

Player Name

Cedric "Dagger" Amontado

19

Rogue

Daggermaster

119,000

Character Name

Level

Class

Paragon Path

Epic Destiny

Total XP

Human

Medium

31

Male

5'8"

150lb

Good

Tymora

Race

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company

RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
17	6	9	2

CONDITIONAL MODIFIERS

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
14	STR Strength	2	11
12	CON Constitution	1	10
22	DEX Dexterity	6	15
11	INT Intelligence	0	9
14	WIS Wisdom	2	11
18	CHA Charisma	4	13

HIT POINTS

MAX HP	BLOODED	SURGE VALUE	HEALING SURGES
114	57	28	7
	1/2 HP	1/4 HP	
CURRENT HIT POINTS		CURRENT SURGE USES	
SECOND WIND 1/ENCOUNTER		USED <input type="checkbox"/>	
TEMPORARY HIT POINTS			
DEATH SAVING THROW FAILURES		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
SAVING THROW MODS			
RESISTANCES			
CURRENT CONDITIONS AND EFFECTS			

SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
20	Acrobatics	DEX	15	5	
9	Arcana	INT	9	0	n/a
16	Athletics	STR	11	5	
18	Bluff	CHA	13	5	n/a
13	Diplomacy	CHA	13	0	n/a
11	Dungeoneering	WIS	11	0	n/a
10	Endurance	CON	10	0	
11	Heal	WIS	11	0	n/a
9	History	INT	9	0	n/a
11	Insight	WIS	11	0	n/a
13	Intimidate	CHA	13	0	n/a
11	Nature	WIS	11	0	n/a
18	Perception	WIS	11	5	n/a
9	Religion	INT	9	0	n/a
20	Stealth	DEX	15	5	
18	Streetwise	CHA	13	5	n/a
20	Thievery	DEX	15	5	

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
30	AC	19	8			3		

CONDITIONAL BONUSES

+4 AC (Cha mod) against opportunity attacks

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
22	FORT	19	2				1	

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
28	REF	19	6				1	2

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
24	WILL	19	4				1	

CONDITIONAL BONUSES

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.

FEATS

Backstabber - Sneak Attack dice increase to d8s**Quick Draw** - Draw a weapon with attack action, +2 to

initiative

Nimble Blade - +1 to attacks with light blade and combat

advantage

Far Shot - Increase projectile weapon range by 5 squares**Combat Reflexes** - +1 to opportunity attacks**Alertness** - No combat advantage when surprised, +2 to

Perception

Feign Injury - Pull target 1 with successful Bluff to gain

combat advantage

Evasion - No damage from missed area or close attack**Point-Blank Shot** - Ignore cover and concealment within 5 squares**Seize the Moment** - Gain combat advantage over foe with lower initiative**Far Throw** - Increase thrown weapon range by 2 squares**Secret Stride** - No penalty to Stealth with move while hiding or sneaking

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
21	Passive Insight	10	+

28	Passive Perception	10	+
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SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Dagger

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 15	9	2		3			1

ABILITY: Ranged Basic Attack - Hand Crossbow

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 17	9	6		2			

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Dagger

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+2	2				

ABILITY: Ranged Basic Attack - Hand Crossbow

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d6+6	6				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
20	vs AC	Magic Hand Crossbow +3	1d6+9
18	vs AC	Blade of Night Dagger +3 (M	1d4+5
22	vs AC	Blade of Night Dagger +3 (Ri	1d4+9
18	vs AC	Shuriken	1d6+6

CLASS / PATH / DESTINY FEATURES

First Strike - At encounter start, get combat advantage

against foes that haven't acted yet.

Rogue Tactics - Choose one of the rogue tactics.**Artful Dodger** - Add Cha mod to AC against

opportunity attacks.

Rogue Weapon Talent - Damage die increases one size

with shuriken; +1 on attacks with daggers.

Sneak Attack - Once per round, if you have combat

advantage and hit with a crossbow, light blade, or sling, deal extra damage.

Dagger Precision - Score critical hits with daggers on 18–20**Dagger Advantage** - When you score critical hit with dagger, target grants you combat advantage until end of

your next turn

Daggermaster's Action - Can spend action point to reroll attack or damage roll with dagger

POWER INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

AT-WILL POWERS

Disheartening Strike

Deft Strike

Sly Flourish

ENCOUNTER POWERS

Rogue's Luck

Critical Opportunity

Tornado Strike

Hounding Strike

DAILY POWERS

Burst Fire

Slaying Strike

Feinting Flurry

UTILITY POWERS

Tumble

Chameleon

Peripheral Concealment

Meditation of the Blade

Raise the Stakes

OTHER EQUIPMENT

Adventurer's Kit

Dagger (3)

Hand Crossbow

Shuriken (25)

Crossbow Bolts (40)

COINS AND OTHER WEALTH

Money on hand: 20 pp; 103 gp

Stored money: 0 gp

Encumbrance: 63 / -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

Blade of Night Dagger +3 (E)

WEAPON

Magic Hand Crossbow +3 (E)

WEAPON

WEAPON

ARMOR

Summoned Leather Armor +3 (E)

ARMS

FEET

HANDS

Gloves of Accuracy (paragon tier) (E)

HEAD

NECK

RING

RING

WAIST

Bag of Holding (heroic tier) ()

Unguent of Darkvision (paragon tier) ()

Elixir of Speed (paragon tier) ()

Elixir of Invisibility (paragon tier) ()

Elixir of Accuracy (level 18) ()

Daily Item Powers Per Day

Heroic (1-10)

Milestone

/

/

/

Paragon (11-20)

Milestone

/

/

/

Epic (21-30)

Milestone

/

/

/

RITUALS / ALCHEMY

LANGUAGES KNOWN

Common, Chondathan

CHARACTER PORTRAIT

PERSONALITY TRAITS

Sarcastic, a lover of fine dwarven ales and whiskeys, and deadly with a dagger--thrown or in your hand, you recently retired from the adventuring life to settle down and open up a tavern and inn. The scheming of the nobles in Iriaebor is deeply amusing for you to watch while you tend to your patrons.

MANNERISMS AND APPEARANCE

Piercing eyes and a charming smile greet your patrons from underneath an ever-present bit of stubble. You fidget with daggers constantly, scratching your face in thought, flipping them around between your fingers--and occasionally flinging them after someone who tries to leave your bar without paying.

COMPANIONS AND ALLIES

While you miss your adventuring companions, the last time you all got together, you nearly ended up in the belly of a black dragon, and you have the acid scars all over your chest to prove it. It was time to settle down, at least for a little bit.

CHARACTER BACKGROUND

SESSION AND CAMPAIGN NOTES

Cedric "Dagger" Amontado

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Cedric "Dagger" Amontado

PLAYER NAME

RACE Human CLASS Rogue LEVEL 19

HP 114	STR 14	AC 30
Spd 6	CON 12	Fort 22
Init +17	DEX 22	Ref 28
	INT 11	Will 24
	WIS 14	
	CHA 18	
21 Passive Insight	28 Passive Perception	

PLAY DATA

DUNGEONS & DRAGONS®

Disheartening Strike

KEYWORDS Martial, Rattling, Weapon USED

Standard	* ↓ *	Melee or Ranged weapon
ACTION	↔ *	RANGE
20 vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier (+6) damage.

Increase damage to 2[W] + Dexterity modifier (+6) at 21st level.

Magic Hand Crossbow +3: +20 attack, 1d6+9 damage

Blade of Night Dagger +3: +22 attack, 1d4+9 damage

ADDITIONAL EFFECTS

+3d8 to damage once per round (Sneak Attack)

CLASS Rogue LEVEL 1 BOOK MP

AT-WILL POWER

DUNGEONS & DRAGONS®

Rogue's Luck

KEYWORDS Martial, Weapon USED

Standard	* ↓ *	Melee or Ranged weapon
ACTION	↔ *	RANGE
20 vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier (+6) damage.

Miss: Make a secondary attack against the target.

Secondary Attack: Dexterity vs. AC

Artful Dodger: You gain a bonus to the attack roll for the secondary attack equal to your Charisma modifier (+4).

Hit: 1[W] + Dexterity modifier (+6) damage.

Magic Hand Crossbow +3: +20 attack, 2d6+9 damage

Blade of Night Dagger +3: +22 attack, 2d4+9 damage

ADDITIONAL EFFECTS

+3d8 to damage once per round (Sneak Attack)

CLASS Rogue LEVEL 7 BOOK PH

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Deft Strike

KEYWORDS Martial, Weapon USED

Standard	* ↓ *	Melee or Ranged weapon
ACTION	↔ *	RANGE
20 vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Special: You can move 2 squares before the attack.

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier (+6) damage.

Increase damage to 2[W] + Dexterity modifier (+6) at 21st level.

Magic Hand Crossbow +3: +20 attack, 1d6+9 damage

Blade of Night Dagger +3: +22 attack, 1d4+9 damage

ADDITIONAL EFFECTS

+3d8 to damage once per round (Sneak Attack)

CLASS Rogue LEVEL 1 BOOK PH

AT-WILL POWER

DUNGEONS & DRAGONS®

Critical Opportunity

KEYWORDS Martial, Weapon USED

Minor	* ↓ *	Melee weapon
ACTION	↔ *	RANGE
22 vs AC		The same creature you hit with a c
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a dagger and have scored a critical hit with a dagger against an enemy during this turn.

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier (+6) damage.

Blade of Night Dagger +3: +22 attack, 3d4+9 damage

ADDITIONAL EFFECTS

+3d8 to damage once per round (Sneak Attack)

CLASS Daggermaster LEVEL 11 BOOK PH

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Second Wind

KEYWORDS USED

Standard	* ↓ *	Personal
ACTION	↔ *	RANGE
vs		Self
ATTACK	DEFENSE	TARGET

Effect: You spend a healing surge and regain 28 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK PH

ENCOUNTER ACTION

DUNGEONS & DRAGONS®

Sly Flourish

KEYWORDS Martial, Weapon USED

Standard	* ↓ *	Melee or Ranged weapon
ACTION	↔ *	RANGE
20 vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier (+6) + Charisma modifier (+4) damage.

Increase damage to 2[W] + Dexterity modifier (+6) + Charisma modifier (+4) at 21st level.

Magic Hand Crossbow +3: +20 attack, 1d6+13 damage

Blade of Night Dagger +3: +22 attack, 1d4+13 damage

ADDITIONAL EFFECTS

+3d8 to damage once per round (Sneak Attack)

CLASS Rogue LEVEL 1 BOOK PH

AT-WILL POWER

DUNGEONS & DRAGONS®

Tornado Strike

KEYWORDS Martial, Weapon USED

Standard	* ↓ *	Melee or Ranged weapon
ACTION	↔ *	RANGE
20 vs AC		One or two creatures
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Attack: Dexterity vs. AC, one attack per target

Hit: 2[W] + Dexterity modifier (+6) damage, and you slide the target 2 squares.

Artful Dodger: You slide the target a number of squares equal to 1 + your Charisma modifier (+4).
Effect: You can move 3 squares after making the attack.

Magic Hand Crossbow +3: +20 attack, 2d6+9 damage

Blade of Night Dagger +3: +22 attack, 2d4+9 damage

ADDITIONAL EFFECTS





+3d8 to damage once per round (Sneak Attack)

CLASS Rogue LEVEL 13 BOOK PH

ENCOUNTER POWER

DUNGEONS & DRAGONS®





Hounding Strike

KEYWORDS Martial, Weapon		USED
Standard	*  * 	Melee or Ranged weapon
ACTION	 	RANGE
20	vs	Will
ATTACK	DEFENSE	TARGET
Requirement: You must be wielding a crossbow, a light blade, or a sling. Attack: Dexterity vs. Will Hit: 3[W] + Dexterity modifier (+6) damage. Until the end of your next turn, you gain combat advantage against the target and a +1 power bonus to all defenses against its attacks. Artful Dodger: The power bonus is equal to your Charisma modifier (+4).		
Magic Hand Crossbow +3: +20 attack, 3d6+9 damage Blade of Night Dagger +3: +22 attack, 3d4+9 damage		
ADDITIONAL EFFECTS +3d8 to damage once per round (Sneak Attack)		
CLASS Rogue	LEVEL 17	BOOK PH

ENCOUNTER POWER

DUNGEONS & DRAGONS®





Feinting Flurry

KEYWORDS Martial, Weapon		USED
Standard	*  * 	Melee or Ranged weapon
ACTION	 	RANGE
20	vs	Will
ATTACK	DEFENSE	TARGET
Requirement: You must be wielding a crossbow, a light blade, or a sling. Attack: Dexterity vs. Will Hit: 5[W] + Dexterity modifier (+6) damage. Effect: Until the end of your next turn, all of the target's defenses against your attacks take a penalty equal to your Charisma modifier (+4). Sustain Minor: Sustain the penalty for another round.		
Magic Hand Crossbow +3: +20 attack, 5d6+9 damage Blade of Night Dagger +3: +22 attack, 5d4+9 damage		
ADDITIONAL EFFECTS +3d8 to damage once per round (Sneak Attack)		
CLASS Rogue	LEVEL 19	BOOK PH

DAILY POWER

DUNGEONS & DRAGONS®





Peripheral Concealment

KEYWORDS Martial		USED
Standard	 	Personal
ACTION	 	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
Prerequisite: You must be trained in Stealth. Requirement: No creature is within 3 squares of you. Effect: You become hidden until you attack or until the end of your next turn.		
ADDITIONAL EFFECTS		
CLASS Rogue	LEVEL 10	BOOK MP

UTILITY POWER

DUNGEONS & DRAGONS®





Burst Fire

KEYWORDS Martial, Weapon		USED
Standard	 10 	Area burst 1 within 10 squares
ACTION	 1 	RANGE
20	vs	Reflex
ATTACK	DEFENSE	TARGET
Requirement: You must be wielding a crossbow, a light thrown weapon, or a sling. Attack: Dexterity vs. Reflex Hit: 2[W] + Dexterity modifier (+6) damage. Miss: Half damage.		
Magic Hand Crossbow +3: +20 attack, 2d6+9 damage Blade of Night Dagger +3: +22 attack, 2d4+9 damage		
ADDITIONAL EFFECTS +3d8 to damage once per round (Sneak Attack)		
CLASS Rogue	LEVEL 9	BOOK MP

DAILY POWER

DUNGEONS & DRAGONS®





Tumble

KEYWORDS Martial		USED
Move	 	Personal
ACTION	 	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
Prerequisite: You must be trained in Acrobatics. Effect: You can shift a number of squares equal to one-half your speed.		
ADDITIONAL EFFECTS		
CLASS Rogue	LEVEL 2	BOOK PH

UTILITY POWER

DUNGEONS & DRAGONS®





Meditation of the Blade

KEYWORDS Martial, Weapon		USED
Minor	 	Personal
ACTION	 	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
Effect: Until the end of the encounter, your dagger's damage die increases by one size		
ADDITIONAL EFFECTS		
CLASS Daggermaster	LEVEL 12	BOOK PH

UTILITY POWER

DUNGEONS & DRAGONS®





Slaying Strike

KEYWORDS Martial, Weapon		USED
Standard	*  * 	Melee or Ranged weapon
ACTION	 	RANGE
20	vs	AC
ATTACK	DEFENSE	TARGET
Requirement: You must be wielding a crossbow, a light blade, or a sling. Attack: Dexterity vs. AC Hit: 3[W] + Dexterity modifier (+6) damage. Miss: Half damage. Special: If the target is bloodied, this attack does 5[W] + Dexterity modifier (+6) + Strength modifier (+2) damage on a hit (half damage on a miss) and can score a critical hit on a roll of 17–20.		
Magic Hand Crossbow +3: +20 attack, 3d6+9 damage Blade of Night Dagger +3: +22 attack, 3d4+9 damage		
ADDITIONAL EFFECTS +3d8 to damage once per round (Sneak Attack)		
CLASS Rogue	LEVEL 15	BOOK PH

DAILY POWER

DUNGEONS & DRAGONS®





Chameleon

KEYWORDS Martial		USED
Imm Intern	 	Personal
ACTION	 	RANGE
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
Trigger: You are hidden and lose cover or concealment against an enemy Prerequisite: You must be trained in Stealth. Effect: Make a Stealth check. You remain hidden from the triggering enemy if your check beats its passive Perception check. Until the end of your next turn, you can remain hidden without needing any cover or concealment.		
ADDITIONAL EFFECTS		
CLASS Rogue	LEVEL 6	BOOK PH

UTILITY POWER

DUNGEONS & DRAGONS®

Raise the Stakes

KEYWORDS Martial		USED
Minor	 	Personal
ACTION	 	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
Prerequisite: You must be trained in Bluff. Effect: Until the end of your next turn, any of your attacks can score a critical hit on a roll of 17–20, and any attack against you can score a critical hit on a roll of 19–20.		
ADDITIONAL EFFECTS		
CLASS Rogue	LEVEL 16	BOOK PH

UTILITY POWER

DUNGEONS & DRAGONS®

Blade of Night Dagger +3

1d4	3	Light Blade	5/10
DAMAGE	PROFICIENT	GROUP	RANGE
+3 attack rolls and damage rolls	12	The target is blinded until the end of your next turn.	
ENHANCEMENT	LEVEL	CRITICAL	

PROPERTIES

Light Thrown, Off-hand

Melee Basic Attack: +18 attack, 1d4+5 damage
Ranged Basic Attack: +22 attack, 1d4+9 damage

☐ AT-WILL ☐ ENCOUNTER ☒ DAILY

POWER

Power (Daily • Zone): Minor Action. Use this power to create a zone in a close burst 2. The zone blocks line of sight and lasts until the end of your next turn.

ITEM SLOT Off-hand WEIGHT 1 PRICE 13000 BOOK PH

MAGIC WEAPON

DUNGEONS & DRAGONS®

Magic Hand Crossbow +3

1d6	2	Crossbow	10/20
DAMAGE	PROFICIENT	GROUP	RANGE
+3 attack rolls and damage rolls	11	+3d6 damage	
ENHANCEMENT	LEVEL	CRITICAL	

PROPERTIES

Load Free

Ranged Basic Attack: +20 attack, 1d6+9 damage

☐ AT-WILL ☐ ENCOUNTER ☐ DAILY

POWER

ITEM SLOT One-hand WEIGHT 2 PRICE 9000 BOOK PH

MAGIC WEAPON

DUNGEONS & DRAGONS®

Summoned Leather Armor +3

2	-	-	1
AC BONUS	CHECK	SPEED	QUANTITY
+3 AC	11	Armor	
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

Power (At-Will): Minor Action. You banish this armor to a secure extradimensional location. At any point in the future, unless you are wearing armor, you can use another minor action to recall the armor. The armor appears on you as though you had donned it normally.

☒ AT-WILL ☐ ENCOUNTER ☐ DAILY

POWER

ITEM SLOT Body WEIGHT 15 PRICE 9000 BOOK PH

MAGIC ITEM

DUNGEONS & DRAGONS®

Bag of Holding (heroic tier)

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

PROPERTIES

This bag can hold up to 200 pounds in weight or 20 cubic feet in volume, but it always weighs only 1 pound.

☐ AT-WILL ☐ ENCOUNTER ☐ DAILY

POWER

ITEM SLOT WEIGHT 0 PRICE 1000 BOOK PH

MAGIC ITEM

DUNGEONS & DRAGONS®

Unguent of Darkvision (paragon tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		11	Consumable
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

Power (Consumable): Standard Action. Rub this unguent on your closed eyelids. You gain darkvision for 1 hour.

☐ AT-WILL ☐ ENCOUNTER ☐ DAILY

POWER

ITEM SLOT WEIGHT 0 PRICE 350 BOOK AV

MAGIC ITEM

DUNGEONS & DRAGONS®

Elixir of Speed (paragon tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		11	Potion
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

Power (Consumable): Minor Action. Drink the elixir and gain a +2 power bonus to your speed for 1 hour.
Special: Consuming this elixir counts as a use of a magic item daily power.

☐ AT-WILL ☐ ENCOUNTER ☐ DAILY

POWER

ITEM SLOT WEIGHT 0 PRICE 350 BOOK AV

MAGIC ITEM

DUNGEONS & DRAGONS®

Elixir of Invisibility (paragon tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		16	Potion
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

☐ AT-WILL ☐ ENCOUNTER ☐ DAILY

POWER

Power (Consumable): Minor Action. You drink the elixir and become invisible until the end of the encounter or for 5 minutes, whichever comes first. The effect ends if you make an attack.
Special: Consuming this elixir counts as a use of a magic item daily power.

ITEM SLOT WEIGHT 0 PRICE 1800 BOOK AV

MAGIC ITEM

DUNGEONS & DRAGONS®

Elixir of Accuracy (level 18)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		18	Potion
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

Power (Consumable): Minor Action. Use this power after your drink the elixir. Once during this encounter, you can use a free action to gain a power bonus to a single attack roll equal to 10 minus one-half your level.
Special: Consuming this elixir counts as a use of a magic item daily power.

☐ AT-WILL ☐ ENCOUNTER ☐ DAILY

POWER

ITEM SLOT WEIGHT 0 PRICE 3400 BOOK AV

MAGIC ITEM

DUNGEONS & DRAGONS®

Gloves of Accuracy (paragon tier)

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

PROPERTIES

Power (At-Will): Minor Action. Your ranged attacks ignore concealment and cover (but not total concealment or superior cover) until the end of your turn.

☒ AT-WILL ☐ ENCOUNTER ☐ DAILY

POWER

ITEM SLOT Hands WEIGHT 0 PRICE 45000 BOOK AV

MAGIC ITEM

DUNGEONS & DRAGONS®