

Player Name Jason Kimble

Shaimon Hu'u		11	Ranger	Paragon Multiclassing				26,000
Character Name		Level	Class	Paragon Path		Epic Destiny		Total XP
Human	Medium	25	Male	6'2"	230lbs	Good		
Race	Size	Age	Gender	Height	Weight	Alignment	Deity	

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
5	Initiative	5	

CONDITIONAL MODIFIERS

### ABILITY SCORES

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

### HIT POINTS

MAX HP	BLOODED	HEALING SURGES
76	38	19
	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
Resist 5 Cold

CURRENT CONDITIONS AND EFFECTS

### SKILLS

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

### DEFENSES

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

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

### 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

**Fighting Style** - Choose Archer Fighting Style or Two-Blade Fighting Style.**Beast Mastery** - Gain beast companion; give up Prime

Shot, no Archer or Two-Blade Fighting Style

**Hunter's Quarry** - Minor action, designate nearest enemy you see as quarry; deal extra damage to quarry once per round.

### LANGUAGES KNOWN

Common, Goblin

### MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
19	Passive Insight	10 +	9

24	Passive Perception	10 +	14
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SPECIAL SENSES

Darkvision

### ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Vengeful Warhammer +2

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 14	5	5		2		2	

ABILITY: Pounce - Totem of the Night +3

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 12	5	4				3	

ABILITY: Beast Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 15							15

### DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Vengeful Warhammer +2

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10+7	5		2		

ABILITY: Pounce - Totem of the Night +3

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+7	4		3		

ABILITY: Beast Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+3	3				

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
14	vs AC	Vengeful Warhammer +2	1d10+7
7	vs AC	Longbow	1d10
10	vs AC	Unarmed (Melee)	1d4+5

### FEATS

**Lethal Hunter** - Hunter's Quarry damage dice increase to d8s**Durable** - Increase number of healing surges by 2**Initiate of the Old Faith** - Druid: Nature skill, wild shape, at-will beast form power 1/encounter**Novice Power** - Swap one encounter power with one of multiclass**Predatory Action** - Deal Hunter's Quarry damage again with an action point**Acolyte Power** - Swap one utility power with one of multiclass**Adept Power** - Swap one daily power with one of multiclass**Quick Wild Shape** - Use wild shape as a free action



COMPANION

Dyspeer - Level 11 Gray wolf

HP

102

Size: Medium

Vision: Low-light

Speed: 7

Trained Skills: Endurance, Perception

17STR

15CON

15DEX

7INT

17WIS

7CHA

AC25

Fort23

Ref23

Will24

Bite; +15 vs. AC; 1d8 + Strength modifier damage.

Healing Surge Value: 25 (2 surges per day)

Combat Advantage: When a wolf has combat advantage against a target, the wolf gains a bonus to damage rolls against the target equal to the wolf's Wisdom modifier (+4).

CHARACTER NAME

Shaimon Hu'u

PLAYER NAME

Jason Kimble

RACE

Human

CLASS

Ranger

LEVEL

11

HP

76

STR

21

AC

21

Spd

6

CON

14

Fort

25

Init

+5

DEX

11

Ref

19

WIS

19

CHA

11

Will

22

19

Passive Insight

24

Passive Perception

PLAY DATA

DUNGEONS & DRAGONS



ENCOUNTER SPECIAL

DUNGEONS & DRAGONS

Second Wind

KEYWORDS

USED

Standard

Minor

Personal

ACTION

RANGE

AT-WILL

ENCOUNTER

DAILY

Effect: You spend a healing surge and regain 19 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

Hunter's Quarry

KEYWORDS

USED

Minor

Standard

Personal

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

FLAVOR TEXT

CLASS

LEVEL \*

BOOK

PH

AT-WILL POWER

DUNGEONS & DRAGONS

Predator Strike

KEYWORDS

Beast, Martial

USED

Standard

Melee beast 1

ACTION

RANGE

15

vs

AC

One creature adjacent to you

ATTACK

DEFENSE

TARGET

Attack: Beast's attack bonus vs. AC  
Hit: 1[B] + beast's Strength modifier (+3) + your Wisdom modifier (+4) damage.  
Increase damage to 2[B] + beast's Strength modifier (+3) + your Wisdom modifier (+4) at 21st level.

Unarmed: +15 attack, 1d8+7 damage

FLAVOR TEXT

Your enemy focuses its attention on you, allowing your beast to attack.

CLASS

Ranger

LEVEL

1

BOOK

MP

AT-WILL POWER

DUNGEONS & DRAGONS

Wild Shape

KEYWORDS

Polymorph, Primal

USED

Minor

Standard

Personal

ACTION

RANGE

vs

ATTACK

DEFENSE

TARGET

Effect: You change from your humanoid form to beast form or vice versa. When you change from beast form back to your humanoid form, you can shift 1 square.  
While you are in beast form, you can't use attack, utility, or feat powers that lack the beast form keyword, although you can sustain such powers.  
You choose a specific form whenever you use wild shape to change into beast form. The beast form is your size, resembles a natural beast or a fey beast, and normally doesn't change your game statistics. Your equipment becomes part of your beast form, but you drop anything you are holding, except implements you can use. You continue to gain the benefits of the equipment you wear. You can use the properties and the powers of implements as well as magic items that you wear, but not the properties or the powers of weapons or the powers of wondrous items. While equipment is part of your beast form, it cannot be removed, and anything in a container that is part of your beast form is inaccessible.  
Special: You can use this power once per round.

FLAVOR TEXT

You assume an aspect of the Primal Beast or return to your humanoid form.

CLASS

Druid

LEVEL

BOOK

PH2

AT-WILL POWER

DUNGEONS & DRAGONS

Circling Strike

KEYWORDS

Beast, Martial, Weapon

USED

Standard

Melee weapon

ACTION

RANGE

14

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Strength vs. AC  
Hit: 1[W] + Strength modifier (+5) damage.  
Increase damage to 2[W] + Strength modifier (+5) at 21st level.  
Effect: Before or after the attack, your beast companion can shift 1 square.

Vengeful Warhammer +2: +14 attack, 1d10+7 damage

FLAVOR TEXT

Using the distraction your attack provides, your beast companion finds a better position.

CLASS

Ranger

LEVEL

1

BOOK

MP

AT-WILL POWER

DUNGEONS & DRAGONS

Synchronized Strike

KEYWORDS

Beast, Martial, Weapon

USED

Standard

Melee weapon (beast 1)

ACTION

RANGE

15

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Hit: 1[B] + beast's Strength modifier (+3) damage.  
Effect: You make a secondary attack against the target.  
Secondary Attack: Strength vs. Reflex  
Hit: 1[W] + Strength modifier (+5) damage.  
Beast: If your companion is a bear, a boar, a lizard, a raptor, or a snake, the secondary attack deals extra damage equal to your Wisdom modifier (+4).

Vengeful Warhammer +2: +15 attack, 1d8+3 damage

FLAVOR TEXT

You command your beast companion to tear into your opponent, opening a gap for you to exploit.

CLASS

Ranger

LEVEL

1

BOOK

MP

ENCOUNTER POWER

DUNGEONS & DRAGONS

Pounce

KEYWORDS

Beast Form, Implement, Primal

USED

Standard

Melee touch

ACTION

RANGE

12

vs

Reflex

One creature

ATTACK

DEFENSE

TARGET

Attack: Wisdom vs. Reflex  
Hit: 1d8 + Wisdom modifier (+4) damage. The target grants combat advantage to the next creature that attacks it before the end of your next turn.  
Level 21: 2d8 + Wisdom modifier (+4) damage.  
Special: When charging, you can use this power in place of a melee basic attack.

Totem of the Night +3: +12 attack, 1d8+7 damage

FLAVOR TEXT

You leap at your foe, catching it off guard.

CLASS

Druid

LEVEL

1

BOOK

PH2

AT-WILL POWER

DUNGEONS & DRAGONS

Tundra Wind

KEYWORDS

Cold, Implement, Primal

USED

Standard

Close blast 3

ACTION

3

RANGE

12

vs

Fort

Each creature in blast

ATTACK

DEFENSE

TARGET

**Attack:** Wisdom vs. Fortitude  
**Hit:** 2d6 + Wisdom modifier (+4) cold damage, and you knock the target prone.  
**Primal Guardian:** You also push the target a number of squares equal to your Constitution modifier (+2).  
  
Totem of the Night +3: +12 attack, 2d6+7 damage  
  

FLAVOR TEXT

A roaring wind batters your foes, encrusting them with ice and knocking them to the ground.

CLASS

Druid

LEVEL 3

BOOK PH2

ENCOUNTER POWERDUNGEONS & DRAGONS®

Beast Rush

KEYWORDS

Beast, Martial, Weapon

USED

Standard

Melee weapon (beast 1)

ACTION

RANGE

15

vs

AC

One creature

ATTACK

DEFENSE

TARGET

**Effect:** Before the primary attack, your beast companion can shift a number of squares equal to your Wisdom modifier.  
**Hit:** 1[B] + beast's Strength modifier (+3) damage.  
**Beast:** If your companion is a boar, a cat, a raptor, or a wolf, the primary attack deals extra damage equal to your Wisdom modifier (+4).  
**Effect:** You make a secondary attack against the target.  
**Secondary Attack:** Strength vs. AC  
**Hit:** 1[W] + Strength modifier (+5) damage.  
  
Vengeful Warhammer +2: +15 attack, 1d8+3 damage  
  

FLAVOR TEXT

You designate an enemy to your beast companion, and the beast moves toward that enemy as you strike.

CLASS

Ranger

LEVEL 7

BOOK MP

ENCOUNTER POWERDUNGEONS & DRAGONS®

Savage Rend

KEYWORDS

Beast Form, Implement, Primal

USED

Standard

Melee touch

ACTION

RANGE

12

vs

Reflex

One creature

ATTACK

DEFENSE

TARGET

**Attack:** Wisdom vs. Reflex  
**Hit:** 1d8 + Wisdom modifier (+4) damage, and you slide the target 1 square.  
Level 21: 2d8 + Wisdom modifier (+4) damage.  
**Special:** This power can be used as a melee basic attack.  
  
Totem of the Night +3: +12 attack, 1d8+7 damage  
  

FLAVOR TEXT

You rake your foe with your claws, setting it up for the kill.

CLASS

Druid

LEVEL 1

BOOK PH2

ENCOUNTER POWERDUNGEONS & DRAGONS®

Blood-Spray Bite

KEYWORDS

Beast Form, Fear, Implement, Primal

USED

Standard

Melee touch

ACTION

RANGE

12

vs

Fort

ATTACK

DEFENSE

TARGET

**Attack:** Wisdom vs. Fortitude  
**Hit:** 2d10 + Wisdom modifier (+4) damage, and you push each enemy adjacent to you, other than the target, 2 squares.  
**Primal Predator:** The push instead affects each enemy, other than the target, within a number of squares of you equal to your Dexterity modifier (+0).  
  
Totem of the Night +3: +12 attack, 2d10+7 damage  
  

FLAVOR TEXT

As you tear into your foe, the hideous wounds you inflict cause your other foes to back away in terror.

CLASS

Druid

LEVEL 7

BOOK pp

ENCOUNTER POWERDUNGEONS & DRAGONS®

Boar Assault

KEYWORDS

Martial, Weapon

USED

Standard

Melee or Ranged weapon

ACTION

RANGE

14

vs

AC

One creature

ATTACK

DEFENSE

TARGET

**Attack:** Strength vs. AC (melee) or Dexterity vs. AC (ranged)  
**Hit:** 2[W] + Strength modifier (+5) damage (melee) or 2[W] + Dexterity modifier (+0) damage (ranged), and you gain temporary hit points equal to your Wisdom modifier (+4).  
**Miss:** Half damage.  
**Effect:** Until the target is reduced to 0 hit points, you gain temporary hit points equal to your Wisdom modifier (+4) each time you hit the target.  
  
Vengeful Warhammer +2: +14 attack, 2d10+7 damage  
  

FLAVOR TEXT

Each successful attack against your foe increases your tenacity.

CLASS

Ranger

LEVEL 1

BOOK MP

DAILY POWERDUNGEONS & DRAGONS®

Bloodied Frenzy

KEYWORDS

Beast, Martial

USED

Imm React

Melee beast 1

ACTION

RANGE

15

vs

AC

The triggering enemy

ATTACK

DEFENSE

TARGET

**Trigger:** An enemy bloodies you or your beast companion  
**Effect:** Before the attack, your beast companion can shift 5 squares.  
**Attack:** Beast's attack bonus vs. AC  
**Hit:** 2[B] + beast's Strength modifier (+3) damage, and the target is immobilized (save ends).  
**Miss:** Half damage.  
  
Unarmed: +15 attack, 2d8+3 damage  
  

FLAVOR TEXT

Injury, whether yours or your beast companion's, provokes an instant assault from the beast that leaves your adversary momentarily hobbled.

CLASS

Ranger

LEVEL 5

BOOK MP

DAILY POWERDUNGEONS & DRAGONS®

Summon Proud Bear

KEYWORDS

Implement, Primal, Summoning

USED

Standard

Ranged 5

ACTION

RANGE

vs

ATTACK

DEFENSE

TARGET

**Effect:** You summon a Large bear in an unoccupied space within range. The bear has speed 6 and a +4 bonus to attack rolls against creatures its own size or larger. You can give the bear the following special command. On the turn you summon the bear, you give that command as part of using this power.  
**Standard action:** Melee 2; targets one creature; Wisdom vs. Fortitude; 2d6 + Wisdom modifier (+4) damage.  
**Instinctive Effect:** If you haven't given the bear any commands by the end of your turn, it attacks an adjacent enemy if it can. Otherwise, it moves its speed to a square adjacent to an enemy.  
  

FLAVOR TEXT

You stomp as you summon your bear ally, which appears and looks for something big to maul.

CLASS

Druid

LEVEL 9

BOOK pp

DAILY POWERDUNGEONS & DRAGONS®

Bending Branch

KEYWORDS

Martial

USED

Imm Interr

Personal

ACTION

RANGE

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

**Trigger:** You are pulled, pushed, or slid  
**Effect:** You negate the forced movement. In addition, you gain a +2 bonus to your next melee attack roll before the end of your next turn  
  

ADDITIONAL EFFECTS

You resist a foe's attempt to move you, and like a great tree swaying in a storm, you snap back, ready to attack

CLASS

Ranger

LEVEL 2

BOOK Dragon 377

UTILITY POWERDUNGEONS & DRAGONS®

Black Harbinger

KEYWORDS

Primal

USED

Free

Personal

ACTION

RANGE

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

**Prerequisite:** You must have the wild shape power.  
**Effect:** Until the end of the encounter, you can use wild shape to assume the form of a Tiny raven. In this form, you gain a fly speed equal to your speed, and your walking speed becomes 2. You can't attack, pick up anything, or manipulate objects.  
Until this power ends, you can use wild shape to change among this form, another beast form, and your humanoid form.  
  

ADDITIONAL EFFECTS

You can turn into a raven and take wing, no longer earthbound.

CLASS

Druid

LEVEL 6

BOOK PH2

UTILITY POWERDUNGEONS & DRAGONS®





Shaimon Hu'u

Page 5

Jason Kimble



## Blood of the Fallen

KEYWORDS Healing, Martial		USED
Free	 	Personal
<b>ACTION</b>	 	<b>RANGE</b>
<input type="checkbox"/> <b>AT-WILL</b>	<input type="checkbox"/> <b>ENCOUNTER</b>	<input checked="" type="checkbox"/> <b>DAILY</b>
<b>Trigger:</b> You reduce your quarry to 0 hit points <b>Effect:</b> You regain hit points equal to your healing surge value + your Strength modifier (+5)		
Unarmed: +5 attack		
ADDITIONAL EFFECTS <i>Your triumph is like a balm to you</i>		
CLASS Ranger	LEVEL 10	BOOK <i>Dragon 377</i>

### UTILITY POWER



## Vengeful Warhammer +2

1d10	2	Hammer	
<b>DAMAGE</b>	<b>PROFICIENT</b>	<b>GROUP</b>	<b>RANGE</b>
+2 attack rolls and damage rolls	10	+2d6 damage	
<b>ENHANCEMENT</b>	<b>LEVEL</b>	<b>CRITICAL</b>	
PROPERTIES Versatile  Melee Basic Attack: +14 attack, 1d10+7 damage			
<input type="checkbox"/> <b>AT-WILL</b>	<input checked="" type="checkbox"/> <b>ENCOUNTER</b>	<input type="checkbox"/> <b>DAILY</b>	
POWER <b>Power (Encounter):</b> Free Action. Use this power when an attack hits a bloodied ally within 10 squares of you. Gain a +2 power bonus to attack rolls and +1d10 on damage rolls with this weapon against the attacker until the end of your next turn.			
ITEM SLOT One-hand	WEIGHT 5	PRICE 5000	BOOK <i>PH</i>

### MAGIC WEAPON



## Totem of the Night +3

<b>DAMAGE</b>	<b>PROFICIENT</b>	<b>GROUP</b>	<b>RANGE</b>
+3 attack rolls and damage rolls	12	+1d6 damage per plus	
<b>ENHANCEMENT</b>	<b>LEVEL</b>	<b>CRITICAL</b>	
PROPERTIES You gain low-light vision. If you already have lowlight vision, you instead gain darkvision.			
<input type="checkbox"/> <b>AT-WILL</b>	<input type="checkbox"/> <b>ENCOUNTER</b>	<input checked="" type="checkbox"/> <b>DAILY</b>	
POWER <b>Power (Daily):</b> Minor. Until the end of your turn, your attacks using this totem ignore cover and concealment, but not superior cover or total concealment.			
ITEM SLOT Off-hand	WEIGHT 0	PRICE 13000	BOOK <i>AV2</i>

### MAGIC WEAPON



## Magic Earthhide Armor +3

3	-1	-	1
<b>AC BONUS</b>	<b>CHECK</b>	<b>SPEED</b>	<b>QUANTITY</b>
+3 AC	11	Armor	
<b>ENHANCEMENT</b>	<b>LEVEL</b>	<b>TYPE</b>	
PROPERTIES Dwarves use earth energy to fortify earthhide, mimicking the strange living-earth skin of creatures such as the galeb duhr and the earth titan.			
<input type="checkbox"/> <b>AT-WILL</b>	<input type="checkbox"/> <b>ENCOUNTER</b>	<input type="checkbox"/> <b>DAILY</b>	
POWER			
ITEM SLOT Body	WEIGHT 25	PRICE 9000	BOOK <i>AV</i>

### MAGIC ITEM



## Frostwolf Pelt +2

			1
<b>AC BONUS</b>	<b>CHECK</b>	<b>SPEED</b>	<b>QUANTITY</b>
+2 Fortitude, Reflex, and Will	9	Neck Slot Item	
<b>ENHANCEMENT</b>	<b>LEVEL</b>	<b>TYPE</b>	
PROPERTIES You gain resist 5 cold.			
<input type="checkbox"/> <b>AT-WILL</b>	<input type="checkbox"/> <b>ENCOUNTER</b>	<input checked="" type="checkbox"/> <b>DAILY</b>	
POWER			
ITEM SLOT Neck	WEIGHT 0	PRICE 4200	BOOK <i>AV2</i>

### MAGIC ITEM



## Thunderstone (level 5)

			1
<b>AC BONUS</b>	<b>CHECK</b>	<b>SPEED</b>	<b>QUANTITY</b>
	5	Alchemical	
<b>ENHANCEMENT</b>	<b>LEVEL</b>	<b>TYPE</b>	
PROPERTIES			
<input type="checkbox"/> <b>AT-WILL</b>	<input type="checkbox"/> <b>ENCOUNTER</b>	<input type="checkbox"/> <b>DAILY</b>	
POWER			
ITEM SLOT	WEIGHT 0	PRICE 50	BOOK <i>AV</i>

### MAGIC ITEM



## Antivenom (paragon tier)

			1
<b>AC BONUS</b>	<b>CHECK</b>	<b>SPEED</b>	<b>QUANTITY</b>
	11	Alchemical	
<b>ENHANCEMENT</b>	<b>LEVEL</b>	<b>TYPE</b>	
PROPERTIES			
<input type="checkbox"/> <b>AT-WILL</b>	<input type="checkbox"/> <b>ENCOUNTER</b>	<input type="checkbox"/> <b>DAILY</b>	
POWER			
<b>Power (Consumable):</b> Minor Action. Gain a +2 bonus to saving throws against poisons from a source of 20th level or lower. This effect lasts until the end of the encounter or for the next 5 minutes.			
ITEM SLOT	WEIGHT 0	PRICE 350	BOOK <i>AV</i>

### MAGIC ITEM

