Wand of Eldritch Blast +6: +29 attack, 2d10+21 damage

ADDITIONAL EFFECTS

+3d6 to damage once per round (Warlock's Curse)

CLASS

Warlock

LEVEL

1

BOOK

PH

AT-WILL POWER

DUNGEONS & DRAGONS

Warlock's Curse

KEYWORDS

USED

Minor

↓

↗

RANGE

ACTION

↩

✱

vs

One creature

ATTACK

DEFENSE

TARGET

You can place a Warlock's Curse on the enemy nearest to you that you can see. A cursed enemy is more vulnerable to your attacks. If you hit a cursed enemy with an attack, you deal extra damage. You decide whether to apply the extra damage after making the damage roll. You can deal this extra damage once per round, so if you have dealt Warlock's Curse damage since the start of your turn, you cannot deal it again until the start of your next turn.
: A Warlock's Curse remains in effect until the end of the encounter or until the cursed enemy is defeated.
: You can place a Warlock's Curse on multiple targets over the course of an encounter; each curse requires the use of a minor action. You can't place a Warlock's Curse on a creature that is already affected by your or another character's Warlock's Curse.
As you advance in level, your extra damage increases.
Level : Warlock's Curse Extra Damage
1st–10th : +1d6
11th–20th : +2d6
21st–30th : +3d6

ADDITIONAL EFFECTS

CLASS

LEVEL

*

BOOK

PH

AT-WILL POWER

DUNGEONS & DRAGONS

ENCOUNTER SPECIAL

DUNGEONS & DRAGONS

Eyebite

KEYWORDS

Arcane, Charm, Implement, Psychic

USED

Standard

↓

10

↗

Ranged 10

ACTION

↩

✱

RANGE

29 vs Will

One creature

ATTACK

DEFENSE

TARGET

Attack: Charisma vs. Will
Hit: 1d6 + Charisma modifier (+9) psychic damage, and you are invisible to the target until the start of your next turn.
Increase damage to 2d6 + Charisma modifier (+9) at 21st level.
Master's Wand of Eldritch Blast +6: +29 attack, 2d6+18 damage

ADDITIONAL EFFECTS

+3d6 to damage once per round (Warlock's Curse)

CLASS

Warlock

LEVEL

1

BOOK

PH

AT-WILL POWER

DUNGEONS & DRAGONS

Bolstering Strike

KEYWORDS

Divine, Weapon

USED

Standard

*

↓

↗

Melee weapon

ACTION

↩

✱

RANGE

30 vs AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Charisma vs. AC
Hit: 1[W] + Charisma modifier (+9) damage, and you gain temporary hit points equal to your Wisdom modifier (+2).
Increase damage to 2[W] + Charisma modifier (+9) at 21st level.
Vampiric Dagger +4: +30 attack, 2d4+13 damage

ADDITIONAL EFFECTS

+3d6 to damage once per round (Warlock's Curse)

CLASS

Paladin

LEVEL

1

BOOK

PH

ENCOUNTER POWER

DUNGEONS & DRAGONS

ENCOUNTER ACTION

DUNGEONS & DRAGONS

Misty Step

KEYWORDS

USED

Free Action

↓

↗

Personal

ACTION

↩

✱

RANGE

vs

One creature

ATTACK

DEFENSE

TARGET

Prerequisite: Fey Pact
Trigger: An enemy under your Warlock's Curse is reduced to 0 hit points or fewer
Effect: You can immediately teleport 3 squares as a free action.

ADDITIONAL EFFECTS

CLASS

Warlock

LEVEL

1

BOOK

PH

AT-WILL POWER

DUNGEONS & DRAGONS

Prophecy of Doom

KEYWORDS

Divine

USED

Standard

↓

5

↗

Ranged 5

ACTION

↩

✱

RANGE

vs

One creature

ATTACK

DEFENSE

TARGET

Effect: You or an ally who hits the target with an attack can choose to make the attack a critical hit. This power lasts until the end of your next turn or until you or an ally uses it to make an attack a critical hit.

ADDITIONAL EFFECTS

CLASS

LEVEL

11

BOOK

PH

ENCOUNTER POWER

DUNGEONS & DRAGONS

Strand of Fate

KEYWORDS

Arcane, Implement

USED

Standard

↑

10

↗

↶

✱

Ranged 10

ACTION

↶

✱

RANGE

29

vs

Reflex

One creature

ATTACK

DEFENSE

TARGET

Attack: Charisma vs. Reflex
Hit: 1d8 + Charisma modifier (+9) damage, and the target gains vulnerable 10 to all attacks until the end of your next turn.
Star Pact: The vulnerability increases to 10 + your Intelligence modifier (+3).

Master's Wand of Eldritch Blast +6: +29 attack, 1d8+15 damage

ADDITIONAL EFFECTS

+3d6 to damage once per round (Warlock's Curse)

CLASS

Warlock

LEVEL

17

BOOK

PH

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Thorns of Venom

KEYWORDS

Arcane, Implement, Poison

USED

Standard

↑

10

↗

↶

✱

Ranged 10

ACTION

↶

✱

RANGE

29

vs

Fort

One creature

ATTACK

DEFENSE

TARGET

Attack: Charisma vs. Fortitude
Hit: 3d8 + Charisma modifier (+9) poison damage, and the target is immobilized and takes a –2 penalty to AC and Reflex defense until the end of your next turn.
Fey Pact: The penalty to AC and Reflex defense is equal to 1 + your Intelligence modifier (+3).

Master's Wand of Eldritch Blast +6: +29 attack, 3d8+15 damage

ADDITIONAL EFFECTS

+3d6 to damage once per round (Warlock's Curse)

CLASS

Warlock

LEVEL

23

BOOK

PH

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Curse of the Fey King

KEYWORDS

Arcane, Implement

USED

Standard

↑

10

↗

↶

✱

Ranged 10

ACTION

↶

✱

RANGE

29

vs

Will

One creature

ATTACK

DEFENSE

TARGET

Attack: Charisma vs. Will
Hit: 3d10 + Charisma modifier (+9) damage. In addition, the first time the target rolls a d20 on its next turn, you can steal that result. The target rerolls, and you use the stolen result for your next d20 roll.
Fey Pact: You gain a bonus to the stolen result equal to your Intelligence modifier (+3).

Master's Wand of Eldritch Blast +6: +29 attack, 3d10+15 damage

ADDITIONAL EFFECTS

+3d6 to damage once per round (Warlock's Curse)

CLASS

Warlock

LEVEL

27

BOOK

PH

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Healing Word

KEYWORDS

Divine, Healing

USED

Minor

↑

↗

↶

5

✱

Close burst 5 (10 at 11th level, 15 at 16th level)

ACTION

↶

5

✱

RANGE

vs

You or one ally

ATTACK

DEFENSE

TARGET

Effect: The target can spend a healing surge and regain an additional 1d6 hit points.
Increase 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.

ADDITIONAL EFFECTS

CLASS

Cleric

LEVEL

BOOK

PH

DAILY POWER

DUNGEONS & DRAGONS®

Curse of the Black Frost

KEYWORDS

Arcane, Cold, Implement

USED

Standard

↑

10

↗

↶

✱

Ranged 10

ACTION

↶

✱

RANGE

29

vs

Reflex

One creature

ATTACK

DEFENSE

TARGET

Attack: Charisma vs. Reflex
Hit: 2d8 + Charisma modifier (+9) cold damage.
Effect: If the target moves for any reason, it takes 1d8 cold damage (save ends). If the target saves, you cannot sustain this power.
Sustain Minor: The target takes 2d8 cold damage.

Master's Wand of Eldritch Blast +6: +29 attack, 2d8+15 damage

ADDITIONAL EFFECTS

+3d6 to damage once per round (Warlock's Curse)

CLASS

Warlock

LEVEL

9

BOOK

PH

DAILY POWER

DUNGEONS & DRAGONS®

Hammer of Fate

KEYWORDS

Divine, Implement

USED

Standard

↑

20

↗

↶

✱

Ranged 20

ACTION

↶

✱

RANGE

16

vs

Will

One creature

ATTACK

DEFENSE

TARGET

Attack: Wisdom vs. Will
Hit: 5d10 + Wisdom modifier (+2) damage.
Miss: Rewind your turn to the moment before you made the attack, and you don't use this power. Choose a different standard action this turn. You can't use hammer of fate again until the next encounter.

ADDITIONAL EFFECTS

+3d6 to damage once per round (Warlock's Curse)

CLASS

LEVEL

20

BOOK

PH

DAILY POWER

DUNGEONS & DRAGONS®

Minions of Malbolge

KEYWORDS

Arcane, Conjunction, Fire, Implement

USED

Standard

↑

↗

↶

✱

Personal

ACTION

↶

✱

RANGE

vs

ATTACK

DEFENSE

TARGET

Effect: You conjure flames in the shape of diabolic imps that appear at your feet. You gain 25 temporary hit points.
Any enemy that enters a square adjacent to you takes 2d10 fire damage and is pushed 3 squares. This effect applies once per creature per round. It ends when you have no temporary hit points remaining.

ADDITIONAL EFFECTS

CLASS

Warlock

LEVEL

19

BOOK

PH

DAILY POWER

DUNGEONS & DRAGONS®

Curse of the Twin Princes

KEYWORDS

Arcane, Illusion, Implement, Psychic

USED

Standard

↑

5

↗

↶

✱

Ranged 5

ACTION

↶

✱

RANGE

29

vs

Will

One creature

ATTACK

DEFENSE

TARGET

Attack: Charisma vs. Will
Hit: 4d10 + Charisma modifier (+9) psychic damage. Until the end of the encounter, every time you take damage, you make a Charisma vs. Will attack against the target; if the attack hits, you take half damage and the target takes the other half.
Effect: Until the end of the encounter, whenever you are adjacent to the target, the images of you both begin to flow together, such that anyone who attacks one has a 50% chance of accidentally hitting the other instead.

Master's Wand of Eldritch Blast +6: +29 attack, 4d10+18 damage

ADDITIONAL EFFECTS

+3d6 to damage once per round (Warlock's Curse)

CLASS

Warlock

LEVEL

25

BOOK

PH

DAILY POWER

DUNGEONS & DRAGONS®

Beguiling Tongue

KEYWORDS

Arcane

USED

Minor

↑

↗

↶

✱

Personal

ACTION

↶

✱

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

Effect: You gain a +5 power bonus to your next Bluff, Diplomacy, or Intimidate check during this encounter.

ADDITIONAL EFFECTS

CLASS

Warlock

LEVEL

2

BOOK

PH

UTILITY POWER

DUNGEONS & DRAGONS®

Fey Switch

KEYWORDS Arcane, Teleportation		USED
Move Action	↓ 10 ⚡	Ranged 10
ACTION	⬅ ⚡	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
Effect: You and your ally trade spaces.		
ADDITIONAL EFFECTS		
CLASS Warlock	LEVEL 6	BOOK PH

UTILITY POWER



Mass Cure Light Wounds

KEYWORDS Divine, Healing		USED
Standard	↓ 5 ⚡	Close burst 5
ACTION	⬅ ⚡	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
Effect: The targets regain hit points as if they had spent a healing surge. Add your Charisma modifier (+9) to the hit points regained.		
ADDITIONAL EFFECTS		
CLASS Cleric	LEVEL 10	BOOK PH

UTILITY POWER



Good Omens

KEYWORDS Divine		USED
Standard	↓ 10 ⚡	Ranged 10
ACTION	⬅ ⚡	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
Effect: The targets gain a +5 power bonus to all d20 rolls until the end of your next turn, but the targets cannot score critical hits while this power is in effect.		
ADDITIONAL EFFECTS		
CLASS	LEVEL 12	BOOK PH

UTILITY POWER



Eye of the Warlock

KEYWORDS Arcane		USED
Minor	↓ 10 ⚡	Ranged 10
ACTION	⬅ ⚡	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
Effect: You see through the target's eyes. The target is not aware that you are doing so. You have line of sight and line of effect from the target for your attacks. Your warlock powers can originate in the target's square. Each time you use a power through this link, a mystical third eye briefly appears upon the target's brow (save ends).		
ADDITIONAL EFFECTS		
CLASS Warlock	LEVEL 16	BOOK PH

UTILITY POWER



Divine Regeneration

KEYWORDS Healing		USED
Minor	↓ ⚡	Personal
ACTION	⬅ ⚡	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
Effect: You gain regeneration equal to your highest ability score until the end of the encounter.		
ADDITIONAL EFFECTS		
CLASS	LEVEL 26	BOOK PH

UTILITY POWER



Wings of the Fiend

KEYWORDS Arcane, Polymorph		USED
Minor	↓ ⚡	Personal
ACTION	⬅ ⚡	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
Effect: You grow wings and gain a fly speed equal to your speed until the end of the encounter or for 5 minutes.		
ADDITIONAL EFFECTS		
CLASS Warlock	LEVEL 22	BOOK PH

UTILITY POWER



Master's Wand of Eldritch Blast +6

	+6 attack rolls and damage	+6d8 damage
BONUS	ENHANCEMENT	CRITICAL
PROPERTIES		
Gain a +3 item bonus to damage rolls when you use this wand to attack with eldritch blast.		
ADDITIONAL EFFECTS		
ACTION		
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
POWER		
Item Slot: Off-hand		
Power (Encounter • Arcane, Implement): Standard Action. As the warlock's eldritch blast power.		
Eldritch Blast Warlock Attack 1.		
ITEM SLOT/TYPE Off-hand	LEVEL 28	PRICE 2125000 BOOK AV

MAGIC ITEM



Helm of Battle (epic tier)

BONUS	ENHANCEMENT	CRITICAL
PROPERTIES		
You and each ally within 5 squares of you gain a +3 item bonus to initiative checks.		
ADDITIONAL EFFECTS		
ACTION		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
POWER		
Item Slot: Head		
ITEM SLOT/TYPE Head	LEVEL 29	PRICE 2625000 BOOK PH

MAGIC ITEM



Clasp of Noble Sacrifice +6

	+6 Fortitude, Reflex, and Will	
BONUS	ENHANCEMENT	CRITICAL
PROPERTIES		
ADDITIONAL EFFECTS		
ACTION		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
POWER		
Item Slot: Neck		
Power (Daily): Minor Action. Until the end of the encounter, any time an ally within 5 squares of you spends a healing surge, it is deducted from your total instead of the ally's. Each time an ally spends one of your healing surges in this way, gain temporary hit points equal to the clasp's enhancement bonus.		
ITEM SLOT/TYPE Neck	LEVEL 27	PRICE 1625000 BOOK AV

MAGIC ITEM



Tactician's Forgemail +5

	+5 AC		
BONUS	ENHANCEMENT	CRITICAL	
PROPERTIES			
When a power or class feature calls on your Intelligence modifier (+3) to determine a value other than your attack bonus, add 1 to that value. This does not change your Intelligence modifier (+3) for any other purpose.			
	KEYWORDS		USED
ACTION			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	
POWER			
ITEM SLOT/TYPE	Body	LEVEL 25	PRICE 625000 BOOK PH

MAGIC ITEM



Bracers of the Perfect Shot (epic tier)

BONUS	ENHANCEMENT	CRITICAL	
PROPERTIES			
When you hit with a ranged basic attack, you gain a +6 item bonus to the damage roll.			
	KEYWORDS		USED
ACTION			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	
POWER			
Item Slot: Arms			
ITEM SLOT/TYPE	Arms	LEVEL 23	PRICE 425000 BOOK PH

MAGIC ITEM



Boots of Quickness (paragon tier)

BONUS	ENHANCEMENT	CRITICAL	
PROPERTIES			
Gain a +2 bonus to Reflex defense.			
	KEYWORDS		USED
ACTION			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	
POWER			
Item Slot: Feet			
ITEM SLOT/TYPE	Feet	LEVEL 18	PRICE 85000 BOOK AV

MAGIC ITEM



Gloves of the Healer (paragon tier)

BONUS	ENHANCEMENT	CRITICAL	
PROPERTIES			
When you use a power that has the healing keyword, one target regains an extra 1d6 hit points.			
	KEYWORDS		USED
ACTION			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY	
POWER			
Item Slot: Hands Power (Daily • Healing): Standard Action. Spend a healing surge. An adjacent ally regains hit points equal to the value of the healing surge you lost.			
ITEM SLOT/TYPE	Hands	LEVEL 12	PRICE 13000 BOOK AV

MAGIC ITEM



Cord of Foresight (paragon tier)

BONUS	ENHANCEMENT	CRITICAL	
PROPERTIES			
After each extended rest, deduct 1 healing surge and gain temporary hit points equal to your healing surge value. These temporary hit points remain until lost, or until you take an extended rest.			
	KEYWORDS		USED
ACTION			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	
POWER			
Item Slot: Waist			
ITEM SLOT/TYPE	Waist	LEVEL 18	PRICE 85000 BOOK AV

MAGIC ITEM



Ring of Flight (paragon tier)

BONUS	ENHANCEMENT	CRITICAL	
PROPERTIES			
You take no damage from a fall and always land on your feet.			
	KEYWORDS		USED
ACTION			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY	
POWER			
Item Slot: Ring Power (Daily): Minor Action. Gain a fly speed equal to your speed until the end of your turn. If you've reached at least one milestone today, this lasts until the end of your next turn instead.			
ITEM SLOT/TYPE	Ring	LEVEL 20	PRICE 125000 BOOK PH

MAGIC ITEM



Vampiric Dagger +4

	+4 attack rolls and damage	+4d4 damage, and you regain hit points equal to the damage dealt	
BONUS	ENHANCEMENT	CRITICAL	
PROPERTIES			
All damage dealt by this weapon is necrotic damage.			
	KEYWORDS		USED
ACTION			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY	
POWER			
Power (Daily • Healing, Necrotic): Free Action. Use this power when you make a successful attack with the weapon. That attack deals an extra 2d8 necrotic damage, and you regain an equal amount of hit points.			
ITEM SLOT/TYPE	Off-hand	LEVEL 19	PRICE 105000 BOOK PH

MAGIC ITEM



Ring of Dread (paragon tier)

BONUS	ENHANCEMENT	CRITICAL	
PROPERTIES			
Gain a +2 item bonus to Intimidate checks.			
	KEYWORDS		USED
ACTION			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY	
POWER			
Item Slot: Ring Power (Daily • Fear): Standard Action. Make an Intimidate check against an enemy within 5 squares of you, and compare the result to each of the target's defenses (AC, Fortitude, Reflex, and Will). The target takes a -2 penalty to any defense your check equals or exceeds (save ends all). If you've reached at least one milestone today, the target must make a separate saving throw for each defense penalized.			
ITEM SLOT/TYPE	Ring	LEVEL 18	PRICE 85000 BOOK AV

MAGIC ITEM

