

Player Name Jason Kimble

Shaimon Hu'u		11	Ranger	Blood Moon Stalker				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	BLOODIED	HEALING SURGES	SURGE VALUE	SURGES/DAY
76	38	19	10	
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	

Shaimon Hu'u

### 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.**Blood Moon Action** - When you take an action point action while in beast form, make a melee basic attack.**Blood Moon Hunger** - When you reduce an enemy to 0 hp with a melee or close attack, use second wind.

### 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: Tundra Wind - 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: 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 <b>Shaimon Hu'u</b>		
PLAYER NAME <b>Jason Kimble</b>		
RACE <b>Human</b>	CLASS <b>Ranger</b>	LEVEL <b>11</b>

  

<b>HP</b> 76	<b>STR</b> 21	<b>AC</b> 21
<b>Spd</b> 6	<b>CON</b> 14	<b>Fort</b> 25
<b>Init</b> +5	<b>DEX</b> 11	<b>Ref</b> 19
	<b>INT</b> 10	<b>Will</b> 22
	<b>WIS</b> 19	
	<b>CHA</b> 11	

  

<b>19</b> Passive Insight	<b>24</b> Passive Perception
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PLAY DATA **DUNGEONS & DRAGONS**



ENCOUNTER SPECIAL **DUNGEONS & DRAGONS**

KEYWORDS		USED
Standard	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Personal
<b>ACTION</b>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<b>RANGE</b>
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> 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 <i>PH</i>
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UTILITY POWER **DUNGEONS & DRAGONS**

Circling Strike		
KEYWORDS Beast, Martial, Weapon		USED
Standard	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Melee weapon
<b>ACTION</b>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<b>RANGE</b>
<b>14</b> vs <b>AC</b>	One creature	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**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 <i>MP</i>
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AT-WILL POWER **DUNGEONS & DRAGONS**

Hunter's Quarry		
KEYWORDS		USED
Minor	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
<b>ACTION</b>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<b>RANGE</b>
vs		
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

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 <i>PH</i>
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AT-WILL POWER **DUNGEONS & DRAGONS**

Predator Strike		
KEYWORDS Beast, Martial		USED
Standard	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Melee beast 1
<b>ACTION</b>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<b>RANGE</b>
<b>15</b> vs <b>AC</b>	One creature adjacent to you	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**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 <i>MP</i>
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AT-WILL POWER **DUNGEONS & DRAGONS**

Hit and Run		
KEYWORDS Martial, Weapon		USED
Standard	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Melee weapon
<b>ACTION</b>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<b>RANGE</b>
<b>14</b> vs <b>AC</b>	One creature	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Attack:** Strength vs. AC  
**Hit:** 1[W] + Strength modifier (+5) damage. Increase damage to 2[W] + Strength modifier (+5) at 21st level.  
**Effect:** If you move in the same turn after this attack, leaving the first square adjacent to the target does not provoke an opportunity attack from the target.

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

FLAVOR TEXT  
*Let the fighter stand toe to toe with the monster. You prefer to make your attack, then withdraw to safer ground.*

CLASS Ranger	LEVEL 1	BOOK <i>PH</i>
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AT-WILL POWER **DUNGEONS & DRAGONS**

Wild Shape		
KEYWORDS Polymorph, Primal		USED
Minor	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Personal
<b>ACTION</b>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<b>RANGE</b>
vs		
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**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 <i>PH2</i>
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AT-WILL POWER **DUNGEONS & DRAGONS**

Synchronized Strike		
KEYWORDS Beast, Martial, Weapon		USED
Standard	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Melee weapon (beast 1)
<b>ACTION</b>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<b>RANGE</b>
<b>15</b> vs <b>AC</b>	One creature	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**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 <i>MP</i>
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ENCOUNTER POWER **DUNGEONS & DRAGONS**

Pounce

KEYWORDS

Beast Form, Implement, Primal

USED

Standard

5

Melee touch

ACTION

1

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 DruidLEVEL 1BOOK PH2

ENCOUNTER POWERDUNGEONS & DRAGONS®

Blood Moon Frenzy

KEYWORDS

Beast Form, Implement, Primal

USED

Standard

5

Close burst 1

ACTION

1

RANGE

12

vs

Reflex

Each enemy in burst you can see

ATTACK

DEFENSE

TARGET

**Attack:** Wisdom vs. Reflex  
**Hit:** 2d6 + Wisdom modifier (+4) damage. The attack deals 1d6 extra damage against a target that is already bloodied.  
  
Totem of the Night +3: +12 attack, 2d6+7 damage  
  

FLAVOR TEXT  
*With a fearsome roar, you claw at the enemies around you, dealing harsher wounds to those near death.*

CLASS Blood Moon StalkerLEVEL 11BOOK PH2

ENCOUNTER POWERDUNGEONS & DRAGONS®

Summon Proud Bear

KEYWORDS

Implement, Primal, Summoning

USED

Standard

5

Ranged 5

ACTION

1

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 DruidLEVEL 9BOOK PP

DAILY POWERDUNGEONS & DRAGONS®

Tundra Wind

KEYWORDS

Cold, Implement, Primal

USED

Standard

5

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 DruidLEVEL 3BOOK PH2

ENCOUNTER POWERDUNGEONS & DRAGONS®

Boar Assault

KEYWORDS

Martial, Weapon

USED

Standard

5

Melee or Ranged weapon

ACTION

1

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 RangerLEVEL 1BOOK MP

DAILY POWERDUNGEONS & DRAGONS®

Bending Branch

KEYWORDS

Martial

USED

Imm Interr

5

Personal

ACTION

1

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 RangerLEVEL 2BOOK Dragon 377

UTILITY POWERDUNGEONS & DRAGONS®

Beast Rush

KEYWORDS

Beast, Martial, Weapon

USED

Standard

5

Melee weapon (beast 1)

ACTION

1

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 RangerLEVEL 7BOOK MP

ENCOUNTER POWERDUNGEONS & DRAGONS®

Bloodied Frenzy

KEYWORDS

Beast, Martial

USED

Imm React

5

Melee beast 1

ACTION

1

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 RangerLEVEL 5BOOK MP

DAILY POWERDUNGEONS & DRAGONS®

Blood of the Fallen

KEYWORDS

Healing, Martial

USED

Free

5

Personal

ACTION

1

RANGE

☐ AT-WILL☐ ENCOUNTER☒ DAILY

**Trigger:** You reduce your quarry to 0 hit points  
**Effect:** You regain hit points equal to your healing surge value + your Strength modifier (+5)  
  
Unarmed: +5 attack  
  

ADDITIONAL EFFECTS  
*Your triumph is like a balm to you*

CLASS RangerLEVEL 10BOOK Dragon 377

UTILITY POWERDUNGEONS & DRAGONS®

Shaimon Hu'u

Page 5

Jason Kimble



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 POWER

Vengeful Warhammer +2

1d10

2

Hammer

DAMAGE

PROFICIENT

GROUP

RANGE

+2 attack rolls and damage rolls

10

+2d6 damage

ENHANCEMENT

LEVEL

CRITICAL

PROPERTIES

Versatile

Melee Basic Attack: +14 attack, 1d10+7 damage

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

POWER

**Power (Encounter):** 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

PH

MAGIC WEAPON

Totem of the Night +3

DAMAGE

PROFICIENT

GROUP

RANGE

+3 attack rolls and damage rolls

12

+1d6 damage per plus

ENHANCEMENT

LEVEL

CRITICAL

PROPERTIES

You gain low-light vision. If you already have lowlight vision, you instead gain darkvision.

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

POWER

**Power (Daily):** 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

AV2

MAGIC WEAPON

Magic Earthhide Armor +3

3

-1

-

1

AC BONUS

CHECK

SPEED

QUANTITY

+3 AC

11

Armor

ENHANCEMENT

LEVEL

TYPE

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.

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

ITEM SLOT

Body

WEIGHT

25

PRICE

9000

BOOK

AV

MAGIC ITEM

Frostwolf Pelt +2

1

AC BONUS

CHECK

SPEED

QUANTITY

+2 Fortitude, Reflex, and Will

9

Neck Slot Item

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

You gain resist 5 cold.

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

POWER

**Power (Daily):** Immediate Reaction. Trigger: An enemy adjacent to you hits you. Effect: The triggering enemy is knocked prone.

ITEM SLOT

Neck

WEIGHT

0

PRICE

4200

BOOK

AV2

MAGIC ITEM

Thunderstone (level 5)

1

AC BONUS

CHECK

SPEED

QUANTITY

5

Alchemical

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

**Power (Consumable • Thunder):** Standard Action. Make an attack: Area burst 1 within 10; +8 vs. Fortitude; on a hit, the target takes 1d4 thunder damage, is pushed 1 square from the center of the burst, and deafened (save ends).

ITEM SLOT

WEIGHT

0

PRICE

50

BOOK

AV

MAGIC ITEM

Antivenom (paragon tier)

1

AC BONUS

CHECK

SPEED

QUANTITY

11

Alchemical

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

**Power (Consumable):** 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

AV

MAGIC ITEM