DUNCEONS & DRAGONS

							CH C						Player Name	е						
				[7	Cler														10,000
Characte	er Name	NA			Level	Class		100	-	on Path		- 14	Epic	Dest	tiny				Total XF	»
Drow Race		_ Mediur Size	m	<u>93</u> Age		emale Inder	5'0" Height	109 Weight	Evil Alignm	ent		Lolth Deity			Adventiv	ring Company	/		PGA Nui	mher
Race			T\/E	Ауе	Ge	inuel			-		l				Auventu				r ga inui	
SCORE	IN		1/2 LVL			MISC	SCORE		DEFENS				SCORE			MOVE	BASE	ARMOR	ITEM	MISC
5	Initiative	2	3			HISC	DE		ARMOR/ ABIL CLASS	FEAT		ISC MISC	5		Snoo	d (Squares		-1		Hilde
	DNAL MODIFIERS	2	5				(22) A	IC 13	7		2		SPECIAL) 0	-1		
							CONDITIONAL	L BONUSES					0. 20242							
	ARTI	ITY SO	CORF	S												SEN	ISES			
SCO					0 <u>D + 1/2</u> I	VL		10 + FENSE 1/2 LVL		FFAT			SCOR	E I	PASSIVE S		ISLS	BASE	SKI	LL BONUS
11	STR		0		3			ORT 13	ADIL CLASS		2	SC MISC	22		Passiv	e Insight		10	+	12
	Strength										2			_		j				_
10	CON		0		3		CONDITIONAL	L BONUSES					17		Passiv	e Percept	ion	10	+	7
	Constitution							10 +					SPECIAL Darkvisio		ES					
14	DEX		2		5				ABIL CLASS		<u>емн м</u> і 2	ISC MISC	Dai Kvisio	,,,,						
	Dexterity			1		_			2		2					TACK W				
14	INT Intelligence		2		5		CONDITIONA	L BONUSES					ABILITY:	Me	ee Bas	ic Attack -	Unarme	d		
	-							10 +					AT <u>T BON</u>	US	1/2	LVL ABIL			ENH	MISC
18	B WIS		4		7]		FENSE 1/2 LVL	ABIL CLASS	FEAT		ISC MISC	+ 3		ĺ	30				
	Wisdom						(21) V	VILL 13	4 2		2									
14	1 CHA Charisma		2		5		CONDITIONA	L BONUSES								MAGE V				
															ee Bas	ic Attack -				
	HI	T POI	NTS					ACT	FION PO	INTS			DAMAGE					AT ENH		MISC
MA	X HP BLOODII	FD 6	HEA SURGE VAL				1 4	ction Points		STONES 0	ACTIO	N POINTS 1	1	d4			0			
5	$52 \qquad \boxed{26}$	<u> </u>	<u>13</u>		<u>50RGES</u> 7					1 2		2 3								
	1/2 HF	,,, _,, _	1/4 HP	,] [_	,		ADDITIONAL	EFFECTS FOR SPEI	NDING ACTION	POINTS						BASIC /				
CURRENT	T HIT POINTS			CUR	RENT SUR	GE USES							ATTACK	٦	DEFENSE	I	PON OR PO	WER		DAMAGE
						1			CE FEAT				7	vs	AC	Hand Cros	sbow		1	Ld8+2
							Trance (I	Drow) - Medi	tate aware 4	1 hours i	nstead o	of sleep.	5	vs	AC	Mace				1d8
	SECOND WIND	1/ENCOU	INTER		USED		Lolthtou	ched - Use eit	ther cloud o	f darkne	ss or da	rkfire	3	vs	AC	Uppresed	(Melac)			1d4
TEMPOR	ARY HIT POINTS						once per e	encounter.] ** 7	AU	Unarmed	(ייופופפ)			104
							Darkfire	Wisdom - Us	e WIS for D	arkfire			5	vs	AC	Unarmed	(Range)		1	ld4+2
SAVING	DEATH SAVING TH THROW MODS	IROW FA	ILURES	5			Fey Oria	in - Your origi	n is fey, not	natural										
SULLAR D								5								FE	ATS			
RESISTA	NCES												Ritua	I Ca	ster - M	laster and p	erform ri	tuals		
CLIPPET		FCTC											Shado	ows	l ip - Shi	ft 2 after us	ing cloud	l of dark	ness	
CURREN	T CONDITIONS AND EFF	TECIS													·	ness - Use				
																n when targ				
		SKILL					CLAS	SS / PATH	I / DEST	INY F	EATU	JRES				-				
BONUS	SKILL NAME		ABIL MOD + 1/2 LVL		ARMOR PENALT	Y MISC	Channel	Divinity - Inv	voke a chan	nel divini	ity class	feature				ess - Cloud	of darkne	ess deco	ornes bu	urst 2,
4	Acrobatics	DEX	5	0	-1		or other p	ower; encoun	iter.							ranged 15				
10			5	5	n/a		Healer's	Lore - Add W	/is modifier t	to hp hea	aled on o	cleric	Ruthl	ess	Hunter	- Your han	d crossbo	w deals	1d8 da	amage,
	Arcana	INT	\square				healing po						gains I	high	crit pro	perty				
2	Athletics	STR	3	0	-1			Word - Use h	ealing word	as an er	Counter	(special)								
5	Bluff	CHA	5	0	n/a					us an el	counter	(special)								
12	Diplomacy	CHA	5	5	n/a	2	<u> </u>	inor action.												
7			7	0	n/a		Ritual Ca	sting - Gain I	Ritual Caste	r as a bo	onus feat	t								
	Dungeoneering	WIS	\vdash																	
2	Endurance	CON	3	0	-1															
7	Heal	wis	7	0	n/a															
5	History	INT	5	0	n/a															
12	Insight		7	5	n/a															
	-	WIS				2														
7	Intimidate	CHA	5	0	n/a	2														
7	Nature	WIS	7	0	n/a															
7	Perception	wis	7	0	n/a															
10	-		5	5	n/a															
	Religion	INT				_		LANG	UAGES I	KNOW	/N									
6	Stealth	DEX	5	0	-1	2	Common,	Elven												
5	Streetwise	CHA	5	0	n/a															
4	Thievery	DEX	5	0	-1															
		DLA			-															

POWER INDEX	MAGIC ITEM INDEX	CHARACTER PORTRAIT	
List your powers below. Check the box when the power is used. Clear the box when the power renews. AT-WILL POWERS	List your powers below. Check the box when the power is used. Clear the box when the power renews. MAGIC ITEMS		
Sacred Flame	WEAPON		
Lance of Faith	WEAPON		
	WEAPON	The second se	
	WEAPON		
	ARMOR Astral Fire Finemail +2 (E)		
ENCOUNTER POWERS	ARMS		
Cloud of Darkness	FEET		
Darkfire	HANDS		
Divine Fortune	HEAD		
Turn Undead	Healer's Brooch +2 (E)	0	
Healing Word	RING	₩	
Divine Glow	RING	PERSONALITY TRAITS	
Command 🗌	WAIST	PERSONALITYTRAITS	
Strengthen the Faithful	Symbol of Divine Reach +2 (Off-hand) (E)		
DAILY POWERS	Battle Standard of Healing (heroic tier) ()		
Beacon of Hope			
Consecrated Ground			
		-	
		MANNERISMS AND APPEARANCE	
UTILITY POWERS			
Cure Light Wounds			
Cure Serious Wounds	l	4	
	<u> </u> <u>_</u> _	4	
		4	
	Daily Item Powers Per Day		
	Heroic (1-10) Milestone / <th <="" th=""> / / /</th>	/ / /	CHARACTER BACKGROUND
	Paragon (11-20)	- Society - Noble	
	Epic (21-30)	You are a member of the aristocracy. Does your family have a noble rank? Are you the heir to a title, and if so, how many	
OTHER EQUIPMENT	RITUALS / ALCHEMY	people stand between you and that title? Under what circumstances did you become an adventurer?	
Ritual Book	Gentle Repose	-	
Adventurer's Kit	Brew Potion	-	
Pitons (10)	Speak with Dead		
Crossbow Bolts (60)	Hand of Fate	COMPANIONS AND ALLIES	
Sanctified Incense (Religion) (700)	Cure Disease		
Mace	Remove Affliction		
Climber's Kit	Consult Mystic Sages		
Hand Crossbow (E)			
Scroll of Raise Dead			
		SESSION AND CAMPAIGN NOTES	
	_		
COINS AND OTHER WEALTH		-	
Money on hand: 0 gp			

Stored money: Encumbrance: 106 / 110

Sacred Flame	Lance of Faith		Cloud of Darkness						
KEYWORDS Divine, Implement, Radiant	KEYWORDS Divine, Implement, Rad	iant	KEYWORDS				USED		
Standard 🕴 5 🏹 Ranged 5	Standard 🕴 5 🏹	Ranged 5	Minor	+	7	0.000	burst 2		
ACTION 🔆 🔆 RANGE	ACTION 🚭 👬	RANGE	ACTION	÷	2 🔆	RA	NGE		
9 vs Reflex One creature	9 vs Reflex	One creature		vs					
ATTACK DEFENSE TARGET	ATTACK DEFENSE	TARGET			EFENSE		RGET		
Attack: Wisdom vs. Reflex Hit: 1d6 + Wisdom modifier (+4) radiant damage, and	Attack: Wisdom vs. Reflex Hit: 1d8 + Wisdom modifi					tes a cloud of c the end of you			
one ally you can see chooses either to gain temporary	and one ally you can see	gains a +2 power bonus	The cloud	i blocl	ks line d	of sight, square	es within it are		
hit points equal to your Charisma modifier $(+2)$ + one- half your level or to make a saving throw.	to his or her next attack re Increase damage to 2d8 -					creatures entire exit. You are ir			
Increase damage to 2d6 + Wisdom modifier (+4) at 21st level.	at 21st level.		these effe		ii uiey	exit. Tou are in			
	Symbol of Divine Reach +	2: +9 attack 1d8+6							
Symbol of Divine Reach +2: +9 attack, 1d6+6 damage Unarmed: +7 attack, 1d6+4 damage	damage								
	Unarmed: +7 attack, 1d8	+4 damage							
ADDITIONAL EFFECTS	ADDITIONAL EFFECTS		ADDITIONAL EFFE	CTS					
CLASS Cleric LEVEL 1 BOOK PH	CLASS Cleric	LEVEL 1 BOOK PH	^{CLASS} Racial I	Power		LEVEL *	^{300K} FRPG		
AT-WILL POWER DUNGEONS & DRAGONS ®	AT-WILL POWER	UNGEONS & DRAGONS ®	ENCOUNT	ER PO	OWER	DUNGEONS	DRAGONS ®		
Darkfire	Divine Fortune		Turn Ur	ndead	ł				
KEYWORDS USED	KEYWORDS Divine	USED	KEYWORDS DIV	ine, Im	plement,	Radiant	USED		
Minor + 10 7 Ranged 10	Free 🕴 🎢	Personal	Standard	4	7		at 11th level, 8 at 2		
	ACTION 🚭 👬	RANGE	ACTION	€	2 😽	RA	NGE		
11 vs Reflex One creature	vs		9	vs	Will		creature in burst		
ATTACK DEFENSE TARGET Attack: Intelligence +4 vs. Reflex, Wisdom +4 vs. Reflex, or	ATTACK DEFENSE	TARGET	ATTACK			only one channel d	RGET		
Charisma +4 vs. Reflex	Channel Divinity: You can divinity power per encoun		encounter Attack: Wisd			only one channel a	winty power per		
Increase to +6 bonus at 11th level and +8 bonus at 21st level. Hit: Until the end of your next turn, all attacks against the	Effect: You gain a +1 bon	us to your next attack roll	Hit: 1d10 +	Wisdom	modifier		e, and you push the		
target have combat advantage, and the target cannot benefit from invisibility or concealment.	or saving throw before the	e end of your next turn.	(+2). The ta	rget is i	mmobilize	qual to 3 + your Cha d until the end of yo	our next turn.		
Special: When you create your character, choose Intelligence,			+ Wisdom m	odifier	(+4) at 11	Lth level, 4d10 + Wi) at 5th level, 3d10 sdom modifier (+4)		
Wisdom, or Charisma as the ability score you use when making attack rolls with this power. This choice remains			at 15th level + Wisdom m			modifier (+4) at 21 5th level.	st level, and 6d10		
throughout your character's life and does not change the power's other effects.			Miss: Half da	image, a	and the ta	arget is not pushed o	or immobilized.		
			Symbol of Di Unarmed: +			 9 attack, 2d10+6 d damage 	amage		
ADDITIONAL EFFECTS	ADDITIONAL EFFECTS		ADDITIONAL EFFE						
	. Software of ECIS		AUDITIONAL LITT						
CLASS Racial Power LEVEL * BOOK FRPG	^{CLASS} Cleric	LEVEL BOOK PH	^{CLASS} Cleric			LEVEL	^{воок} РН		
ENCOUNTER POWER DUNGEONS & DRACONS ®	ENCOUNTER POWER	UNGEONS & DRAGONS ®	ENCOUNT	ER PO	OWER	DUNCEONS	DRAGONS ®		
Healing Word	Divine Glow		Comma	nd					
J.									
KEYWORDS Divine, Healing	KEYWORDS Divine, Implement, Rad	iant	KEYWORDS Cha				USED		
Minor Close burst 5 (10 at 11th level, 15 a	Standard 4 7	Close blast 3	Standard	+	10 子 子		ged 10		
	Adizon	RANGE	ACTION	_			NGE		
ATTACK DEFENSE TARGET	9 vs Reflex ATTACK DEFENSE	Each enemy in blast TARGET	9 ATTACK	vs D	Will EFENSE		reature RGET		
Special: You can use this power twice per	Attack: Wisdom vs. Reflex		Attack: W			-			
encounter, but only once per round. At 16th level,	Hit: 1d8 + Wisdom modifi	ier (+4) radiant damage.	Hit: The t	arget	is daze	d until the end			
you can use this power three times per encounter. Effect: The target can spend a healing surge and	Effect: Allies in the blast g attack rolls until the end of					can choose to he target a nur			
regain an additional 1d6 hit points.						our Charisma			
Increase the amount of additional hit points	Symbol of Divine Reach +	2: +9 attack, 1d8+6	Symbol -	f Di		h .), . 0 -44-	k 0 damaaa		
regained to 2d6 at 6th level, 3d6 at 11th level, 4d6 at 16th level, 5d6 at 21st level, and 6d6 at 26th	damage Unarmed: +7 attack, 1d8-	+4 damage				ch +2: +9 attao 0 damage	.⊾, u uamaye		
level.		. -			,	م ن -			
ADDITIONAL EFFECTS	ADDITIONAL EFFECTS		ADDITIONAL EFFE	ECTS					
CLASS Cleric LEVEL BOOK PH	CLASS Cleric	LEVEL 1 BOOK PH	^{CLASS} Cleric			LEVEL 3	^{воок} РН		
ENCOUNTER POWER DUNGEONS & DRAGONS ®	ENCOUNTER POWER	UNGEONS & DRAGONS ®	ENCOUNT	ER PO	OWER	DUNCEONS	DRAGONS ®		

Strengthen the Faithful	Beacon of Hope	Consecrated Ground					
KEYWORDS Divine, Healing, Weapon	KEYWORDS Divine, Healing, Implement	USED KEYWORDS Divine, Healing, Radiant, Zone					
Standard * • Melee weapon	Standard + 7 Close burst 3	Standard 4 7 Close burst 1					
ACTION C RANGE	ACTION	ACTION C 1 1 RANGE					
ATTACK DEFENSE TARGET	9 vs Will Each enemy in burst ATTACK DEFENSE TARGET	ATTACK DEFENSE TARGET					
Attack: Strength vs. AC Hit: 2[W] + Strength modifier (+0) damage, and you and each ally adjacent to the target can spend a healing surge. Add your Charisma modifier (+2) to the hit points regained. Mace: +5 attack, 2d8 damage Unarmed: +3 attack, 2d4 damage regain an additional 4 hit points.	Effect: You and all your allies in the burst rega hit points, and your healing powers restore +5 points until the end of the encounter. Symbol of Divine Reach +2: +9 attack, 0 dama Unarmed: +7 attack, 0 damage regain an additional 4 hit points.	Effect: The burst creates a zone of sanctified ground that lasts until the end of your next turn. You can move the origin square of the zone 3 squares as a move action. Enemies that start their turns within the zone take 1d6 + your Charisma modifier (+2) radiant damage. You and any allies who are bloodied and start their turns within the zone regain hit points equal to 1 + your Charisma modifier (+2). Sustain Minor: The zone persists.					
ADDITIONAL EFFECTS	ADDITIONAL EFFECTS	ADDITIONAL EFFECTS					
CLASS Cleric LEVEL 7 BOOK PH	CLASS Cleric LEVEL 1 BOOK PH	CLASS Cleric LEVEL 5 BOOK PH					
ENCOUNTER POWER DUNGEONS & DRAGONS	DAILY POWER DUNCEONS DRACO	NS ® DAILY POWER DUNGEONS & DRAGONS ®					
Cure Light Wounds	Cure Serious Wounds	Symbol of Divine Reach +2					
KEYWORDS Divine, Healing	EXEXWORDS Divine, Healing	USED 1					
Standard * + Melee touch	Standard * • Melee touch	AC BONUS CHECK SPEED QUANTITY					
ACTION 🔆 🔀 RANGE	ACTION 🔆 🔆 RANGE	+2 attack rolls and damage rolls 8 Holy Symbol ENHANCEMENT LEVEL TYPE					
Target: You or one creature Effect: The target regains hit points as if it had spent a healing surge.	Target: You or one creature Effect: The target regains hit points as if it had spent two healing surges.	When using this holy symbol to deliver a ranged or area prayer, add the symbol's enhancement bonus to the range. For example, a +3 symbol of divine reach would increase "area burst 5 within 10 squares" to "area burst 5 within 13 squares.". On a critical hit you deal +2d10 damage with ranged and area attacks. AT-WILL ENCOUNTER DAILY POWER Item Slot: Off-hand					
CLASS Cleric LEVEL 2 BOOK PH	CLASS Cleric	ITEM SLOT Off-hand WEIGHT 0 PRICE 3400 BOOK					
UTILITY POWER DUNCEONS & DRAGONS							
Battle Standard of Healing (heroic tier)	Astral Fire Finemail +2	Healer's Brooch +2					
1	7 -1 -1 1	1					
AC BONUS CHECK SPEED QUANTITY	AC BONUS CHECK SPEED QUANT						
3 Wondrous Item ENHANCEMENT LEVEL TYPE	+2 AC 7 Armor ENHANCEMENT LEVEL TYPE PROPERTIES When you use any Channel Divinity power, you gain a +2 item bonus to AC and Fortitude until end of your next turn.						
AT-WILL COUNTER DAILY	AT-WILL ENCOUNTER DAILY						
POWER Power (Encounter • Healing, Zone): Standard Action. When you plant the battle standard in your space or an adjacent square, it creates a zone of healing energy in a close burst 5. Whenever you or an ally spends a healing surge while in the zone, you and all allies in the zone regain 1 hit point. This effect lasts until the end of the encounter or until the battle standard is removed from the ground. Any character in or adjacent to a battle standard's square can remove it from the ground as a standard action.	e, it for and for an and for a set of the se						
ITEM SLOT WEIGHT 0 PRICE 680 BOOK							
0 000	ITEM SLOT Body WEIGHT 40 PRICE 2600 BOOK	ITEM SLOT Neck WEIGHT 0 PRICE 4200 BOOK					

							GK					Player Name						
Charact	or Namo				7 Level	Figh			Daragor	Dath		Enic	Destin	.,			Total	10,000
Charact Drow	er Name	Mediun	n	76	Level	Class	s 5'6"	140	Paragor Evil	i Path	Lolth	Epic	Destin	У			Iotai	XP
Race		Size		Age	Ge	nder	Height	Weight	Alignmer	nt	Deity		Ac	dventur	ing Company		RPGA N	lumber
	IN	ITIAT							FENSE						MOVEN			
sc <u>ore</u> 5	Tuitistive	DEX 2	1/2 LVL 3			MISC		10 + ARM FENSE 1/2 LVL AB	OR/ IL CLASS	FEAT ENH	MISC MISC	SCORE					MOR ITEN	MISC
	Initiative ONAL MODIFIERS	L	3					C 13 8		2		5 SPECIAL	_		(Squares)	6 -	-1	
							CONDITIONA	L BONUSES				0. 202/12						
	ABIL	ITY SC	CORE	s											SENS	SES		
sco		A	BIL MOD	мс	DD + 1/2 L	VL		10 + FENSE 1/2 LVL ABI	IL CLASS	FEAT ENH	MISC MISC	SCORE	PAS	SSIVE SI		E		KILL BONUS
1	8 STR Strength		4		7		(20) F	ORT 13 4	2	1		13	Pa	assiv	e Insight	-	10 +	3
1	6 CON		3		6		CONDITIONA	L BONUSES				13	Da	acciv	e Perceptio	n '	10 +	3
	Constitution		U		•			10 +				SPECIAL			e i ciceptio			0
1	5 DEX		2		5	7		FENSE 1/2 LVL AB			MISC MISC	Darkvisio	n					
	Dexterity							REF 13 2		1				AT	ТАСК WC	RKSP	ACE	
1	D INT Intelligence		0		3		CONDITIONA	L BONUSES				ABILITY:	Melee	e Basi	c Attack - Ui	narmed		
						_		10+			MICC	ATT BONL	JS		LVL ABIL CLA	SS PROF	FEAT EN	IH MISC
1) WIS Wisdom		0		3			FENSE 1/2 LVL ABI		FEAT ENH	MISC MISC	+ 7			3 4			
1			0		3		CONDITIONA			1				DA	MAGE WO	סאפט	۸ <u>۲</u> Ε	
	Charisma		v		5		CONDITIONA	L DUNUJEJ				ABILITY:	Melea		c Attack - U		AGE	
	HT	T POII	NTS					ACTIC	ON POI	NTS		DAMAGE	Melec				ENH M	SC MISC
MA	X HP		HEA		SURGES				MILEST		TION POINTS	1 d 4	1+4			4		
	67 BLOODIE		urge valu 17		surges 12			ction Points	1		23							
	1/2 HP		1/4 HP				ADDITIONAL	EFFECTS FOR SPENDIN	IG ACTION PC	DINTS		ATTACK		EFENSE	BASIC AT	TACKS		DAMAGE
CURREN	T HIT POINTS			CUR	RENT SUR	GE USES		DACE	FEATU	DEC		12		AC	Spiderkissed			1d12+8
							Trance (Drow) - Meditate			nd of clean							
	CECOND WITHD 4	(5)(0)(1)			UCED	_		ched - Use either			•	7	vs	AC	Hand Crossb	WOO		1d6+2
TEMPO	SECOND WIND 1 RARY HIT POINTS	L/ENCOU	NIER		USED						udikile	7	vs	AC	Unarmed (M	elee)		1d4+4
							· · ·	encounter. Wisdom - Use W	/IS for Day	kfiro		5	vs	AC	Unarmed (R	ange)		1d4+2
	DEATH SAVING TH	IROW FAI	ILURES					in - Your origin is										
SAVING	THROW MODS						Tey Ong		iey, not n	aturai					FEA	TS		
RESIST	ANCES											Weap	on Pr	oficie	ncy (Execut	ion axe)	- Gain pro	oficiency
CUDDEN	IT CONDITIONS AND EFF	ECTE										with th	e Exe	cution	axe.			
CURREI	IT CONDITIONS AND EFF	ECIS										Power	Atta	ck - +	2 damage for	r –2 to att	ack	
		SKILL	<u>د</u>					SS / PATH /	DESTI		TUDES	Poten	t Cha	lleng	e - Add Con m	nodifier da	mage to I	arget hit
		-	-	TRND	ARMOR			Challenge - Mark				with at	tack g	grante	d by Combat (Challenge		
BONUS	SKILL NAME	+	5	(+5) 0	PENALTY	MISC	-	t including you. N			, .	Vigila	nte Ju	ustice	Style			
	Acrobatics	DEX	\square	\square				marked foe who s			5							
3	Arcana	INT	3	0	n/a	—		you. Mark lasts ur				. —						
12	Athletics	STR	7	5			marked b	,										
3	Bluff	CHA	3	0	n/a			Superiority - Add	d Wis mod	to opport	inity attacks							
3	Diplomacy	СНА	3	0	n/a			oe's movement (if										
8	Dungeoneering	WIS	3	5	n/a			alents - Select a										
6	Endurance	CON	6	0				handed Weapor	-		cks with							
3	Heal	WIS	3	0	n/a			ed weapons.	····	011 uttt								
3	History		3	0	n/a													
3		INT	3	0	n/a													
	Insight	WIS			-													
10	Intimidate	CHA	3	5	n/a	2						. —						
3	Nature	WIS	3	0	n/a							. —						
3	Perception	WIS	3	0	n/a							. —						
3	Religion	INT	3	0	n/a			LANGUA	CES-KI									
7	Stealth	DEX	5	0		2	Comment		GES KI									
3	Streetwise	СНА	3	0	n/a		Common,	LIVEII				i						
5			5															
	Thievery	DEX																

POWER INDEX	MAGIC ITEM INDEX	CHARACTER PORTRAIT
List your powers below. Check the box when the power is used.	List your powers below. Check the box when the power is used.	
Clear the box when the power renews. AT-WILL POWERS	Clear the box when the power renews. MAGIC ITEMS	
Combat Challenge	WEAPON Spiderkissed Execution axe +2	
Brash Strike	WEAPON	Come A State
Cleave	WEAPON	
	WEAPON	
	ARMOR Fortification Drakescale Armor +2 (E)	
	ARMS Iron Armbands of Power (heroic tier) (E)	
ENCOUNTER POWERS	FEET	Strange
Cloud of Darkness	HANDS	
Darkfire	HEAD	
Passing Attack	NECK Cloak of Distortion +1 (E)	
Sweeping Blow	RING	
Come and Get It	RING	- · ·
	WAIST Belt of Vigor (heroic tier) (E)	PERSONALITY TRAITS
DAILY POWERS		-
Comeback Strike		-
Crack the Shell		
		-
		-
		MANNERISMS AND APPEARANCE
UTILITY POWERS		1
Pass Forward		1
Unbreakable		
	Daily Item Powers Per Day	
	Heroic (1-10) Milestone / / / /	CHARACTER BACKGROUND
	Paragon (11-20) Milestone / / / /	
	Epic (21-30) Milestone / / /	 Drow - Orphan The drow community in which you were born no longer
OTHER EQUIPMENT	RITUALS / ALCHEMY	exists. Perhaps an army of dwarves or elves wiped it from the Underdark, or it was exterminated by another drow city.
Adventurer's Kit	RITUALS / ALCHEMIT	Somehow, you survived this event. Did something about you
Climber's Kit		_ prompt a member of the invading force to spare you and bring you to the surface?
Crossbow Bolts (60)		_
Hand Crossbow		COMPANIONS AND ALLIES
		_
		SESSION AND CAMPAIGN NOTES
		SESSION AND CAMPAIGN NOTES
COINS AND OTHER WEALTH		
Money on hand: 0 gp		
Stored money:		
Encumbrance: 111 / 180		

Combat Challenge		Brash S	trik	е		Cleave					
KEYWORDS Martial, Weapon	USED	KEYWORDS Ma	rtial,	Weapon	USED	KEYWORDS Ma	rtial,	Weapon	USED		
Imm Interr * 🕴 🍞	Melee	Standard	*	+ 7	Melee weapon	Standard	*	4 7 1	Melee weapon		
ACTION 😽 😽	RANGE	ACTION		€ -*	RANGE	ACTION	_	↔ ☆	RANGE		
VS ATTACK DEFENSE	TADGET		vs		One creature	12 ATTACK	vs	AC DEFENSE	One creature TARGET		
	ts or makes an attack that ou can make a melee basic	Increase da level. Weapon the attack o modifier (+ Effect: You start of you Spiderkisse	ength Stre mage If yo leals 3). gran r nex d Exe	ngth modifi e to 2[W] + ou're wieldir extra dama t combat ac t turn.	TARGET er (+4) damage. Strength modifier (+4) at 21st ng an axe, a hammer, or a mace, ge equal to your Constitution vantage to the target until the +2: +14 attack, 1d12+11 damage damage	Attack: Strength vs. AC Hit: 1[W] + Strength modifier (+4) damage, and an enemy adjacent to you other than the target takes damage equal to your Strength modifier (+4). Increase damage to 2[W] + Strength modifier (+4) at 21st level. Spiderkissed Execution axe +2: +12 attack, 1d12 +8 damage					
ADDITIONAL EFFECTS	LEVEL * BOOK PH	ADDITIONAL EFFE			LEVEL 1 BOOK MP		: +7 ECTS	' attack, 1	LEVEL 1 BOOK PH		
AT-WILL POWER	UNGEONS & DRAGONS ®			/ED	DUNGEONS & DRAGONS @			VED	DUNGEONS & DRAGONS ®		
	JOHOROMS QLJIMOOMS (8			/ER	DUNCEONS QUINCIONS (JUNCIONS QUARDONS @		
Cloud of Darkness		Darkfire	9			Passing					
KEYWORDS	USED	KEYWORDS		. ~	USED	KEYWORDS Ma	_		USED		
Minor ↓ → ACTION ← 1 ☆	Close burst 1 RANGE	Minor ACTION		+ 10 → ← ☆	Ranged 10 RANGE	Standard		↓ → → →	Melee weapon RANGE		
vs	RANGE	7	vs	Reflex	One creature	12	vs	AC	One creature		
ATTACK DEFENSE	TARGET	АТТАСК		DEFENSE	TARGET	ATTACK		DEFENSE	TARGET		
remains in place until th The cloud blocks line of totally obscured, and cre are blinded until they ex these effects.	sight, squares within it are eatures entirely within it	Hit: Until th target have from invisib Special: Wh Wisdom, or making atta	+6 b e end com ility c en yo Char ack ro your ier ef	oonus at 11t d of your ne bat advanta or concealm ou create yo risma as the olls with this character's	h level and +8 bonus at 21st level. xt turn, all attacks against the ge, and the target cannot benefit ent. ur character, choose Intelligence, ability score you use when power. This choice remains life and does not change the	 Hit: 1[W] + Strength modifier (+4) damage, and you can shift 1 square. Make a secondary attack. Secondary Target: One creature other than the primary target Secondary Attack: Strength + 2 vs. AC Hit: 1[W] + Strength modifier (+4) damage. Spiderkissed Execution axe +2: +12 attack, 1d12 +8 damage Unarmed: +7 attack, 1d4+4 damage ADDITIONAL EFFECTS 					
CLASS D D	LEVEL * BOOK FRPG	CLASS D			LEVEL * BOOK FRPG	^{CLASS} Fighter			LEVEL 1 BOOK PH		
CLASS Racial Power		^{CLASS} Racial I			DUNGEONS & DRAGONS @				DUNGEONS & DRAGONS ®		
	CHORDHO (CONTOURS (Concerns Obyeroons (Saucesus Objectous ®		
Sweeping Blow		Come a	nd	Get It		Comeba					
KEYWORDS Martial, Weapon	USED	KEYWORDS Ma	rtial,	Weapon	USED	KEYWORDS He	aling,		liable, Weapon		
Standard ACTION \leftarrow 1 \leftrightarrow	Close burst 1 RANGE	Standard		↓ ~ ↓ 3 ☆	Close burst 3 RANGE	Standard	*	↓ う � ☆	Melee weapon RANGE		
ACTION	Each enemy in burst you can see	12	vs	AC	Each enemy in burst you can see	12	vs	AC	One creature		
ATTACK DEFENSE	TARGET	АТТАСК		DEFENSE	TARGET	ATTACK		DEFENSE	TARGET		
heavy blade, or a pick, y attack roll equal to one- (+4). Hit: 1[W] + Strength mo Spiderkissed Execution a +8 damage Hand Crossbow: +9 atta Unarmed: +7 attack, 1d	half your Strength modifier odifier (+4) damage. axe +2: +14 attack, 1d12 ack, 1d6+4 damage 4+4 damage	adjacent cannot er attack tar Attack: Si Hit: 1[W] Spiderkis: +8 dama Hand Cro Unarmed	to yo nd ao rgetif treng + S sed I ge ssbo : +7	ou. You ca djacent to ng each a gth vs. AC itrength n Execution ow: +9 att	nodifier (+4) damage. axe +2: +12 attack, 1d12 tack, 1d6+4 damage d4+4 damage	you can s Spiderkis +8 dama Unarmed	+ Spen sed ge : +7	Strength r d a healir Execution	nodifier (+4) damage, and ng surge. n axe +2: +12 attack, 2d12 2d4+4 damage		
^{CLASS} Fighter	LEVEL 3 BOOK PH	^{CLASS} Fighter			LEVEL 7 BOOK PH	CLASS Fighter			LEVEL 1 BOOK PH		
	DUNCEONS & DRAGONS ®			POWER	DUNCEONS & DRAGONS ®			R	DUNGEONS & DRAGONS ®		

<pre>http://www.settings.com/provides/interfaces/interf</pre>	Crack the Shell	Pass Forward	Unbreakable						
Act Tool State Act Tool Act Tool <td>KEYWORDS Martial, Reliable, Weapon</td> <td>KEYWORDS Martial USED</td> <td>KEYWORDS Martial</td>	KEYWORDS Martial, Reliable, Weapon	KEYWORDS Martial USED	KEYWORDS Martial						
No. No. <td></td> <td></td> <td></td>									
ATACK Effect. You pick an adjaced tensmy and move up Trigger: You are Mit you and Mit models. Attack Strength, w.AC Effect. You pick an adjaced tensmy and move up Trigger: You are Mit you and Mit models. Trigger: You are Mit you and Mit models. Attack Strength, w.AC Strength models (+4) damage admit you control to move up Trigger: You are Mit you and Mit models. Trigger: You are Mit you and Mit models. Attack Strength, w.AC Attack you control to move up Trigger: You are Mit you and Mit models. Trigger: You are Mit you and Mit models. Attack you control to move up Trigger: You are Mit you and Mit models. Trigger: You are Mit you and Mit models. Trigger: You are Mit you and Mit models. Attack you control to move up Trigger: You are Mit you and Mit models. Trigger: You are Mit you and Mit models. Trigger: You are Mit you and Mit models. Attack you control to move up Trigger: You are Mit you and Mit models. Trigger: You are Mit you and Mit models. Trigger: You are Mit you and Mit models. Attack you control to move and the move you contr	ACTION 🕅 👬 RANGE	Action							
Attrack Severaph vs. AC Hits: 2014 - 5 company to									
14 damage (unamed: +7 attack, 2d+14 damage) Internet:	ATTACKDEFENSETARGETAttack: Strength vs. ACHit: 2[W] + Strength modifier (+4) damage, andthe target takes ongoing 5 damage and a -2penalty to AC (save ends both).	to your speed. As long as you end this movement in a square adjacent to that enemy, your movement does not provoke opportunity attacks	Effect: Reduce the damage from the attack by 5 +						
add Highter									
Description Description UTILITY POWER Description UTILITY POWER Description Description </td <td>ADDITIONAL EFFECTS</td> <td>ADDITIONAL EFFECTS</td> <td>ADDITIONAL EFFECTS</td>	ADDITIONAL EFFECTS	ADDITIONAL EFFECTS	ADDITIONAL EFFECTS						
Data Provide Control (Control (Contro) (Control (Contro) (Contro) (Contro) (Cont	CLASS Fighter	CLASS Fighter LEVEL 2 BOOK MP	CLASS Fighter LEVEL 6 BOOK PH						
Spiderkissed Execution axe +2 Fortification Drakescale Armor +2 Iron Armbands of Power (heroic tier) A converted recorder reco									
1312 2 Aver B 1 1 Arc BONIS CHECK 59 EED QUANTITY 12 aradx roll an adrog roll a first role paise dimage Y 26 Bouss dimage Y 1 Arc BONIS CHECK 59 EED QUANTITY Arc BONIS CHECK 59 EED QUANTITY Arc BONIS CHECK 59 EED QUANTITY Tore Tore <td></td> <td></td> <td></td>									
DAMAGE PROFILTIONT GROUP NAME PANNE	·								
+2 attack role and damage role 7 +2d6 poten damage High Cirt, Brutal Melee Basic Attack: +12 attack, 1d12+8 damage dealt by this weapon is poison damage. Another reaction returns the damage to normal. Power (A-WILL PROJUNTER DALLY Power dation of 14 Poison): Free Action. All damage dealt by this weapon is poison damage. Another reaction returns the damage to normal. Power (A-WILL PROJUNTER DALLY Power dation of 14 Poison): Free Action. Just this power when you hit with the weapon. The target is showed (save ends). First Failed Save: The target is immobilized (save ends). FIRMARCHERT LARK LET THE target is Power (A-WILL PROJUNTER DALLY Power dation of 14 Poison): Free Action and the target is prover (A-WILL PROJUNTER DALLY Power dation of 14 Poison): Free Action and the target is prover target is showed (save ends). First Failed Save: The target is prover target is showed Action weapon. The target is prover target is showed Cloak of Distortion +1 A ranged attack against you from more than 5 squares away takes a -5 penalty to the attack roll. A ranged attack against you from more than 5 squares away takes a -5 penalty to the attack roll. A ranged attack against you from more than 5 squares away takes a -5 penalty to the attack roll. A ranged attack against you from more than 5 squares away takes a -5 penalty to the attack roll. A ranged attack against you from more than 5 squares away takes a -5 penalty to the attack roll. A ranged attack against you from more than 5 squares away takes a -5 penalty to the attack roll. A ranged attack against you from more than 5 squares away takes a -5 penalty to the attack roll. A ranged attack against you from more than 5 squares away takes a -5 penalty to the attack roll. A ranged attack against you from more than 5 squares away takes a -5 penalty to the attack roll. A ranged attack against you from more than 5 squares away takes a -5 penalty to the attack roll. Partin Slot: Watther are a roll at the point of the stack roll. Partin			AC BONUS CHECK SPEED QUANTITY						
Non-trans High Crt, Brual Cain a + 2 item bonus to melee damage rolls. Melee Basic Attack: +12 attack, 1d12+8 damage Ar-Wull ENCOUNTER DAILY More Daily Mage Daily Mage Daily Mage Daily Mage Daily Mage Daily Mage Daily<									
Melee Basic Attack: +12 attack, 1d12+8 damage Id20. On a result of 16-20, the critical hit Id20. On a result of 16-20, the critical hit Image: the comes a normal hit.									
Melee Basic Attack: +12 attack, 1d12+8 damage becomes a normal hit. Ar-writu ENCOUNTER DAILY Tools Power (AliY): Free Action. All damage deatb yt his weapon is poison dimage. Another free action returns the damage to normal. Power (CaliY): Free Action. All damage deatb yt his weapon is poison dimage. Another free action returns the damage to normal. Power (CaliY): Free Action. All damage deatb yt his weapon is poison dimage. Another free action returns the damage to normal. Power (CaliY): Free Action. All damage deatb yt his weapon is poison dimage. Another free action returns the damage to normal. Power (CaliY): Free Action. 2000 Severed 5. The Harry Falled Save: The target is slowed (save ends). The Harry Falled Save: The target is dowed free action returns the damage to normal. Power (TaliY): Free Action. 2000 MAGIC TEM MAGIC TEM DIMOGROMS DIMOGROMS DIMOGRAMS DIMOGROMS DIMOGROMS DIMOGRAMS DIMOGROMS DIMOGRAMS DIMOG	High Crit, Brutal		Gain a +2 item bonus to melee damage rolls.						
Norme Dever (A-WIII - Polson): Free Action. All damage dealt by this weapon is poison damage. Another free action returns the damage to normal. Power (Daily): Free Action. Use this power when you hit with the weapon. The target is slowed (save ends). First Failed Save: The target is slowed (save ends). First Failed Save: The target is slowed (save ends). Item Slot: Arms Item Slot: Arms mme Sorr Two-Hands More Target as Slowed (save ends). Item Slot: Starget as Slowed (save ends). Item Slot: Arms Item Slot: Arms Item Slot: Arms MAGIC WEAPON Duncesons & Docome (Daily): Free Action. All damage (save ends). Item Slot: Slowed (save ends). Item Slot: Slowed (save ends). Item Slot: Arms Item Slot: Arms Cloak of Distortion +1 Belt of Vigor (heroic tier) Item Slot: Speepo (uarming Hanged attack against you from more than 5 squares away takes a –5 penalty to the attack roll. Next Sorties You gain a +1 item bonus to your healing surge value. Item Slot: Waist More Litem Slot: Neck More Hanson: Kake Item Slot: Waist Item Slot: Waist Item Slot: Waist	Melee Basic Attack: +12 attack, 1d12+8 damage								
Norme Dever (A-WII - Polson): Free Action. All damage dealt by this weapon is poison damage. Another free action returns the damage to normal. Power (Daily): Free Action. Use this power when you hit with the weapon. The target is slowed (save ends). First Failed Save: The target is slowed (save ends). First Failed Save: The target is slowed (save ends). Item Slot: Arms Item Slot: Arms mme Sorr Two-Hands more 14 more 14 more 2600 Item Slot: The target is slowed (save ends). Item Slot: Spece 0 Item Slot: Arms Item Slot: Arms MAGIC WEAPON DUNCESONS & DEMONS & MAGIC ITEM Cloak of Distortion +1 Belt of Vigor (heroic tier) Item Slot: Spece 0 1 Aranged attack against you from more than 5 squares away takes a –5 penalty to the attack roll. You gain a +1 item bonus to your healing surge value. Item Slot: Waist Mover Item Slot: Neck Mover Item Slot: Waist Item Slot: Waist Item Slot: Waist Item Slot: Waist									
Power (Al-Will e Poison): Free Action. All damage data by this weapon is poison damage. Another free action returns the damage to normal. Power (Daliy): Free Action. Use this power when you lint with the weapon. The target is shown damage. Another free action returns the damage to normal. Power (Daliy): Free Action. Use this power when you lint with the weapon. The target is shown damage. Another free action returns the damage to normal. The weapon is poison damage. Another free action returns the damage to normal. The weapon is poison damage. Another free action returns the damage to normal. The weapon is poison damage. Another free action returns the damage to normal. The weapon is poison damage. Another free action returns the damage to normal. The weapon is poison damage. Another free action returns the damage to normal. The weapon is poison damage. Another free action returns the damage to normal. The weapon is power weapon	AT-WILL ENCOUNTER DAILY	AT-WILL ENCOUNTER DAILY	AT-WILL ENCOUNTER DAILY						
MAGIC WEAPON DUNCEONS (DECOMPS) MAGIC ITEM DUNCEONS (DECOMPS) MAGIC ITEM DUNCEONS (DECOMPS) Cloak of Distortion +1 Belt of Vigor (heroic tier) Image: Check speed upantity Image: Check	Power (At-Will • Poison): Free Action. All damage dealt by this weapon is poison damage. Another free action returns the damage to normal. Power (Daily): Free Action. Use this power when you hit with the weapon. The target is slowed (save ends). First Failed Save: The target is immobilized (save ends).	POWER							
Cloak of Distortion +1 AC BONUS CHECK SPEED QUANTITY +1 Fortitude, Reflex, and Will 4 Neck Slot Item ENHANCEMENT LEVEL TYPE PORTIES A ranged attack against you from more than 5 squares away takes a -5 penalty to the attack roll. AT-WILL ENCOUNTER AT-WILL ENCOUNTER Item Slot: Neck Neck WEAH 0 Neck WEAH 0 Belt of Vigor (heroic tier) Aranged attack against you from more than 5 squares away takes a -5 penalty to the attack roll. AT-WILL <td>ITEM SLOT Two-Hands WEIGHT 14 PRICE 2600 BOOK</td> <td>ITEM SLOT Body WEIGHT 45 PRICE 4200 BOOK</td> <td>TTEM SLOT Arms WEIGHT 0 PRICE 1800 BOOK</td>	ITEM SLOT Two-Hands WEIGHT 14 PRICE 2600 BOOK	ITEM SLOT Body WEIGHT 45 PRICE 4200 BOOK	TTEM SLOT Arms WEIGHT 0 PRICE 1800 BOOK						
AC BONUS CHECK SPED QUANTITY +1 Fortitude, Reflex, and Wil 4 Neck Slot Item 2 Waist Slot Item ENHANCEMENT EVEL TYPE 2 Waist Slot Item PROPERTIES A ranged attack against you from more than 5 squares away to for more than 5 Squares	MAGIC WEAPON DUNCEONS & DRACONS ®	MAGIC ITEM DUNGEONS & DRAGONS @	MAGIC ITEM DUNGEONS & DRACONS @						
AC BONUS CHECK SPED QUANTITY +1 Fortitude, Reflex, and Will 4 Neck Slot Item QUANTITY *1 Fortitude, Reflex, and Will 4 Neck Slot Item QUANTITY *ROPERTIES TYPE QUANTITY Quantity *ROPERTIES TYPE YOU gain a +1 UEVEL TYPE *ROPERTIES A ranged attack against you from more than 5 squares away to start a squares away to start at the start role. Name Teverties YOU gain a +1 item bonus to your to to	Cloak of Distortion +1	Belt of Vigor (heroic tier)							
AC BONUS CHECK SPEL QUANTITY +1 Fortitude, Reflex, and Will ENHANCEMENT 4 Neck Slot Item ENHANCEMENT 2 Waist Slot Item LEVE AC anged attack against ware againstware against ware againstware against ware a									
ENHANCEMENT LEVEL TYPE PROPERTIES A ranged attack against you from more than 5 squares away takes a -5 pualty to the attack roll. AT-WILL ENCOUNTER DAILY POWER POWER Item Slot: Neck WEIGHT 0 PROFERTIES PROFERTIES You gain a +1 item bonus to your healing surge value. POWER Item Slot: Neck WEIGHT 0 PROFERTIES POWER Item Slot: Neck PROFERTIES PROFERTIES Proverties									
PROPERTIES A ranged attack against you from more than 5 squares away takes a -5 penalty to the attack roll. AT-WILL ENCOUNTER DAILY POWER Item Slot: Neck ITEM SLOT Meder: 0 PROFERIES You gain a +1 item bonus to your healing surge value. POWER Item Slot: Neck ITEM SLOT Neck WEIGHT 0 PROFERIES You gain a +1 item bonus to your healing surge value. POWER Item Slot: Neck ITEM SLOT Weight 0 PROFERIES You gain a +1 item bonus to your healing surge value. POWER Item Slot: Waist POWER Item Slot: Neck ITEM SLOT Weight 0 PROFE POWER Item Slot: Waist POWER Item Slot: Waist POWER POWER <td></td> <td></td> <td></td>									
squares away takes a -5 penalty to the attack roll. value.	PROPERTIES	PROPERTIES							
POWER Item Slot: Neck Item Slot: Waist ITEM SLOT Neck WEIGHT 0 PRICE 840 BOOK ITEM SLOT Waist WEIGHT 0 PRICE 520 BOOK	squares away takes a –5 penalty to the attack roll.	value.							
Item Slot: Neck Item Slot: Waist Item Sl	AT-WILL ENCOUNTER DAILY								
	Item Slot: Neck	Tonex							
	ITEM SLOT Neck WEIGHT 0 PRICE 840 BOOK	ITEM SLOT Waist WEIGHT 0 PRICE 520 BOOK							
	MAGIC ITEM DUNGEONS & DRACONS @	MAGIC ITEM DUNCEONS & DRAGONS @							

													Player Name							
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_	er Name	Modiur	~	70	Level	Class	; 5'4"	177	-	jon Path		lolth	Epic	Destiny				-	Total XP	
Drow Race		Mediur Size	11	70 	Ger	nder	54 Height	127 Weight	Evil Alignn	nent		Lolth Deity		Adv	enturing	Company	1	RI	PGA Nur	nber
	IN	ITIAT	IVE	-				-	DEFENS	ES		,			-	MOVE	MENT			
SCORE			1/2 LVL		_	MISC		10 + / EFENSE 1/2 LVL	ARMOR/ ABIL CLASS	FEAT	ENH MI	ISC MISC	SCORE				BASE	ARMOR	ITEM	MISC
5	Initiative	2	3				()	AC 13	9			2	5			Squares)) 6	-1		
CONDITI	ONAL MODIFIERS						CONDITION						SPECIAL	MOVEMEN	т					
	ABTI	ITY SO	CORE	S												SEN	ISES			
SCO					D + 1/2 L	/L		10 + EFENSE 1/2 LVL	ABIL CLASS	FEAT	ENH MI	ISC MISC	SCORE	PASS	IVE SENSE		1929	BASE	SKI	LL BONUS
18	8 STR Strength		4		7			ORT 13	4 2	Π	1		13	Pas	sive I	nsight		10	+	3
			2			– –	CONDITION	AL BONUSES					12		• •			10		2
	Constitution		3		0								13 SPECIAL		sive P	ercept	ion	10	+	3
1	5 DEX		2		5	٦	D	10 + EFENSE 1/2 LVL	ABIL CLASS	FEAT	ENH MI	ISC MISC	Darkvisio							
	Dexterity		2		3			REF 13	2		1 2	2			ΑΤΤΑ	CK W	ORKS	PACE		
1	0 INT Intelligence		0		3		CONDITION	AL BONUSES					ABILITY:	Melee			Unarme			
	Intelligence					_		10 +					ATT BON				CLASS PRO		ENH	MISC
1) WIS		0		3]		EFENSE 1/2 LVL	ABIL CLASS	FEAT		ISC MISC	+ 7		3	4				
1			0		2	-		NILL 13			1								-	
1	Charisma		U		5		CONDITION	AL BONUSES					ABILITY				ORKS			
		Τ ΡΟΙ	NTS						ION PC	INTS			DAMAGE	rielee	Dasic A	ILIACK -	Unarme	d at enh	MISC	MISC
MA	ТТ <u>Т</u> Х НР	I PUI		LING S	SURGES				MIL	ESTONES	ACTIO	N POINTS	1d4	1+4			4			
(<u>D</u> S	SURGE VAL	.UE	SURGES/		A	ction Points	5	0 1 2		1 2 3								
```	57 <u>33</u> 1/2 HP		16 1/4 HP		12		ADDITIONAL	EFFECTS FOR SPEN	NDING ACTION	POINTS		5					ATTAC			
CURREN	T HIT POINTS			CURI	RENT SURG	GE USES							ATTACK	ı —						
									CE FEAT			<u> </u>	13	vs A		eckiess k	hopesh -	+2	1	.d8+9
								Drow) - Medit					8	vs A	C Ha	and Cros	sbow		1	.d6+2
TEMPOR	SECOND WIND 1 RARY HIT POINTS	l/ENCOU	INTER		USED			i <b>ched</b> - Use eit	ther cloud c	f darkne	ss or da	rkfire	7	vs A	C Ur	narmed (	(Melee)		1	.d4+4
							· · · ·	encounter.					5	vs A		armod (	(Dango)		1	.d4+2
	DEATH SAVING TH	IROW FA	ILURES					Wisdom - Us					5			narmed (	(Range)		1	<u>u4+z</u>
SAVING	THROW MODS						Fey Orig	<b>in</b> - Your origin	n is fey, not	t natural						EE/	ATS			
RESIST	ANCES												Armo	· Profic	iencv (		· Training	ı with pla	ate arm	lor
																	d bonus	-		
CURREN	IT CONDITIONS AND EFFI	ECTS												-	-	-	<b>de)</b> - Gai	-		5
		01/71 1	~											eavy Bla					- 5 - 1	
		SKILL	S ABIL MOD	TRND	ARMOR			SS / PATH	-							Heavy	Blade) -	Gain bo	onus to	attack
	SKILL NAME		+ 1/2 LVL	(+5)	PENALTY	MISC		Challenge - N			, ,			-	y Blade	-				
1	Acrobatics	DEX	5	0	-4			ot including yo							,					
3	Arcana	INT	3	0	n/a			marked foe wh					. ——							
8	Athletics	STR	7	5	-4			you. Mark last	s until end	or your n	ext turn	ı or	. ——							
3	Bluff	СНА	3	0	n/a		marked b	superiority -	Add \\/:	od to an	nortu-:-	v attacka								
3	Diplomacy	СНА	3	0	n/a			foe's movemen				y allaCKS.								
8	Dungeoneering	WIS	3	5	n/a				( //											
2	Endurance	CON	6	0	-4		-	Talents - Selec			attad	with								
3			3	0	n/a			handed Wea	pon raien	<b>L</b> - +1 ON	allaCKS									
3	Heal	WIS	3	0			one-nano	led weapons.					. —							
	History	INT			n/a															
3	Insight	WIS	3	0	n/a								. —							
10	Intimidate	CHA	3	5	n/a	2														
3	Nature	WIS	3	0	n/a								. —							
3	Perception	wis	3	0	n/a								. —							
3	Religion	INT	3	0	n/a						///									
3	Stealth	DEX	5	0	-4	2			UAGES	KNOW	N									
3	Streetwise		3	0	n/a		Common	, Elven												
		CHA	$\vdash$		-4															
1	Thievery	DEX	5	U	-4															

POWER INDEX	MAGIC ITEM INDEX	CHARACTER PORTRAIT
List your powers below. Check the box when the power is used.	List your powers below. Check the box when the power is used.	
Clear the box when the power renews. AT-WILL POWERS	Clear the box when the power renews. MAGIC ITEMS	
Combat Challenge	WEAPON Reckless Khopesh +2 (E)	All the second s
Tide of Iron	WEAPON	NEW A
Cleave	WEAPON	A A A A A A A A A A A A A A A A A A A
	WEAPON	
	Stoneborn Layered Plate Armor +2 (E)	
	Iron Armbands of Power (heroic tier) (E)	
ENCOUNTER POWERS	HANDS	
Cloud of Darkness	HEAD	
Darkfire		
Shield Bash	Cloak of Distortion +1 (E)	
Rhino Strike	RING	
Iron Bulwark	RING	
	WAIST	PERSONALITY TRAITS
DAILY POWERS	Razor Shield Heavy Shield (heroic tier) (Off-hanc	
Villain's Menace		]
Nimble Bladestorm		1
		·
		·
		MANNERISMS AND APPEARANCE
UTILITY POWERS Shielded Sides		-
Settling the Score		
	Daily Item Powers Per Day	
	Heroic (1-10) Milestone / / / /	CHARACTER BACKGROUND
	Paragon (11-20) Milestone / / /	Drow - Orphan
	Epic (21-30)	The drow community in which you were born no longer exists. Perhaps an army of dwarves or elves wiped it from
OTHER EQUIPMENT	RITUALS / ALCHEMY	the Underdark, or it was exterminated by another drow city.
Adventurer's Kit		Somehow, you survived this event. Did something about you prompt a member of the invading force to spare you and
Climber's Kit		bring you to the surface?
Hand Crossbow		_
Crossbow Bolts (60)		COMPANIONS AND ALLIES
		-
		_
		SESSION AND CAMPAIGN NOTES
		SESSION AND CAMPAIGN NOTES
COINS AND OTHER WEALTH		
Money on hand: 0 gp Stored money:		
Encumbrance: 125 / 180		

Combat Challenge		Tide of	Iron			Cleave			
KEYWORDS Martial, Weapon	USED	KEYWORDS Ma	rtial, W	/eapon	USED	KEYWORDS Ma	rtial, \	Weapon	USED
Imm Interr 🔹 🕴 🍞	Melee	Standard	* 4		Melee weapon	Standard	-	4 7	Melee weapon
ACTION 😽 💥	RANGE	ACTION	<	• *	RANGE	ACTION	_	↔ *	RANGE
vs		13	vs	AC	One creature	13	vs	AC	One creature
ATTACK DEFENSE	TARGET	ATTACK		EFENSE	TARGET	ATTACK		DEFENSE	
adjacent to you and sh	nemy marked by you is ifts or makes an attack that you can make a melee basic my.	Attack: S Hit: 1[W] you push smaller th can shift	treng + St the t han yo into t dama	th vs. AC rength n arget 1 s ou, or or he space	t be using a shield. nodifier (+4) damage, and square if it is your size, le size category larger. You that the target occupied. W] + Strength modifier (+4)	an enem takes dar (+4).	] + S y adj mage dam	trength r acent to equal to	nodifier (+4) damage, and you other than the target your Strength modifier [W] + Strength modifier (+4)
ADDITIONAL EFFECTS			: +7 a		+13 attack, 1d8+9 damage d4+4 damage		: +7		+13 attack, 1d8+9 damage d4+4 damage
CLASS	LEVEL * BOOK PH	^{CLASS} Fighter			LEVEL 1 BOOK PH	^{CLASS} Fighter			LEVEL 1 BOOK PH
AT-WILL POWER	DUNCEONS & DRAGONS ®			ER	DUNGEONS & DRAGONS ®			/ER	DUNCEONS & DRAGONS ®
Cloud of Darkness		Darkfire	e			Shield I		1	
KEYWORDS	USED	KEYWORDS			USED	KEYWORDS Ma	irtial		USED
Minor + 7	Close burst 1	Minor ACTION	4	10 子 ・	Ranged 10 RANGE	Standard	*	↓ → →	Melee 1
ACTION VS	RANGE	7		Reflex	One creature	ACTION 9	vs	Reflex	Cone creature
ATTACK DEFENSE	TARGET	ATTACK		EFENSE	TARGET	ATTACK		DEFENSE	TARGET
The cloud blocks line of totally obscured, and of are blinded until they of these effects.	the end of your next turn. If sight, squares within it are creatures entirely within it exit. You are immune to	Hit: Until th target have from invisit Special: WH Wisdom, or making att throughout power's oth	+6 bo e end comba bility or nen you r Charis ack roll your c ner effe	nus at 111 of your ne at advanta concealm u create yo sma as the s with this haracter's	th level and +8 bonus at 21st level. Ext turn, all attacks against the ige, and the target cannot benefit ent. Dur character, choose Intelligence, e ability score you use when power. This choice remains life and does not change the	you push Specia extra dar Special: N place of a	) + S the the l: If nage Wher a me	trength r target 1 you are a equal to chargin	nodifier (+4) damage, and square and knock it prone. a dwarf, the attack deals your Wisdom modifier (+0). g, you can use this power in
ADDITIONAL EFFECTS		ADDITIONAL EFFI	ECTS			ADDITIONAL EFF			
CLASS Racial Power	LEVEL * BOOK FRPG	CLASS Racial	Power		LEVEL * BOOK FRPG	^{CLASS} Fighter			LEVEL 1 BOOK MP
ENCOUNTER POWER	DUNCEONS & DRAGONS ®	ENCOUNT	FER P	OWER	Dungeons & Dragons ®	ENCOUN	FER F	POWER	DUNCEONS & DRAGONS ®
Rhino Strike		Iron Bu	-			Villain's	Me	nace	
KEYWORDS Martial, Weapon	USED	KEYWORDS Ma	rtial, W	leapon	USED	KEYWORDS Ma	rtial, \	Weapon	USED
Standard * + 7	Melee weapon	Standard	* 4		Melee weapon	Standard	*		Melee weapon
	RANGE	ACTION	<	-1	RANGE	ACTION		↔ +	RANGE
13 vs AC ATTACK DEFENSE	One creature TARGET	13 ATTACK	vs	AC EFENSE	One creature TARGET	13 ATTACK	vs	AC DEFENSE	One creature TARGET
Requirement: You mus in place of a melee bas shield, the movement provoke opportunity al Attack: Strength vs. A0 Hit: 2[W] + Strength r	t charge and use this power sic attack. If you're using a during your charge does not tacks. C nodifier (+4) damage. +13 attack, 2d8+9 damage	Attack: S Hit: 2[W] Effect: Yo bonus if y next turn Reckless	trengt   + Sti bu gai you're Khope : +7 a	th vs. AC rength n n a +1 p using a esh +2:		Attack: S Hit: 2[W] you gain +4 powe until the Miss: Gai +2 powe until the Reckless	treng a +2 r bor end o n a + r bor end o Khop : +7	gth vs. A0 trength r 2 power b nus to da of the en +1 power nus to da of the en of the en	nodifier (+4) damage, and ponus to attack rolls and a mage rolls against the target counter. • bonus to attack rolls and a mage rolls against the target counter. +13 attack, 2d8+9 damage 2d4+4 damage
^{CLASS} Fighter	LEVEL 3 BOOK MP	^{CLASS} Fighter	•		LEVEL 7 BOOK PH	CLASS Fighter	•		LEVEL 1 BOOK PH
ENCOUNTER POWER	DUNGEONS & DRAGONS ®			OWER	DUNGEONS & DRAGONS ®			2	DUNCEONS & DRAGONS ®

Nimble Bladestorm	Shielded Sides	Settling the Score							
KEYWORDS Martial, Weapon	KEYWORDS Martial	KEYWORDS Martial							
Standard + 7 Close burst 1	Minor Personal	Imm React 4 7 Personal							
ACTION 🔆 1 🔆 RANGE	ACTION 🤄 🐼 RANGE								
13 vs AC All enemies in burst	AT-WILL COUNTER DAILY	AT-WILL ENCOUNTER DAILY							
ATTACK         DEFENSE         TARGET           Attack:         Strength vs. AC         Weapon: If you're wielding a light blade, heavy           blade or a spear, you gain a bonus to the attack         roll equal to your Dexterity modifier (+2).           Hit:         2[W] + Strength modifier (+4) damage.           Reckless Khopesh +2: +13 attack, 2d8+9 damage	Requirement: You must be using a shield. Effect: Until the end of your next turn, you gain a +2 power bonus to AC and Reflex and do not grant combat advantage to creatures flanking you.	Effect: You gain a +2 power bonus to attack rolls							
Hand Crossbow: +10 attack, 2d6+4 damage Unarmed: +7 attack, 2d4+4 damage	ADDITIONAL EFFECTS	ADDITIONAL EFFECTS							
CLASS Fighter LEVEL 5 BOOK Dragon 366	CLASS Fighter LEVEL 2 BOOK MP	CLASS Fighter LEVEL 6 BOOK MP							
DAILY POWER DUNCEONS & DRACONS ®	UTILITY POWER DLINGEONS & DRAGONS @	UTILITY POWER DUNCEONS & DRACONS @							
Reckless Khopesh +2	Iron Armbands of Power (heroic tier)	Cloak of Distortion +1							
1d8 2 Axe, Heavy Blade	1	1							
DAMAGE PROFICIENT GROUP RANGE	AC BONUS CHECK SPEED QUANTITY	AC BONUS CHECK SPEED QUANTITY							
+2 attack rolls and damage rolls 8 +2d8 damage ENHANCEMENT LEVEL CRITICAL	6 Arms Slot Item ENHANCEMENT LEVEL TYPE	+1 Fortitude, Reflex, and Will 4 Neck Slot Item ENHANCEMENT LEVEL TYPE							
PROPERTIES Versatile, Brutal	PROPERTIES Gain a +2 item bonus to melee damage rolls.	PROPERTIES A ranged attack against you from more than 5							
Melee Basic Attack: +13 attack, 1d8+9 damage		squares away takes a –5 penalty to the attack roll.							
▲ AT-WILL       ■ ENCOUNTER       ■ DAILY         POWER       Power (At-Will): Free Action. Use this power before making a melee attack against an adjacent target. You gain a power bonus to that attack's damage roll equal to twice this weapon's enhancement bonus. You take a -2 penalty to AC until the end of your next turn.	POWER Item Slot: Arms	Power Item Slot: Neck							
Power (At-Will): Free Action. Use this power before making a melee attack against an adjacent target. You gain a power bonus to that attack's damage roll equal to twice this weapon's enhancement bonus. You take a –2 penalty to AC until the end of	POWER Item Slot: Arms	POWER							
Power (At-Will): Free Action. Use this power before making a melee attack against an adjacent target. You gain a power bonus to that attack's damage roll equal to twice this weapon's enhancement bonus. You take a –2 penalty to AC until the end of your next turn.	POWER Item Slot: Arms	Power Item Slot: Neck							
Power (At-Will): Free Action. Use this power before making a melee attack against an adjacent target. You gain a power bonus to that attack's damage roll equal to twice this weapon's enhancement bonus. You take a –2 penalty to AC until the end of your next turn.	POWER Item Slot: Arms	POWER Item Slot: Neck							
Power       (At-Will): Free Action. Use this power before making a melee attack against an adjacent target. You gain a power bonus to that attack's damage roll equal to twice this weapon's enhancement bonus. You take a -2 penalty to AC until the end of your next turn.         ITEM SLOT One-hand       WEIGHT 8       PRICE 3400       BOOK         MAGIC WEAPON       Outcome Constraints       BOOK	POWER Item Slot: Arms ITEM SLOT Arms WEIGHT 0 PRICE 1800 BOOK MAGIC ITEM DUNCEONS & DRAGONS (8)	POWER Item Slot: Neck							
POWER       Power (At-Will): Free Action. Use this power before making a melee attack against an adjacent target. You gain a power bonus to that attack's damage roll equal to twice this weapon's enhancement bonus. You take a -2 penalty to AC until the end of your next turn.         ITEM SLOT One-hand       WELGHT 8       PRICE 3400       BOOK         MAGIC WEAPON       DUNOFONS © DECOMS ©         Stoneborn Layered Plate Armor +2       9       -2       -1       1         9       -2       -1       1         AC BONUS       CHECK       SPEED       QUANTITY	POWER Item Slot: Arms TTEM SLOT Arms WEIGHT 0 PRICE 1800 PRICE 1800 PRI	POWER Item Slot: Neck							
POWER         Power (At-Will): Free Action. Use this power before making a melee attack against an adjacent target. You gain a power bonus to that attack's damage roll equal to twice this weapon's enhancement bonus. You take a -2 penalty to AC until the end of your next turn.         ITEM SLOT One-hand       WELGHT 8       PRICE 3400       BOOK         MAGIC WEAPON       DUNCEONS (DECONS (Constraint))         Stoneborn Layered Plate Armor +2       9       -2       -1       1	POWER Item Slot: Arms WEIGHT 0 PRICE 1800 BOOK MAGIC ITEM Razor Shield Heavy Shield (heroic tier) 2 -2 -2 - 1	POWER Item Slot: Neck							
POWER         Power (At-Will): Free Action. Use this power before making a melee attack against an adjacent target. You gain a power bonus to that attack's damage roll equal to twice this weapon's enhancement bonus. You take a -2 penalty to AC until the end of your next turn.         ITEM SLOT One-hand       WELGHT 8       PRICE 3400       BOOK         MAGIC WEAPON       DUNOFONS © DECOMS ©         Stoneborn Layered Plate Armor +2       9       -2       -1       1         AC BONUS       CHECK       SPEED       QUANTITY         +2 AC       8       Armor         ENHANCEMENT       LEVEL       TYPE	POWER Item Slot: Arms TEM SLOT Arms WEIGHT 0 PRICE 1800 MAGIC ITEM Razor Shield Heavy Shield (heroic tier) 2 -2 - 1 AC BONUS CHECK SPEED QUANTITY 2 Arms Slot Item ENHANCEMENT LEVEL TYPE PROPERTIES	POWER Item Slot: Neck							
POWER       Power (At-Will): Free Action. Use this power before making a melee attack against an adjacent target. You gain a power bonus to that attack's damage roll equal to twice this weapon's enhancement bonus. You take a -2 penalty to AC until the end of your next turn.         ITEM SLOT One-hand       WEIGHT 8       PRICE 3400       BOOK         MAGIC WEAPON       DUNOFONS © DECOMS ©         Stoneborn Layered Plate Armor +2       9       -2       -1       1         9       -2       -1       1       AC BONUS       CHECK       SPEED       QUANTITY         +2 AC       8       Armor       ENHANCEMENT       LEVEL       TYPE	POWER Item Slot: Arms TIEM SLOT Arms WEIGHT 0 PRICE 1800 PRICE 1800 PRI	POWER Item Slot: Neck							
POWER         Power (At-Will): Free Action. Use this power before making a melee attack against an adjacent target. You gain a power bonus to that attack's damage roll equal to twice this weapon's enhancement bonus. You take a -2 penalty to AC until the end of your next turn.         ITEM SLOT One-hand       WEIGHT 8       PRICE 3400       BOOK         MAGIC WEAPON       DINOSON © ODOCONS ©       Stoneborn Layered Plate Armor +2       9       -2       -1       1         9       -2       -1       1       QUANTITY       +2 AC       8       Armor         PROPERTIES       ENCOUNTER       IN ODITION       IN ODITION       IN ODITION       IN ODITION	POWER Item Slot: Arms MAGIC ITEM Arms VEIGHT 0 PRICE 1800 POOK MAGIC ITEM PUNCEONS & ORGONS ( Razor Shield Heavy Shield (heroic tier) 2 -2 -2 - 1 AC BONUS CHECK SPEED QUANTITY 2 Arms Slot Item ENHANCEMENT LEVEL TYPE PROPERTIES MACOUNTER DAILY DAILY	POWER Item Slot: Neck							
POWER         Power (At-Will): Free Action. Use this power before making a melee attack against an adjacent target. You gain a power bonus to that attack's damage roll equal to twice this weapon's enhancement bonus. You take a -2 penalty to AC until the end of your next turn.         ITEM SLOT One-hand       WEIGHT 8       PRICE 3400       BOOK         MAGIC WEAPON       DUNCEONS (DECOMS (PARCE))       BOOK         MAGIC WEAPON       DUNCEONS (DECOMS (PARCE))       BOOK         Stoneborn Layered Plate Armor +2       9       -2       -1       1         AC BONUS       CHECK       SPEED       QUANTITY         +2 AC       8       Armor         ENHANCEMENT       LEVEL       TYPE         PROPERTIES       PROPERTIES       DAILY	Item Slot: Arms       WEIGHT 0       PRICE 1800       BOOK         MAGIC ITEM       DUNCEONS © DENOENS ©       Razor Shield Heavy Shield (heroic tier)       ©         2       -2       -       1         AC BONUS       CHECK       SPEED       QUANTITY         2       -2       -       1         AC BONUS       CHECK       SPEED       QUANTITY         2       Arms Slot Item       ENHANCEMENT       TYPE         PROPERTIES       PROPERTIES       DAILY         POWER       Item Slot: Arms       Power (Daily): Immediate Reaction. Use this power when a melee attack hits you. The attacker takes	POWER Item Slot: Neck							

### <u>Dungeons & Dragons</u>



POWER INDEX		M	AGIC IT	EM INDEX	CHARACTER PORTRAIT						
List your powers below. Check the box when the power is used. Clear the box when the power renews.			the box whe	owers below. en the power is used. n the power renews.							
AT-WILL POWERS		WEAPON Chaff of the				A Contraction					
Avenging Light Vanguard's Lightning		WEAPON		+2 (Off-hand) (E)							
		WEAPON									
		WEAPON									
		ARMOR Astral Fire F	- inemail +2	(E)							
ENCOUNTER POWERS		ADME		Shot (heroic tier) (E)							
Cloud of Darkness		FEET									
Darkfire		HANDS									
Rebuke Undead		HEAD									
Armor of Wrath		NECK Cloak of Re	sistance +2	2 (E)		A TANK AND A					
Thunder of Judgment		RING				<u>↓</u>					
Glyph of Imprisonment		RING									
Thunderbolt of the Heavens		WAIST				PERSONALITY TRAITS					
DAILY POWERS		Power Jewe	l (heroic tio	er) ()		l					
Purging Flame											
Grasping Chains of the Justiciar											
						-					
						-					
						MANNERISMS AND APPEARANCE					
						-					
Shroud of Warning Demand Justice											
						-					
						-					
			Dailv Item F	owers Per Day		-					
		Heroic (1-10)	-	Milestone / / /		CHARACTER BACKGROUND					
		Paragon (11-20)		Milestone / / /							
		Epic (21-30)		Milestone / / /		Birth - Prophecy Your birth was foretold in a prophecy. What does the					
OTHER EQUIPMENT		RI	TUALS	/ ALCHEMY		prophecy say about you and about your future? Who, if anyone, believes the prophecy? Are you trying to fulfill the					
Ritual Book		Brew Potion				prophecy or to thwart it? The details of the prophecy might suggest further adventures to the DM.					
Adventurer's Kit		Consult Mystic Sag	es								
Climber's Kit		Cure Disease				-					
Holy Symbol		Gentle Repose				COMPANIONS AND ALLIES					
Hand Crossbow		Hand of Fate				-					
Crossbow Bolts (40)		Remove Affliction									
Sanctified Incense (Religion) (400)		Speak with Dead									
Sickle (E)											
						SESSION AND CAMPAIGN NOTES					
		·									
COINS AND OTHER WEALT	H										
Money on hand: 0 gp											

Stored money: 0 gp Encumbrance: 98 / 100

Inclusion	Avenging Light		Vangua	rd's Lighti	ning			Cloud of Darkness						
Arton         Image         Arton         Image <th< td=""><td>KEYWORDS Divine, Implement, I</td><td>Radiant</td><td>KEYWORDS DIV</td><td>ine, Implemen</td><td>t, Lightni</td><td>ng</td><td>USED</td><td colspan="6">KEYWORDS</td></th<>	KEYWORDS Divine, Implement, I	Radiant	KEYWORDS DIV	ine, Implemen	t, Lightni	ng	USED	KEYWORDS						
30     90     Ore     10     90     effect     2d.     Control     Particle     Particle       Attack     Version     Attack     Ore     Attack     Ore     Attack     Ore     Attack     Ore     Attack     Ore     Attack     Ore     Attack     Windows     Attack     Ore     Attack     Ore     Attack     Windows     Attack     Attack     Windows     Attack     Attack     Windows     Attack     Attack <td< td=""><td>Scandara</td><td>Ranged 10</td><td>Standard</td><td></td><td></td><td>Area burst 1 within 10</td><td>0</td><td>Minor</td><td>+</td><td></td><td>Close burst 1</td></td<>	Scandara	Ranged 10	Standard			Area burst 1 within 10	0	Minor	+		Close burst 1			
ATACK         Decression         TARGET         ATACK         Decression         TARGET           ANALS: Wolder on, Strikker Hill, Life V, Walder in modifier (+2) instrume to the larger, fragmander in the larger, fragmander instrume to the larger insthe larger instrume to larger instrume to the larger ins	Action							ACTION		1 **	RANGE			
Allock:       With Control       Allock:       With Control       Fefte:       The Durd Contexts of Could of divinges the Could							it 🛛	ATTACK		FEENCE	TARGET			
11 to damage role for each enemy you stack - Covenant of which 11 to damage role for each enemy you stack - Covenant of which   12 to damage role for each enemy you stack - Covenant of which 11 to damage role for each enemy you stack - Covenant of which   12 to damage role for each enemy you stack - Covenant of which 11 to damage role for each enemy you stack - Covenant of which   12 to damage role for each enemy you stack - Covenant of which 11 to damage role for each enemy you stack - Covenant of which   12 to damage role for each enemy you stack - Covenant of which ATWILL POWER   Darkfire Rebuke Undeead   13 to damage role for each enemy you stack - Covenant of which is sparsed in model energy wou stack - Covenant of which is sparsed in model energy wou stack - Covenant of which energy you stack - Covenant of which is sparsed in model energy wou stack - Covenant of which is sparsed in model energy wou stack - Covenant of which is sparsed in model energy wou stack - Covenant of which is sparsed in the end of your rest was channel which is sparsed in the end of your rest was channel energy wou stack - Covenant of your rest was channel energy wou stack - Covenant of your rest was channel energy wou stack - Covenant of your rest was channel energy wou stack - Covenant of your rest was channel energy wou stack - Covenant of your rest was channel energy wou stack - Covenant of your rest was channel energy wou stack - Covenant in the end of your rest was channel energy wou stack - Covenant in the end of your rest was channel energy wou stack - Covenant in the end of your rest was channel energy wou stack - Covenant in the end of your rest was channel energy wou stack - Covenant in the end of your rest was channel energy wou stack - Covenant in the end of your rest was channel energy wou stack - Covenant in the end of your rest was channel energy	Attack: Wisdom vs. Fortitu Hit: 1d10 + Wisdom modi bloodied ally is adjacent to extra radiant damage equa (+3). Level 21: 2d10 + Wisdom Special: You can use this p Staff of the War Mage +2: Unarmed: +7 attack, 1d10	ide fier (+4) radiant damage. If a p the target, the attack deals al to your Constitution modifier modifier (+4) radiant damage. power as a ranged basic attack. t +10 attack, 1d10+8 damage	Attack: Wi Hit: 1d6 + Whenever before the lightning of (+1). Level 21: damage. Staff of th Unarmed:	isdom vs. Re · Wisdom mo the target n e end of your lamage equa 2d6 + Wisdo e War Mage +7 attack, 1	flex difier (+ nakes ar next tu next tu l to you m modif +2: +10	+4) lightning damag n opportunity attack rn, the target takes r Intelligence modif fier (+4) lightning 0 attack, 1d6+6 dar	fier	Effect: Th remains i The cloud totally ob are blinde	ne bur n plac l block scured ed unt	st creat e until t <s line="" o<br="">d, and c</s>	es a cloud of darkness that he end of your next turn. f sight, squares within it are reatures entirely within it			
ALEWILL POWER     Definition     ATAWILL POWER     Definition of the second of the s	+1 to damage rolls for each Wrath.		+1 to dama				nt of							
Approximate       Rebuke Undead       Armor of Wrath         Marcor       Image 100       Image 100 <td>^{CLASS} Invoker</td> <td>LEVEL 1 BOOK PH2</td> <td>^{CLASS} Invoke</td> <td>r</td> <td>L</td> <td>EVEL 1 BOOK PH2</td> <td></td> <td>^{CLASS} Racial I</td> <td>Power</td> <td></td> <td>LEVEL * BOOK FRPG</td>	^{CLASS} Invoker	LEVEL 1 BOOK PH2	^{CLASS} Invoke	r	L	EVEL 1 BOOK PH2		^{CLASS} Racial I	Power		LEVEL * BOOK FRPG			
Image:	AT-WILL POWER	Dungeons & Dragons ®	AT-WILL	POWER	DUN		<u>ons</u> R	ENCOUNT	ER PC	OWER	DUNCEONS & DRAGONS @			
Nume     10 of ACTION     10 of e     10 of action     Renge 10 (action     Standard (action     10 of action     10 of	Darkfire		Rebuke	Undead										
ACTION       Image: Parker       The triggering energy in busit         ATTACK       Over Parker       ATACK       Defense 1       Arage: Parker       ATACK       Defense 1       AtaCTON       Visit AtaC       AtaCTON       Content AtaC       Content AtaC       Content AtaC       AtaCTON       Visit AtaC       AtaCTON       Visit AtaC       AtaCTON       Visit AtaC       AtaCTON       Visit AtaC       AtaCTON <td></td> <td>USED</td> <td>KEYWORDS DIV</td> <td>· ·</td> <td></td> <td>t</td> <td>USED</td> <td>KEYWORDS Div</td> <td></td> <td></td> <td>USED</td>		USED	KEYWORDS DIV	· ·		t	USED	KEYWORDS Div			USED			
11       VS       Reflex       One creature       10       VS       Will       Each undead creature in blast         ATTACK       DEFENSE       TARGET       TARGET       TARGET       TARGET         ATTACK       DEFENSE       TARGET       TARGET       TARGET       TARGET         ATTACK       DEFENSE       TARGET       TARGET       TARGET       TARGET       TARGET       TARGET       TARGET       Channel Multipower per encounter.       The triggering energy in burst.         Attack       Defense       TARGET       TARGET       TARGET       TARGET       Channel Multipower per encounter.       The triggering energy in burst.         Mill Libit Status       Numero       Tarket       Defense       Triggering energy in burst.       Tarket       Defense       Tarket       Defense       Channel Multipower per encounter.       Triggering energy in burst.       Trigering energy in burst. <td></td> <td>-</td> <td></td> <td></td> <td></td> <td></td> <td>_</td> <td></td> <td></td> <td></td> <td></td>		-					_							
ATTACK     DEFENSE     TARGET     ATTACK     DEFENSE     TARGET       Attack: Intelligence, the Reflex, Wisdom 14 vs. Reflex, or threads the reduce of source of	Action						blact	ACTION		5 77				
Charsmark 4 vs. Reflex Thereases to 4 biology and the larged and 9 bound at 2 lates the tinget have combat advantage, and the larged cannot benth tinget 2 squares, and is dated until the rend of your rest true. Special: When you create your character, choose Intelligence, widsom, or Character's 112 do 4 Widsom modifier (+4) radiant damage. Special: When you create your character, choose Intelligence, widsom, or Character's and the abarged cannot benth making attack rolls with this power. This choice remains throughout your character's file and does not change the power's when effects. Staff of the War Mage +22: +10 attack, 200+4 damage Machinese merest *10 wis Fort One, two, or three creatures Aractive Bernest and one show the starged 10 Standard 1 10 10 Kenter (**) radiant damage. ************************************					_		Diasc	ATTACK		EFENSE				
ENCOUNTER POWER       Encounter       Encounter <thencounter< th=""> <thencounter< th="">       Encounter</thencounter<></thencounter<>	Increase to +6 bonus at 11t Hit: Until the end of your ne target have combat advanta from invisibility or concealm Special: When you create yo Wisdom, or Charisma as the making attack rolls with this throughout your character's power's other effects.	xt turn, all attacks against the ge, and the target cannot benefit ent. our character, choose Intelligence, ability score you use when power. This choice remains	Attack: Wisc Hit: 1d10 + target 2 squ Level 5: 2d1 Level 11: 3c Level 15: 4d Level 21: 5c Level 25: 5c Miss: Half di Staff of the Unarmed: + ADDITIONAL EFFF +1 to dama	Wisdom modifi ares, and it is c 0 + Wisdom m 110 + Wisdom n 110 +	lazed unti odifier (+ nodifier ( nodifier ( nodifier ( +10 attac +4 damag	il the end of your next t (4) radiant damage. +4) radiant damage. +4) radiant damage. +4) radiant damage. +4) radiant damage. ck, 2d10+6 damage ge	turn.	divinity p Trigger: / Effect: Th your Cons target 2 s Level 11: damage. Level 21: damage.	ower p An ene he tar <u>c</u> stitutio square 1d6 + 2d6 +	per enco emy with get take on modi es. + Consti	bunter. hin 5 squares of you hits you s radiant damage equal to fier (+3), and you push the tution modifier (+3) radiant			
ENCOUNTER POWER       Encounter       Encounter <thencounter< th=""> <thencounter< th="">       Encounter</thencounter<></thencounter<>		LEVEL * BOOK FRAC	CLASS T	EVEL BOOK DU C		CLASS			LEVEL * BOOK DU CO					
Thunder of Judgment       Glyph of Imprisonment       Thunderbolt of the Heavens         Name       Implement, Thunder       Usep       Netwoods Divine, Implement, Radiant       Usep       Netwoods Divine, Implement, Thunder       Usep         Standard       Implement, Thunder       Netwoods Divine, Implement, Radiant       Usep       Netwoods Divine, Implement, Thunder       Usep         Standard       Implement, Thunder       Netwoods Divine, Implement, Radiant       Netwoods Divine, Implement, Thunder       Usep         Standard       Implement, Thunder       Netwoods Divine, Implement, Radiant       Netwoods Divine, Implement, Thunder       Netwoods Divine, Implement, Thunder       Usep         Standard       Implement, Thunder       Standard       Area burst 1 within 10       Area burst 1 within 10       Standard       Area burst 1 within 10       Area burst 1 wi							ONS @		FD DC	WED.				
NETWORKS       Divine, Implement, Thunder       USED       NETWORKS       Divine, Implement, Radiant       USED       NETWORKS       Divine, Implement, Thunder       USED         Standard       10       Standard       10       Standard       Area burst 1 within 10       Area burst 1 within 10       Area burst 1 within 10       Area burst 1 within 10 squares       Action       Action       10       VS       For       Action       Implement, Thunder       Implement, Thunder       Area burst 1 within 10 squares         ACTION       Implement, Thunder       RANGE       Implement, Thunder       Area burst 1 within 10 squares       Action       Action       Implement, Thunder       Area burst 1 within 10 squares       Action       Action       Implement, Thunder       Area burst 1 within 10 squares       Action       Implement, Thunder       Area burst 1 within 10 squares       Action       Implement, Thunder       Implement, Thunder       Action       Implement, Thunder       Act														
Standard       Image 10       Ranged 10       Standard       Image 10       Range 10       Standard       Image 10       Area burst 1 within 10 squares         ACTION       Image 10       Range 10       Standard       Image 10       Area burst 1 within 10 squares         10       VS       Fort       One, two, or three creatures       10       VS       Will       Each creature in burst       10       VS       Fort       Area burst 1 within 10 squares         ATTACK       DEFENSE       TARGET       ATTACK       DEFENSE       TARGET </td <td></td>														
ACTION RANGE ACTION Image RANGE ACTION Image RANGE ACTION Image RANGE RANGE RANGE   10 vs Fort One, two, or three creatures 10 vs Will Each creature in burst 10 vs Fort Each creature in burst   ATTACK DEFENSE TARGET ATTACK DEFENSE TARGET ATTACK DEFENSE TARGET TARGET   Attack: Wisdom vs. Fortitude Hit: 1d6 + Wisdom modifier (+4) thunder damage, or creature. In addition, the target is dazed until the end of your next turn. Covenant of Wrath: You also push the target a number of squares you push the target of the War Mage +2: +10 attack, 1d8+4 damage   ADMITIONAL EFFENTS Admitional Effents   +1 to damage rolls for each enemy you attack - Covenant of Wrath.     ADMITIONAL EFFENTS   +1 to damage rolls for each enemy you attack - Covenant of Wrat					_									
Indication       Indication <td></td> <td>-</td> <td></td> <td></td> <td></td> <td></td> <td>0</td> <td></td> <td></td> <td></td> <td></td>		-					0							
ATTACK       DEFENSE       TARGET       ATTACK       DEFENSE       TARGET       ATTACK       DEFENSE       TARGET         Attack: Wisdom vs. Fortitude       Hit: 1d6 + Wisdom modifier (+4) thunder damage, or 2d6 + Wisdom modifier (+4) thunder damage if you target only one creature. In addition, the target is dazed until the end of your next turn. Covenant of Wrath: You also push the target a number of squares equal to your Constitution modifier (+3).       Attack: 1d8 + Wisdom modifier (+4) thunder damage (+3).       Attack: 1d8+6 damage Unarmed: +7 attack, 1d8+6 damage Unarmed: +7 attack, 1d6+4 damage       Attack: 1d8+4 damage       Attack: 2d8+4 damage         ADDITIONAL EFFECTS + 1 to damage rolls for each enemy you attack - Covenant of Wrath.       ADDITIONAL EFFECTS + 1 to damage rolls for each enemy you attack - Covenant of Wrath.       ADDITIONAL EFFECTS + 1 to damage rolls for each enemy you attack - Covenant of Wrath.       ADDITIONAL EFFECTS + 1 to damage rolls for each enemy you attack - Covenant of Wrath.       ADDITIONAL EFFECTS + 1 to damage rolls for each enemy you attack - Covenant of Wrath.       ADDITIONAL EFFECTS + 1 to damage rolls for each enemy you attack - Covenant of Wrath.       ADDITIONAL EFFECTS + 1 to damage rolls for each enemy you attack - Covenant of Wrath.       ADDITIONAL EFFECTS + 1 to damage rolls for each enemy you attack - Covenant of Wrath.       ADDITIONAL EFFECTS + 1 to damage rolls for each enemy you attack - Covenant of Wrath.       ADDITIONAL EFFECTS + 1 to damage rolls for each enemy you attack - Covenant of Wrath.       ADDITIONAL EFFECTS + 1 to damage rolls for each enemy you attack - Covenant of Wrath.       ADDITIONAL EFFECTS + 1 to damage rolls for each enemy you atta	Action						t		_					
Hit: 1d6 + Wisdom modifier (+4) thunder damage, or 2d6 + Wisdom modifier (+4) thunder damage, 2d7 + Wisdom modifier (+4) thunder damage, ft the target takes 5 radiant damage. Staff of the War Mage +2: +10 attack, 1d8+6 damage Unarmed: +7 attack, 1d6+6 damage Unarmed: +7 attack, 1d6+4 damage       Hit: 2d8 + Wisdom modifier (+4) thunder damage, and you push the target 1 square. Covenant of Preservation: The number of squares you push the target equals 1 + your Intelligence modifier (+1).         ADDITIONAL EFFECTS +1 to damage rolls for each enemy you attack - Covenant of Wrath.       ADDITIONAL EFFECTS +1 to damage rolls for each enemy you attack - Covenant of Wrath.       ADDITIONAL EFFECTS +1 to damage rolls for each enemy you attack - Covenant of Wrath.         CLASS Invoker       LEVEL 1       BOOK PH2       CLASS Invoker       LEVEL 7       BOOK PH2					E				_					
Wrath.         Wrath.         Wrath.           CLASS Invoker         LEVEL 1         BOOK PH2         CLASS Invoker         LEVEL 3         BOOK PH2         CLASS Invoker         LEVEL 7         BOOK PH2	Hit: 1d6 + Wisdom modifier ( target only one creature. dazed until the end of yo Covenant of Wrath: Yo number of squares equal (+3). Staff of the War Mage +2 Unarmed: +7 attack, 1d6	Fier (+4) thunder damage, or +4) thunder damage if you In addition, the target is ur next turn. ou also push the target a to your Constitution modifier 2: +10 attack, 1d6+6 damage +4 damage	<ul> <li>Hit: 1d8 + Wisdom modifier (+4) radiant damage.</li> <li>If the target moves before the end of its next turn, the target takes 5 radiant damage.</li> <li>Staff of the War Mage +2: +10 attack, 1d8+6 damage</li> <li>Unarmed: +7 attack, 1d8+4 damage</li> <li>Hit: 2d8 + Wisdom modifier (+4) thunder of and you push the target 1 square. Covenant of Preservation: The number of squares you push the target equals 1 + you Intelligence modifier (+1).</li> <li>Staff of the War Mage +2: +10 attack, 2d8 damage</li> <li>Unarmed: +7 attack, 1d8+4 damage</li> </ul>							difier (+4) thunder damage, et 1 square. ration: The number of carget equals 1 + your +1). +2: +10 attack, 2d8+6 d8+4 damage				
	+1 to damage rolls for each Wrath.		+1 to dama Wrath.	age rolls for ea			nt of	+1 to dama Wrath.	ige rolls	s for each				
ENCOUNTER POWER DUNCEONS & DRACONS & ENCOUNTER POWER DUNCEONS & DRACONS & ENCOUNTER POWER DUNCEONS & DRACONS &														

Purging Flame	Grasping Chains of the Justiciar	Shroud of Warning					
KEYWORDS Divine, Fire, Implement	KEYWORDS Divine, Force, Implement	KEYWORDS Divine					
Standard 4 10 7 Ranged 10	Standard + 10 >> Area burst 2 within 10 squares	No Action 4 3 Close burst 10					
ACTION         Image: Constraint of the second	ACTION         Image: Second seco	ACTION N 10 RANGE					
10       vs       Reflex       One creature         ATTACK       DEFENSE       TARGET         Attack: Wisdom vs. Reflex       Hit: 1d10 + Wisdom modifier (+4) fire damage, and ongoing 10 fire damage (save ends).         Miss: Half damage, and ongoing 10 fire damage, and ongoing 5 fire damage (save ends).         Staff of the War Mage +2: +10 attack, 1d10+6 damage         Unarmed: +7 attack, 1d10+4 damage         ADDITIONAL EFFECTS         +1 to damage rolls for each enemy you attack - Covenant of Wrath.         CLASS Invoker       LEVEL 1       POOK PH2         DAILY POWER       DUNCEONS ©DEACOMS ©	10     vs     Reflex     Each enemy in burst       ATTACK     DEFENSE     TARGET       Attack: Wisdom vs. Reflex     Hit: 1d6 + Wisdom modifier (+4) force damage, and the target is immobilized (save ends).     Miss: Half damage, and the target is slowed until the end of your next turn.       Staff of the War Mage +2: +10 attack, 1d6+6 damage     Unarmed: +7 attack, 1d6+4 damage       ADDITIONAL EFFECTS     +1 to damage rolls for each enemy you attack - Covenant of Wrath.       CLASS Invoker     LEVEL 5     BOOK PH2       DAILY POWER     DUNCEONS & DELOCONS @	AT-WILL       ENCOUNTER       DAILY         Trigger: You and your allies roll initiative at the beginning of an encounter       Target: You and each ally in burst         Target: You and each ally in burst       Effect: Each target gains a bonus to the initiative check equal to 2 + your Intelligence modifier (+1).         ADDITIONAL EFFECTS         CLASS Invoker       LEVEL 2       BOOK PH2         UTILITY POWER       DURGEONS (DRAGON) (PA)					
	Astral Fire Finemail +2	Staff of the War Mage +2					
KEYWORDS     Divine     USED       Imm Interr     10     Ranged 10       ACTION     Imm Interr     Imm Interr       ACTION     Imm Interr     Imm Interr       Imm Interr     Imm Interr     Imm Interr       ACTION     Imm Interr     Imm Interr       Imm Interr     Imm Interr     Imm Interr <td>7-1$-1$1AC BONUSCHECKSPEDQUANTITY+2 $\land$7$\land$rmorENHANCEMENTLEVELTYPEPROPERTIESWhen you use any Channel bivistry bury source of your set turn.</td> <td>AC BONUSCHECKSPEDQUANTITY+2 attack rolls and damage rolls8StaffENHANCEMENTLEVELTYPEPROPERTIESMelee Basic Attack: +7 attack: +8 +2</td>	7-1 $-1$ 1AC BONUSCHECKSPEDQUANTITY+2 $\land$ 7 $\land$ rmorENHANCEMENTLEVELTYPEPROPERTIESWhen you use any Channel bivistry bury source of your set turn.	AC BONUSCHECKSPEDQUANTITY+2 attack rolls and damage rolls8StaffENHANCEMENTLEVELTYPEPROPERTIESMelee Basic Attack: +7 attack: +8 +2					
ADDITIONAL EFFECTS	POWER	AT-WILL ENCOUNTER DAILY POWER Item Slot: Off-hand Power (Daily): Free Action. Use this power when using a power that has a blast or a burst effect. Increase the size of the blast or the burst by 1.					
CLASS Invoker LEVEL 6 BOOK PH2	ITEM SLOT Body WEIGHT 40 PRICE 2600 BOOK	ITEM SLOT Off-hand WEIGHT 0 PRICE 3400 BOOK					
UTILITY POWER DUNGEONS & DRAGONS @	MAGIC ITEM DUNCEONS & DRAGONS @						
Power Jewel (heroic tier)	Cloak of Resistance +2	Bracers of the Perfect Shot (heroic tier)					
AC BONUSCHECKSPELQUANTITYAC BONUS5W∪rous ItemENHANCEMENTLEVELTYPE	AC BONUSCHECKSPEQUANTITY+2 Fortitude, Reliex, and Will7NStot ItemENHANCEMENTLEVELTYPEPROPERTIES	AC BONUS     CHECK     SPED     QUANTITY       3     Arms Slot Item       ENHANCEMENT     LEVEL     TYPE       PROPERTIES       When you hit with a ranged basic attack, you gain a +2 item bonus to the damage roll.					
AT-WILL       ENCOUNTER       DAILY         POWER       Power (Daily): Minor Action. This power allows you to regain the use of an encounter power of 1st or 3rd level.       Special: You must have reached at least one milestone today to activate this item.	AT-WILL       ENCOUNTER       DAILY         POWER       Item Slot: Neck       Power (Daily): Minor Action. Gain resist 5 to all damage until the start of your next turn.         ITEM SLOT Neck       WEIGHT 0       PRICE 2600       BOOK	AT-WILL     ENCOUNTER     DAILY       POWER     Item Slot: Arms     Item Slot: Arms					
0 1000		MAGIC ITEM DUNCEONS & DRAGONS ®					

## DUNGEONS & DRAGONS

						_	Carrier and					Player Name						
Charact	er Name			L	7 Level	Pala	adin		Paragon Path	1		Epic De	stinv				Total >	10,000
Drow		Mediu	m	87	Levei	Clas	。 5'10"	150	Chaotic Evi		Lolth	Lpic De	Surry				Total 7	Λr
Race		Size		Age	Ger	nder	Height	Weight	Alignment		Deity		Adventu	iring Compa			rpga n	umber
CCORE	IN	ITIAT	IVE			MICC			FENSES			CCODE		MO	<b>VEMEN</b>		OR ITEM	MISS
score 3	Initiative	DEX	3			MISC			R/ L CLASS FEAT	I I I	MISC MISC	score	Snoo	<b>d</b> (Squar				MISC
_	ONAL MODIFIERS						(25)	AC 13 8		2	2	SPECIAL MOV			-5) 0			
							CONDITION	AL BONUSES										
		ITY S						10 .						SE	ENSES	;		
sco			ABIL MOD	мс	DD + 1/2 L	v⊾ □		10 + EFENSE 1/2 LVL ABI	L CLASS FEAT		MISC MISC		PASSIVE					KILL BONUS
1	Strength		4		7		(20) F	ORT 13 4	1	2		21	Passiv	e Insigh	nt	1	0 +	11
1			0		3		CONDITION	AL BONUSES				16	Passiv	e Perce	ption	1	0 +	6
	Constitution					_		10 +	L CLASS FEAT			SPECIAL SEN Darkvision	SES					
1	DEX Dexterity		0		3			EFENSE 1/2 LVL ABI		ENH 2	AISC MISC	Darkvision						
1			•		2	-	CONDITION		1	2	2			TACK				
1	Intelligence		0		3							ABILITY: ME		sic Attack				
1	6 WIS		3		6	٦		10 + EFENSE 1/2 LVL ABI	L CLASS FEAT	ENH	MISC MISC	+ 13		3 4	01435	3		
	Wisdom		5		0		(19)	WILL 13 3	1	2		ABILITY: ME		-	- Unarn	-		
14	4 CHA Charisma		2		5		CONDITION	L BONUSES				ATT BONUS		2 LVL ABIL			FEAT EN	н мізс
												+ 7		3 4				
		Τ ΡΟΙ						ACTIO	N POINTS		ION POINTS			1105	WODI		05	
			SURGE VAL		SURGES		A	ction Points	0	ACL	1 2	ability: Me						d + 2
(	52 31		15 1/4 HP		12		ADDITIONAL	EFFECTS FOR SPENDIN	2 G ACTION POINTS		3	DAMAGE	elee bas					SC MISC
CURREN	T HIT POINTS		1/4 пР	CUR	RENT SUR	GE USES						1d8+'	7		4	1	2	
								RACE	FEATURES	S		ABILITY: ME	elee Bas	sic Attack	- Unarn	ned		
								Drow) - Meditate			•	DAMAGE			ABIL	FEAT	ENH MI	SC MISC
TEMPOR	SECOND WIND 1 RARY HIT POINTS	L/ENCOU	JNTER		USED		Lolthtou	ched - Use either	cloud of darkn	ness or d	larkfire	1d4+4	4		4			
								encounter.						BASIC	ΔΤΤΔ	CKS		
	DEATH SAVING TH	IROW FA	ILURES	;				Wisdom - Use W				АТТАСК	DEFENSE		EAPON OR			DAMAGE
SAVING	THROW MODS						Fey Orig	in - Your origin is	fey, not natura	al		. 13 vs	S AC	Cold Iro	n Longsv	word +2	2	1d8+7
RESIST	ANCES Resist 1 All											- 5 vs	AC	Hand Cr	ossbow			1d6
												7 vs	AC	Unarme	d (Moloo	)		1d4+4
CURREN	IT CONDITIONS AND EFF	ECIS												י ר				-
		CVTU	<u> </u>					CC / DATU /	DECTINY	FFAT		3 vs	S AC	Unarme	d (Range	e)		1d4
		SKILL	ABIL MOD	TRND	ARMOR			SS / PATH /						-	FATC			
	SKILL NAME		+ 1/2 LVL	(+5)	PENALTY -4	MISC		Divinity - Invoke		milly CldS	s redlure	Healing	Hande		EATS modifier	to dam	ane beal	ed with
-1	Acrobatics	DEX	3	0				bower; encounter. hallenge - Use di	vine challence	as an al	t-will	lay on hai			mounter	to uail	age ned	
3	Arcana	INT	3	0	n/a			inor action.	vine chanelige	as ail d		Durable		se number	r of heali	na surc	ies hv 7	
3	Athletics	STR	7	0	-4		<u> </u>	lands - Use lay on	hands as an a	at-will (c	necial)	Weapon				5 5	, ,	o attack
5	Bluff	CHA	5	0	n/a		power; m					rolls with	-	•	, sidde	y Gui	. 5511051	
10	Diplomacy	СНА	5	5	n/a		201101/11					Weapon			lade) - G	Gain +1	damage	per tier
6	Dungeoneering	WIS	6	0	n/a							with Heav					aamage	
1	Endurance	CON	3	0	-4	2												
6	Heal	WIS	6	0	n/a													
3	History	INT	3	0	n/a							·						
11	Insight	wis	6	5	n/a							·						
12	Intimidate		5	5	n/a	2												
6		CHA	6		n/a							-						
	Nature	WIS		$\square$														
6	Perception	WIS	6	0	n/a							·						
8	Religion	INT	3	5	n/a			LANGUA	GES KNO	WN								
1	Stealth	DEX	3	0	-4	2	Common,	Elven										
5	Streetwise	CHA	5	0	n/a													
-1	Thievery	DEX	3	0	-4													

POWER INDEX	MAGIC ITEM INDEX	CHARACTER PORTRAIT
List your powers below. Check the box when the power is used.	List your powers below. Check the box when the power is used.	
Clear the box when the power renews. AT-WILL POWERS	Clear the box when the power renews. MAGIC ITEMS	
Divine Challenge	WEAPON Cold Iron Longsword +2 (E)	
Lay on Hands	WEAPON	
Valiant Strike	WEAPON	
Holy Strike	WEAPON	
	ARMOR Bloodiron Rimefire Plate Armor +2 (E)	
ENCOUNTER POWERS	ARMS	
Cloud of Darkness	FEET	
Darkfire	HANDS	
Divine Mettle	HEAD	
Divine Strength	NECK Amulet of Protection +2 (E)	1
Radiant Smite	RING	
Arcing Smite	RING	*
Benign Transposition	WAIST	PERSONALITY TRAITS
DAILY POWERS	Bloodguard Shield Heavy Shield (heroic tier) (Of	1
Paladin's Judgment	Symbol of Battle +1 (Off-hand)	]
Hallowed Circle		1
		1
		1
		1
		MANNERISMS AND APPEARANCE
UTILITY POWERS		1
Sacred Circle		l
Wrath of the Gods		]
		]
		]
	Daily Item Powers Per Day	]
	Heroic (1-10) Milestone / / / /	CHARACTER BACKGROUND
	Paragon (11-20)	Drow - Orphan
	Epic (21-30)	The drow community in which you were born no longer
OTHER EQUIPMENT	<b>RITUALS / ALCHEMY</b>	exists. Perhaps an army of dwarves or elves wiped it from the Underdark, or it was exterminated by another drow city.
Adventurer's Kit		Somehow, you survived this event. Did something about you prompt a member of the invading force to spare you and
Climber's Kit		bring you to the surface?
Hand Crossbow		-
Crossbow Bolts (40)		COMPANIONS AND ALLIES
		SESSION AND CAMPAIGN NOTES
COINS AND OTHER WEALTH		
Money on hand: 0 gp		
Stored money: Encumbrance: 119 / 180		

Divine Challenge		Lay on	Han	ıds		ľ	Valiant Strike								
KEYWORDS Divine, Radiant	USED	KEYWORDS DIV	vine, ⊦	lealing	US	ED K	KEYWORDS Div	/ine, \	Weapor	ı	USED				
Minor 4 3	Close burst 5	Minor		4 7	Melee touch		Standard	*	+	7	Melee weapon				
ACTION 😽 5 🔆	RANGE	ACTION		€ ¥	RANGE		ACTION		€	- <u>}</u> ;	RANGE				
VS	One creature in burst		vs		One creature		13	vs	AC		One creature				
ATTACK DEFENSE Effect: You mark the target. The target	TARGET	ATTACK		DEFENSE	TARGET		ATTACK		DEFEN		TARGET				
another target, or if you fail to engage to only one mark at a time. A new mark	the target (see below). A creature can be subject k supersedes a mark that was already in place.				nis power a number of time Wisdom modifier (+3)		Attack: Strength + 1 per enemy adjacent to you vs. AC								
doesn't include you as a target. Also, it	-2 penalty to attack rolls for any attack that takes radiant damage equal to 3 + your Charisma attack that doesn't include you as a target before	(minimur	n [`] 1),	but only	once per round.						modifier (+4) damage.				
the start of your next turn. The damag 11th level, and to 9 + your Charisma m	e increases to 6 + your Charisma modifier (+2) at nodifier (+2) at 21st level.				aling surge but regain no h get regains hit points as if		Increase at 21st le		nage t	o 2[	[W] + Strength modifier (+4)				
target. To engage the target, you must	target you challenged or challenge a different either attack it or end your turn adjacent to it. If of your turn, the marked condition ends and you				rge. You must have at least										
can't use divine challenge on your next You can use divine challenge once p	turn.	one heali	ing si	urge rem	aining to use this power.			Lon	igswo	rd +	+2: +13 attack, 1d8+7				
language ability of the target. It's a mage	d a challenge, it doesn't rely on the intelligence or gical compulsion that affects the creature's ature. You can't place a divine challenge on a						damage Unarmed	: +7	' attac	k, 1	1d4+4 damage				
	ir or another character's divine challenge.										-				
ADDITIONAL EFFECTS		ADDITIONAL EFF	FCTS				ADDITIONAL EFF	FCTS							
									s per en	emy	adjacent to you.				
^{CLASS} Paladin	LEVEL BOOK PH	^{CLASS} Paladir	ı		LEVEL BOOK PH	C	^{CLASS} Paladir	۱			LEVEL 1 BOOK PH				
AT-WILL POWER	DUNCEONS & DRAGONS ®	AT-WILL	POW	/ER	DUNCEONS & DRAGONS	R A	AT-WILL	POV	VER		DUNCEONS & DRAGONS ®				
Holy Strike		Cloud o	of Do	arknoss		<b>y</b> r	Darkfire								
noly Sulke			D De	ai kiiess		ľ	Darking	=							
KEYWORDS Divine, Radiant, We	apon	KEYWORDS			US	ED K	KEYWORDS				USED				
Standard * + 7	Melee weapon	Minor		4 7	Close burst 1		Minor		↓ 10		Ranged 10				
ACTION 😽 🔆	RANGE	ACTION	<u> </u>	↓ 1 ☆	RANGE	┛	ACTION		<÷	-¥:	RANGE				
13 vs AC	One creature	1	vs				10	vs	Refle		One creature				
ATTACK DEFENSE Attack: Strength vs. AC		ATTACK		DEFENSE	TARGET es a cloud of darkness that		ATTACK		DEFEN		TARGET Reflex, Wisdom +4 vs. Reflex, or				
Hit: 1[W] + Strength n		remains in place until the end of your next turn.													
	d the target, you gain a	The cloud blocks line of sight, squares within it are Hit: Until the end of your next turn, all attacks against the													
modifier (+3).	roll equal to your Wisdom	totally obscured, and creatures entirely within it are blinded until they exit. You are immune to from invisibility or concealment.													
Increase damage to 2[	[W] + Strength modifier (+4)	these effe		,							our character, choose Intelligence, e ability score you use when				
at 21st level.						r	making att	ack ro	olls with	n this	s power. This choice remains				
Cold Iron Longsword +	-2: +13 attack, 1d8+7						power's oth			ters	s life and does not change the				
damage Unarmed: +7 attack, 1	d4+4 damage														
ADDITIONAL EFFECTS		ADDITIONAL EFF		ADDITIONAL EFFECTS											
CLASS D. L. H	LEVEL 1 BOOK PH		_	CLASS David Down											
CLASS Paladin AT-WILL POWER		CLASS Racial			LEVEL * BOOK FRPG		Racial Powel TRPG								
	Concerna Concernance (				Concercion (Concercions										
Divine Mettle		Divine S		Radiant Smite											
KEYWORDS Divine	USED	KEYWORDS DIV	vine		US	ED K	KEYWORDS DIN	/ine. F	Radiant	, We	apon				
Minor 4 7	Close burst 10	Minor		4 7	Personal		Standard	1	4	7					
ACTION 🔶 10 🔆	RANGE	ACTION		↔ *	RANGE	_8.	ACTION		<b></b>	长					
vs	One creature in burst		vs				13	vs	AC		One creature				
ATTACK DEFENSE	TARGET	ATTACK		DEFENSE	TARGET		ATTACK		DEFEN		TARGET				
Channel Divinity: You d divinity power per enco	can use only one channel ounter	divinity p		,	an use only one channel		Attack: S Hit: 2[W]				C modifier (+4) + Wisdom				
Effect: The target mak	es a saving throw with a	Effect: Ap		modifier											
bonus equal to your Ch	narisma modifier (+2).	damage (													
			C	Cold Iron Longsword +2: +13 attack, 2d8+10 damage											
						l	Unarmed	: +7	' attac	:k, 2	2d4+7 damage				
ADDITIONAL EFFECTS		ADDITIONAL EFF	ECTS			_	ADDITIONAL EFF	ECTS							
										_					
^{CLASS} Paladin	LEVEL BOOK PH	^{CLASS} Paladir	า		LEVEL BOOK PH	C	^{CLASS} Paladir	۱			LEVEL 1 BOOK PH				
ENCOUNTER POWER	DUNCEONS & DRAGONS @	ENCOUNT			DUNGEONS					-	DUNCEONS & DRAGONS ®				

Arcing Smite	Benign Transposition	Paladin's Judgment						
KEYWORDS Divine, Weapon	KEYWORDS Divine, Teleportation, Weapon	KEYWORDS Divine, Healing, Weapon						
Standard * + Melee weapon	Standard * + 7 Melee weapon	Standard * 4 7 Melee weapon						
I3   VS   AC   One or two creatures	VS One ally within a number of squares	Action						
ATTACK DEFENSE TARGET	ATTACK DEFENSE TARGET	ATTACK DEFENSE TARGET						
Attack: Strength vs. AC, one attack per target Hit: 1[W] + Strength modifier (+4) damage, and the target is marked until the end of your next turn. Cold Iron Longsword +2: +13 attack, 1d8+7 damage Unarmed: +7 attack, 1d4+4 damage	Effect: You and the target swap places. If an enemy is now within your melee reach, you can make a secondary attack against it. Secondary Target: One enemy Secondary Attack: Charisma vs. AC Hit: 2[W] + Charisma modifier (+2) damage.	<ul> <li>Attack: Strength vs. AC</li> <li>Hit: 3[W] + Strength modifier (+4) damage, and one ally within 5 squares of you can spend a healing surge.</li> <li>Miss: One ally within 5 squares of you can spend a healing surge.</li> <li>Cold Iron Longsword +2: +13 attack, 3d8+7 damage</li> <li>Unarmed: +7 attack, 3d4+4 damage</li> </ul>						
ADDITIONAL EFFECTS	ADDITIONAL EFFECTS	ADDITIONAL EFFECTS						
CLASS Paladin LEVEL 3 BOOK PH	CLASS Paladin LEVEL 7 BOOK PH	CLASS Paladin LEVEL 1 BOOK PH						
ENCOUNTER POWER DUNCEONS & DRAGONS @	ENCOUNTER POWER DUNCEONS & DRAGONS @	DAILY POWER DUNCEONS & DRACONS ®						
Hallowed Circle	Sacred Circle	Wrath of the Gods						
KEYWORDS Divine, Implement, Zone	KEYWORDS Divine, Implement, Zone	KEYWORDS Divine USED						
Standard     +     >     Close burst 3       ACTION     -     3     +     RANGE       6     vs     Reflex     Each enemy in burst	Standard     Image: Standard     Image: Standard       ACTION     Image: Standard     Image: Standard       ACTION     Image: Standard     Image: Standard       ACTION     Image: Standard     Image: Standard       Image: Standard     Image: Standard     Image: Standard	Minor     Image     Image       ACTION     Image     Range       AT-WILL     ENCOUNTER     DAILY						
ATTACKDEFENSETARGETAttack: Charisma vs. ReflexHit: 2d6 + Charisma modifier (+2) damage.Effect: The burst creates a zone of bright light thatlasts until the end of the encounter. You and yourallies gain a +1 power bonus to all defenses whilewithin the zone.Symbol of Battle +1: +6 attack, 2d6+3 damageUnarmed: +5 attack, 2d6+2 damage	Effect: The burst creates a zone that, until the end of the encounter, gives you and allies within it a +1 power bonus to AC.	Targets: You and each ally in burst Effect: The targets add your Charisma modifier (+2) to damage rolls until the end of the encounter.						
ADDITIONAL EFFECTS	ADDITIONAL EFFECTS	ADDITIONAL EFFECTS						
CLASS Paladin	CLASS Paladin LEVEL 2 BOOK PH	CLASS Paladin LEVEL 6 BOOK PH						
DAILY POWER DUNCEONS & DRAGONS @	UTILITY POWER DUNCEONS & DRACONS	UTILITY POWER DUNCEONS & DRAGONS @						
Cold Iron Longsword +2	Bloodiron Rimefire Plate Armor +2	Bloodguard Shield Heavy Shield (heroic						
1d8       3       Heavy Blade         DAMAGE       PROFICIENT       GROUP       RANGE         +2 attack rolls and damage rolls       8       +2d6 damage         ENHANCEMENT       LEVEL       CRITICAL         PROPERTIES       On a critical hit you deal +2d10 damage against fey creatures.       Versatile         Melee Basic Attack: +13 attack, 1d8+7 damage       AT-WILL       ENCOUNTER       DAILY         POWER       Power (Daily): Free Action. Use this power when you hit with the weapon. The target is immobilized (save ends). If the target is a creature that has the fey origin, it also takes 1d10 damage.	8     -2     -1     1       AC BONUS     CHECK     SPED     QUANTITY       +2 AC     8     Armor       ENHANCEMENT     LEVEL     TYPE       PROPERTIES       When you hit a target, you gain a +2 item bonus to AC against attacks from that target until the end of your next turn.       AT-WILL     ENCOUNTER     DAILY	2       -2       -       1         AC BONUS       CHECK       SPEED       QUANTITY         2       Arms Slot Item         ENHANCEMENT       LEVEL       TYPE         PROPERTIES    PROPERTIES          AT-WILL       ENCOUNTER       DAILY    PROPERTIES          POWER       Item Slot: Arms       Power (Daily): Immediate Interrupt. Use this power when a critical hit is scored against you. Gain resist 5 to all damage until the end of your next turn.						
ITEM SLOT One-hand WEIGHT 4 PRICE 3400 BOOK MAGIC WEAPON DUNCEONS & DRACONS &	ITEM SLOT Body WEIGHT 50 PRICE 3400 BOOK	ITEM SLOT Off-hand     WEIGHT 15     PRICE 520     BOOK       MAGIC ITEM     DUNCEONS & DRACONS ®						

Amulet of	Protection	+2			Symbol of Battle +1							
				1					1			
AC BONUS	CHECK	SPEE	D	QUANTITY	AC BONUS	CHECK	SPE	ED	QUANTITY			
+2 Fortitude,	Reflex, and Will	6	Ne	ck Slot Item	+1 attack rolls	and damage rolls	5	н	loly Symbol			
ENHAN	CEMENT	LEVEL		ТҮРЕ	ENHAN	ICEMENT	LEVEL		ТҮРЕ			
POWER Item Slot: Ne		DAILY		<ul> <li>ree Action an attack usir</li> <li>damage.</li> </ul>	ı. Use t	holy s	ower when symbol. Deal					
Neck	0	PRICE 1800		-	Off-hand	a	100	0				
MAGIC ITEM DUNCEONS & DRAGONS ® MAGIC ITEM DUNCEONS & DRAGONS ®												

													Player Name						
					7	Ran	iger												10,000
Characte	er Name	Madiu			Level	Class		110	-	on Path	1 - 14	-1-	Epic Des	tiny				Total	ХР
Drow Race		Mediur Size	m	82 Age	Ge	nder	6'0" Height	110 Weight	Evil Alignm	ent	Lolt			Adventu	ring Comp	anv		RPGA N	lumber
i la ce	IN	ITIAT	IVE	, ige				5	DEFENS		Bolt	,		, la l'enta		VEME	NT	in orti	lamber
SC <u>ORE</u>			1/2 LVL			MISC	SCORE	10 + / DEFENSE 1/2 LVL			IH MISC	MISC	SCORE					IOR ITEM	MISC
8	Initiative	5	3				( )	AC 13	8			MISC	6	Spee	<b>d</b> (Squar	es) 6			
CONDITI	DNAL MODIFIERS							NAL BONUSES	0				SPECIAL MOV	EMENT					
				6			+2 AC agai	a ranged attack with		inst opportur	nity attacks p	provoked					_		
ŞCO		ITY SO			D <u>D + 1/2</u> L	VL		10 +					SCORE	PASSIVE S		ENSES		ASE S	KILL BONUS
12	CTD		1		4	Ĩ	16	FORT 13	ABIL CLASS			MISC			e Insigl	ht		.0 +	5
	Strength								1 1						e				-
13	CON Constitution		1		4		CONDITION	NAL BONUSES					20	Passiv	e Perce	ption	1	.0 +	10
						_	$\frown$	10 + DEFENSE 1/2 LVL	ABIL CLASS	FEAT EI	H MISC	MISC	SPECIAL SENS Darkvision	SES					
20	DEX Dexterity		5		8			<b>REF</b> 13	5 1									0.5	
11	INT		1			٦		NAL BONUSES	-	I					TACK				
	Intelligence		1		-								ABILITY: Ra		asic Atta 2 lvl abil				
1/	WIS		2		5		$\frown$	10 + DEFENSE 1/2 LVL	ABIL CLASS	FEAT EI	IH MISC	MISC	+ 12		3 5		2	2	
	Wisdom		4		3		(16)	<b>WILL</b> 13	2		L		ABILITY: ME			- Unari	med		
10			0		3		CONDITION	NAL BONUSES					ATT BONUS		2 LVL ABIL			FEAT EN	IH MISC
	Charisma					_							+ 4		3 1				
		T POI						ACT	ION PO										
MA	X HP	<u>:D</u> S	HEA SURGE VAL		SURGES SURGES			Action Points		STONES 0 1	ACTION PC				MAGE				
5	5 27		13		7			AL EFFECTS FOR SPEN		1 2 POINTS	2 3		ABILITY: Ra	nged Ba	asic Atta				
CURREN	1/2 HP		1/4 HP	CUR	RENT SUR	GE USES							DAMAGE	0		ABIL 5	FEAT		ISC MISC
								RAC		URES			ABILITY: ME	-	ie Attack		mod	2	2
							Trance	(Drow) - Medit			stead of sl		DAMAGE	lee Das		ABIL	FEAT	ENH M	ISC MISC
_	SECOND WIND 1	/ENCOU	NTER		USED		Lolthto	uched - Use eit	ther cloud o	f darkness	or darkfi	re	1d4+1	L I		1			
TEMPORARY HIT POINTS							once pe	r encounter.											
							Darkfire Wisdom - Use WIS for Darkfire								BASIC				
CANTING	DEATH SAVING TH	IROW FA	ILURES				Fev Ori	gin - Your origin	n is fev. not	natural				DEFENSE	1	VEAPON OR			DAMAGE
SAVING	THROW MODS							<b>j</b>					12 vs	AC	Point Bi	ank Grea	atbow -	+2	1d12+9
RESISTA	NCES						-						6 vs	AC	Flail				1d10+1
CURREN	T CONDITIONS AND EFF	ECTS					-						4 vs	AC	Unarme	ed (Melee	e)		1d4+1
													8 vs	AC	narm-	ed (Rang	e)		1d4+5
		SKILL	5					ASS / PATH				FS	_ o _ vs	AU	Unarme	u (Kang	e)		104+5
		A	ABIL MOD		ARMOR			g Style - Choos								EATS			
BONUS	SKILL NAME		+ 1/2 LVL	( <b>+5</b> )	PENALTY	MISC	Fighting			Juniy Juy		Sidue	Defensiv	e Mohil				portunit	v attacks
	Acrobatics	DEX						her Fighting St	tyle - Cain	Defensivo	Mohility	15.2	Weapon		-			•	
4	Arcana	INT	4	0	n/a		bonus fe			Derensive	noonity d	u	the Great			Catbow		Pronciel	icy with
8	Athletics	STR	4	5	-1			' <b>s Quarry</b> - Min	or action d	ocianato r	earest on	emv	Hunter's		anore au	arn/s co	or or o	oncealm	ant
3	Bluff	CHA	3	0	n/a					-		<u> </u>	Lethal H						
3	Diplomacy	СНА	3	0	n/a		you see round.	as quarry; deal		ye io qua	ry once p			anter - I	inuniter S (	Judity G	amaye		ease iu
12	Dungeoneering	WIS	5	5	n/a	2		Shot If an all's		to torest	than were	act	d8s	v A at .		luntoria (	0	domese	again
3	Endurance	CON	4	0	-1			Shot - If no allie			uiali you,	, yet	Predator	-		iunter s (	Quaity	uamaye	ayaili
5			5	0	n/a		+1 0N Fa	anged attacks ag	yanist that t	aryet.			with an ac	uon poli	iit.				
4	Heal	WIS		0															
	History	INT			n/a														
5	Insight	WIS	5	0	n/a														
5	Intimidate	СНА	3	0	n/a	2													
10	Nature	WIS	5	5	n/a														
10	Perception	WIS	5	5	n/a														
4	Religion	INT	4	0	n/a														
9	-		8	0	-1	2			UAGES I	KNOWI	N								
	Stealth	DEX					Commo	n, Elven											
3	Streetwise	CHA	3	0	n/a														
7	Thievery	DEX	8	0	-1														

POWER INDEX	MAGIC ITEM INDEX	CHARACTER PORTRAIT			
List your powers below. Check the box when the power is used.	List your powers below. Check the box when the power is used.				
Clear the box when the power renews. AT-WILL POWERS	Clear the box when the power renews. MAGIC ITEMS				
Hunter's Quarry	WEAPON				
Twin Strike	WEAPON				
Careful Attack	WEAPON				
	WEAPON				
	ARMOR Summoned Hide Armor +2 (E)				
	ARMS Bracers of Archery (heroic tier) (E)				
ENCOUNTER POWERS					
Cloud of Darkness	HANDS				
Darkfire	HEAD				
Fox's Cunning	NECK Cloak of Distortion +1 (E)				
Cut and Run	RING				
Biting Volley	RING				
	WAIST	PERSONALITY TRAITS			
DAILY POWERS	Dual Arrow +2 () (5)	<u>]</u>			
Hunt's End	Firestorm Arrow +2 () (5)	<u>]</u>			
Close-Combat Shot	Firestorm Arrow +1 () (20)	<u>]</u>			
		<u>]</u>			
		<u>]</u>			
		MANNERISMS AND APPEARANCE			
UTILITY POWERS		<u></u>			
Hunter's Privilege					
Evade Ambush					
	Daily Item Powers Per Day				
	Heroic (1-10) Milestone / / / /	CHARACTER BACKGROUND			
	Paragon (11-20)         Milestone         / / / / /				
	Epic (21-30)         Milestone         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         /         / <th <="" th=""> <th <="" th=""> <th <="" th="">         /</th></th></th>	<th <="" th=""> <th <="" th="">         /</th></th>	<th <="" th="">         /</th>	/	Drow - Outcast You were cast out from the city of your birth, most likely
OTHER EQUIPMENT	RITUALS / ALCHEMY	because of your failure to comply with the evil customs of your people or the terrible whims of Lolth's priests. Do you			
Adventurer's Kit	RITUALS / ALCHEMI	dream of returning and gaining revenge, or are you fleeing			
Climber's Kit		for your life?			
Arrows (90)		—			
Flail	_	COMPANIONS AND ALLIES			
		SESSION AND CAMPAIGN NOTES			
COINS AND OTHER WEALTH					
Money on hand: 0 gp Stored money: 0 gp					
Encumbrance: 88 / 120					

Hunter's Quarry	Twin Strike	Careful Attack						
KEYWORDS USED	KEYWORDS Martial, Weapon	KEYWORDS Martial, Weapon						
Minor A A	Standard * + * > Melee or Ranged weapon	Standard * + * > Melee or Ranged weapon						
	ACTION 🛠 👯 RANGE	ACTION 🛠 👯 RANGE						
ATTACK DEFENSE TARGET	12         vs         AC         One or two creatures           ATTACK         DEFENSE         TARGET	14         vs         AC         One creature           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	Requirement: You must be wielding two melee weapons or a ranged weapon. Attack: Strength vs. AC (melee; main weapon and off-hand weapon) or Dexterity vs. AC (ranged), two attacks Hit: 1[W] damage per attack. Increase damage to 2[W] at 21st level. Point Blank Greatbow +2: +12 attack, 1d12+4 damage	Requirement: You must be wielding two melee weapons or a ranged weapon. Attack: Strength + 2 vs. AC (melee) or Dexterity + 2 vs. AC (ranged). Hit: 1[W] damage (melee) or 1[W] damage (ranged). Increase damage to 2[W] (melee) or 2[W] (ranged) at 21st level. Point Blank Greatbow +2: +14 attack, 1d12+4 damage						
ADDITIONAL EFFECTS	ADDITIONAL EFFECTS +1d8 to damage once per round (Hunter's Quarry) +1 to attack rolls if none of your allies are closer to the target - Prime Shot.	ADDITIONAL EFFECTS +1d8 to damage once per round (Hunter's Quarry) +1 to attack rolls if none of your allies are closer to the target - Prime Shot.						
CLASS LEVEL * BOOK PH	CLASS Ranger LEVEL 1 BOOK PH	CLASS Ranger LEVEL 1 BOOK PH						
AT-WILL POWER DUNGEONS & DRAGONS @	AT-WILL POWER DUNGEONS & DRAGONS ®	AT-WILL POWER DUNGEONS & DRAGONS ®						
Cloud of Darkness	Darkfire	Fox's Cunning						
KEYWORDS USED	KEYWORDS USED	KEYWORDS Martial, Weapon						
Minor + > Close burst 1	Minor I 10 7 Ranged 10	Imm React * + * * Melee or Ranged weapon						
ACTION RANGE	ACTION RANGE 9 vs Reflex One creature	ACTION S RANGE						
ATTACK DEFENSE TARGET	ATTACK DEFENSE TARGET	ATTACK DEFENSE TARGET						
remains in place until the end of your next turn. The cloud blocks line of sight, squares within it are totally obscured, and creatures entirely within it are blinded until they exit. You are immune to these effects.	Charisma +4 vs. Reflex Increase to +6 bonus at 11th level and +8 bonus at 21st level. Hit: Until the end of your next turn, all attacks against the target have combat advantage, and the target cannot benefit from invisibility or concealment. Special: When you create your character, choose Intelligence, Wisdom, or Charisma as the ability score you use when making attack rolls with this power. This choice remains throughout your character's life and does not change the power's other effects.	you Attack: You can shift 1 square, then make a basic attack against the enemy. Special: Gain a power bonus to your basic attack roll equal to your Wisdom modifier (+2).						
CLASS Racial Power LEVEL * BOOK FRPG	CLASS Racial Power LEVEL * BOOK FRPG	CLASS Ranger LEVEL 1 BOOK PH						
ENCOUNTER POWER DUNCEONS & DRAGONS @								
Cut and Run	Biting Volley	Hunt's End						
KEYWORDS Martial, Weapon	KEYWORDS Martial, Weapon	KEYWORDS Martial, Weapon						
Standard * + * 7 Melee or Ranged weapon	Standard + * 7 Ranged weapon	Standard * + * 7 Melee or Ranged weapon						
ACTION 🔆 😵 RANGE	ACTION 🔆 🔆 RANGE							
12         vs         AC         One or two creatures           ATTACK         DEFENSE         TARGET	12         vs         Reflex         One or two creatures           ATTACK         DEFENSE         TARGET	12         vs         AC         One bloodied creature           ATTACK         DEFENSE         TARGET						
Requirement: You must be wielding two melee weapons or a ranged weapon. Attack: Strength vs. AC (melee; main weapon and off- hand weapon) or Dexterity vs. AC (ranged), two attacks Special: After the first or the second attack, you can shift a number of squares equal to 1 + your Wisdom modifier (+2). Hit: 1[W] + Strength modifier (+1) damage (melee) or 1 [W] + Dexterity modifier (+5) damage (ranged) per attack. Point Blank Greatbow +2: +12 attack, 1d12+9 damage	Attack: Dexterity vs. Reflex, two attacks. Each attack can score a critical hit on a roll of 18–20. Hit: 1[W] + Dexterity modifier (+5) damage per attack. Point Blank Greatbow +2: +12 attack, 1d12+9 damage Unarmed: +8 attack, 1d4+5 damage	Attack: Strength vs. AC (melee) or Dexterity vs. AC (ranged). If the target is your quarry, the attack can score a critical hit on a roll of 19–20. Hit: 3[W] + Strength modifier (+1) damage (melee) or 3[W] + Dexterity modifier (+5) damage (ranged). Miss: Half damage. Point Blank Greatbow +2: +12 attack, 3d12+9 damage Flail: +6 attack, 3d10+1 damage Unarmed (Melee): +4 attack, 3d4+1 damage Unarmed (Range): +4 attack, 3d4+1 damage						
ADDITIONAL EFFECTS +1d8 to damage once per round (Hunter's Quarry) +1 to attack rolls if none of your allies are closer to the target - Prime Shot.	ADDITIONAL EFFECTS +1d8 to damage once per round (Hunter's Quarry) +1 to attack rolls if none of your allies are closer to the target - Prime Shot.	Additional EFFECTS +1d8 to damage once per round (Hunter's Quarry) +1 to attack rolls if none of your allies are closer to the target - Prime Shot.						
CLASS Ranger LEVEL 3 BOOK PH	CLASS Ranger LEVEL 7 BOOK MP	CLASS Ranger						
ENCOUNTER POWER DUNGEONS & DRAGONS &	ENCOUNTER POWER DUNGEONS & DRAGONS ®	DAILY POWER DUNGEONS & DRAGONS ®						

Close-Combat S	hot			Hunter's		Evade Ambush										
KEYWORDS Martial, Weapor			USED	Martial, Stance						KEYWORDS Martial USED						
Imm React 4 *	<u>う</u> R そ	anged we		No Action	4 €	イ		ersonal	No Action	+ <→	* 7	-	ed sight			
ACTION ACTION AC		RANGI triggering		ACTION AT-WIL		ENCOL		ANGE ANGE	ACTION AT-WILI		ENCOL					
ATTACK DEFEN Trigger: An enemy Attack: Dexterity vs Hit: 3[W] + Dexteri Miss: Half damage. Special: Using this opportunity attack to Point Blank Greatbod damage Unarmed: +8 attact	se enters a squa . AC ty modifier (- power doesn' from the targ w +2: +12 a <, 3d4+5 dan	TARGE are adja +5) dam t provol et. ttack, 3 nage	r cent to you hage. ke an d12+9	Trigger: Ye beginning higher tha	k at the check result is ld 3 to the	Effect: At the start of a surprise round in which any allies are surprised, use this power to allow a number of allies equal to your Wisdom modifier (+2) to avoid being surprised.										
+1d8 to damage once p +1 to attack rolls if non Prime Shot.	e of your allies a	re closer t	o the target -													
CLASS Ranger	LEVEL 5			^{CLASS} Ranger			LEVEL 2	^{BOOK} MP	CLASS Ranger				^{воок} РН			
DAILY POWER	DUNGEO	DNS&T	RAGONS ®	UTILITY P	OWER	DI	INCEONS	<b>DRAGONS</b> ®	UTILITY PO	OWER	DI	INGEONS	<b><u>(DRAGONS</u> ®</b>			
Point Blank Grea	tbow +2			Summor	ned H	ide Arm	or +2		Bracers o	of Arc	chery (he	eroic tier	)			
1d12 2	Bov	v	25/50	3		-1	-	1					1			
DAMAGE PROFICIE			RANGE	AC BONUS		CHECK	6	QUANTITY	AC BONUS		CHECK	SPEED	QUANTITY Arms Slot Item			
+2 attack rolls and dam ENHANCEMENT	age rolls 8		6 damage		+2 AC	ENT	LEVEL	Armor TYPE	ENHA	NCEME	ENT	6 LEVEL	TYPE			
Gain a +2 item bonu: provoked by making Load Free Ranged Basic Attack:	a ranged attac +12 attack, 1	k with th d12+9 c	nis weapon. Iamage	PROPERTIES					Gain a +2 attacking v	vith a	bow or cr	ossbow.				
AT-WILL	ENCOUNTER		AILY	POWER	L	ENCOL	INTER	DAILY	AT-WILI	-	ENCOL	JNTER	JAILY			
Power (Encounter): when you make a r the attack does not	anged attack	with th	is weapon;	any point i armor, you	i secur in the u can u . The a	e extradir future, un use anothe armor app	nensional less you a er minor a ears on yo	vanish this location. At are wearing iction to recall bu as though	Item Slot: . Power (Dai next attack crossbow.	ly): M			cover on your ow or			
ITEM SLOT Two-Hands	IGHT 5 PRICE 340	0 воок		ITEM SLOT Body		WEIGHT 25	RICE 1800	воок	ITEM SLOT Arms WEIGHT 0 PRICE 1800 BOOK							
MAGIC WEAPON			RAGONS ®	MAGIC ITE				<b>ORLOONS</b> ®	MAGIC ITE	M			DRAGONS ®			
Dual Arrow +2				Cloak of	Disto	ortion +1	-		Firestorm	n Arro	ow +2					
			5					1					5			
AC BONUS CHE			QUANTITY	AC BONUS		CHECK	SPEED	QUANTITY	AC BONUS		CHECK	SPEED	QUANTITY			
+2 attack rolls and dam ENHANCEMENT	age rolls 10		munition <b>TYPE</b>	+1 Fortitud	e, Reflei ANCEME		4 LEVEL	Neck Slot Item	+2 attack roll	s and d	-	8 LEVEL	Ammunition <b>TYPE</b>			
PROPERTIES When you attack ar you can roll twice a	n enemy using	g this aı		PROPERTIES A ranged a	attack	against yo	ou from m	ore than 5 the attack roll.	properties When you	hit an ⁄ and	enemy us each crea	sing this a	mmunition, ent to it take			
	ENCOUNTER		AILY	AT-WIL	L	ENCOL	INTER	DAILY	AT-WILI		ENCOL	JNTER	DAILY			
POWER TITEM SLOT W	IGHT 0 PRICE 200	воок		Item Slot: Neck					POWER ITEM SLOT		WEIGHT 0	PRICE 125	воок			
MAGIC ITEM			RAGONS ®					DRAGONS ®		M						
	MINGEO	INS ALL	MACONS ()	MAGIC ITE	M	A.M.	INGEONS	QURACONS ®	MAGIC ITE	М	1.30	INCEONS	DRAGONS ®			

Firestorm Arrow +1										
		20								
AC BONUS	CHECK	SPE	QUANTITY							
+1 attack rolls a	and damage rolls	5 3	A	mmunition						
ENHAN	CEMENT	LEVEL		ТҮРЕ						
		UNTER								
ITEM SLOT	weight 0	^{price} 30	BOO	ок						
MAGIC ITEM	Ð	UNGEG	NS &	DRAGONS ®						

### <u>Dungeons & Dragons</u>

#### Character Sheet



5

14

Streetwise

Thievery

5

6

СНА

DEX

0

5

n/a

3

POWER INDEX	MAGIC ITEM INDEX	CHARACTER PORTRAIT
List your powers below. Check the box when the power is used.	List your powers below. Check the box when the power is used.	
Clear the box when the power renews. AT-WILL POWERS	Clear the box when the power renews. MAGIC ITEMS	
Deft Strike	WEAPON Cloaked Short sword +2 (E)	
Riposte Strike	WEAPON Distance Hand Crossbow +2 (E)	
	WEAPON	
	WEAPON	Constant I
	ARMOR Luring Withdrawal Leather Armor +2 (E)	
	ARMS	
ENCOUNTER POWERS	FEET Sandals of Precise Stepping (heroic tier) (E)	
Cloud of Darkness	HANDS Burglar's Gloves (heroic tier) (E)	And Alt
Darkfire	HEAD Cannith Goggles (heroic tier) (E)	DROW
Fox's Gambit	NECK	Not for use as a flotation device!
Setup Strike	RING	₩ <u></u>
Cloud of Steel	RING	PERSONALITY TRAITS
	WAIST	PERSONALITY TRAITS
DAILY POWERS		
Handspring Assault		
Flashy Riposte		
	↓	
	╢─────────────────────────────────────	
<u>L</u>	l	MANNERISMS AND APPEARANCE
	J	MANNERISHIS AND ATTERRANCE
UTILITY POWERS           Adaptable Flanker		
Vexing Flanker		
	Daily Item Powers Per Day	
	Heroic (1-10) Milestone / / / /	CHARACTER BACKGROUND
	Paragon (11-20)	Occurrentian Original
	Epic (21-30)	Occupation - Criminal You lived on the wrong side of the law. What sorts of crimes
OTHER EQUIPMENT	RITUALS / ALCHEMY	did you commit? Did you enter a life of crime by necessity or by choice? Did you belong to a gang? Do you still engage in
Adventurer's Kit		occasional wrongdoing, or have you left that life behind? If the latter, what caused you to give up your criminal ways?
Climber's Kit	-	Do you still have contacts among the criminal underworld? Do your former associates now consider you an enemy?
Thieves' Tools		
Crossbow Bolts (60)		COMPANIONS AND ALLIES
		SESSION AND CAMPAIGN NOTES
	i	
COINS AND OTHER WEALTH Money on hand: 0 gp		
Stored money: 0 gp		
Encumbrance: 70 / 160		

Deft Strike	Riposte Strike			Cloud of Darkness					
KEYWORDS Martial, Weapon	KEYWORDS Martial, Weapor	n	USED	KEYWORDS			USED		
Standard * + * > Melee or Ranged weapon	Standard * +	Y         Melee weapon		Minor		+ 7			
ACTION 🔆 🔆 RANGE	ACTION	RANGE		ACTION	-	<hr/>	RANGE		
10         vs         AC         One creature           ATTACK         DEFENSE         TARGET	11 vs AC ATTACK DEFEN			ATTACK	vs	DEFENSE	TARGET		
Requirement: You must be wielding a crossbow, a		ist be wielding a light blade.					ates a cloud of darkness that		
light blade, or a sling.	Attack: Dexterity vs. AC Hit: 1[W] + Dexterity modifier (+3) damage. If the target The cloud blocks line of sight, squares within it a								
Special: You can move 2 squares before the attack. Attack: Dexterity vs. AC	attacks you before the start of your next turn, you make your riporte against the target as an immediate interrupt.								
Hit: 1[W] + Dexterity modifier (+3) damage. Increase damage to 2[W] + Dexterity modifier (+3)	a Strength vs. AC attack that deals 1[W] + Strength are blinded until they exit. You are immune to								
at 21st level.	modifier (+3) damage	e. 2[W] + Dexterity modifier (+3) a	nd	these eff	ects.	•			
Distance Hand Crossbow +2: +10 attack, 1d6+5		ength modifier (+3) at 21st level							
damage	Cloaked Short sword -	+2: +11 attack, 1d6+5 damage							
Cloaked Short sword +2: +11 attack, 1d6+5 damage	ADDITIONAL EFFECTS		_						
ADDITIONAL EFFECTS +2d8 to damage once per round (Sneak Attack)		per round (Sneak Attack)		ADDITIONAL EFF	ECTS				
CLASS Rogue	CLASS Rogue	LEVEL 1 BOOK PH		^{CLASS} Racial	Powe	er	LEVEL * BOOK FRPG		
AT-WILL POWER DUNGEONS & DRAGONS ®	AT-WILL POWER	DUNCEONS & DRAGON	<u>15</u> R				DUNCEONS DRACONS ®		
Darkfire	Fox's Gambit			Setup S	Strik	æ			
KEYWORDS USED	KEYWORDS Martial, Weapor	n	USED	KEYWORDS Ma	artial,	Weapon	USED		
Minor 10 🏹 Ranged 10	Standard * +	Melee weapon		Standard		4 7			
ACTION 🛠 🔆 RANGE	ACTION 4	RANGE		ACTION		< →	RANGE		
9 vs Reflex One creature	11 vs Refle		_	11	vs	AC	One creature		
ATTACK DEFENSE TARGET Attack: Intelligence +4 vs. Reflex, Wisdom +4 vs. Reflex, or	ATTACK DEFEN	ISE TARGET Ist be trained in Acrobatics.		ATTACK Requiren		DEFENSE : You mu	ust be wielding a light blade.		
Charisma +4 vs. Reflex Increase to +6 bonus at 11th level and +8 bonus at 21st level.	Requirement: You m	ust be wielding a light blade.		Attack: D	) exte	erity vs. /	AC		
Hit: Until the end of your next turn, all attacks against the	Attack: Dexterity vs. Hit: 1[W] + Dexterity	Reflex y modifier (+3) damage, and yo	bu	Hit: 2[W] + Dexterity modifier (+3) damage, and the target grants you combat advantage until the					
target have combat advantage, and the target cannot benefit from invisibility or concealment.	negate any marks the	e target has applied. The target gets until the end of your next t	t 📘		end of your next turn.				
Special: When you create your character, choose Intelligence, Wisdom, or Charisma as the ability score you use when	Effect: You can shift	1 square.	um.	Cloaked	Chor	t sword	+2: +11 attack, 2d6+5		
making attack rolls with this power. This choice remains throughout your character's life and does not change the		an instead shift a number of r Dexterity modifier (+3).		damage	51101	t Sworu	12. 111 attack, 20015		
power's other effects.									
		ort sword +2: +11 attack, 1d6+5 damage							
ADDITIONAL EFFECTS	ADDITIONAL EFFECTS +2d8 to damage once p		+2d8 to damage once per round (Sneak Attack)						
CLASS Racial Power	CLASS Rogue	LEVEL 1 BOOK MP		CLASS Rogue			LEVEL 3 BOOK PH		
ENCOUNTER POWER DUNCEONS & DRAGONS ®	ENCOUNTER POWE	R DUNCEONS & DRAGON	<u>15</u> R	ENCOUN	TER	POWER	DUNCEONS & DRAGONS ®		
Cloud of Steel	Handspring Assa	ault		Flashy	Ripo	oste			
KEYWORDS Martial, Weapon	KEYWORDS Martial, Reliable	Weapon	USED	KEYWORDS M		Rattling, V	Vernen		
Standard + 7 Close blast 5	Standard * 4	Melee weapon		Imm React		katung, v			
ACTION 5 4 3 RANGE	ACTION 4	RANGE		ACTION	1	< →	i leice freupen		
<b>10 vs AC</b> Each enemy in blast you can see	11 vs AC			11	vs	AC	The triggering enemy		
ATTACK DEFENSE TARGET	ATTACK DEFEN	· ·		ATTACK	An c	DEFENSE			
Requirement: You must be wielding a crossbow, a light thrown weapon, or a sling.		nust be trained in Acrobatics. must be wielding a light blade		you	An e	menny m	akes a melee attack against		
Attack: Dexterity vs. AC	Attack: Dexterity vs	s. AC	- 1				ust be wielding a light blade.		
Hit: 1[W] + Dexterity modifier (+3) damage.	you can shift 2 squa	ity modifier (+3) damage, an ares.	iu	Attack: Dexterity vs. AC Hit: 2[W] + Dexterity modifier (+3) damage.					
Distance Hand Crossbow +2: +10 attack, 1d6+5	· · ·	ging, you can use this power	r in	n Effect: The target grants combat advantage to you					
damage				and your allies until the end of your next turn.					
	Cloaked Short swor damage	d +2: +11 attack, 3d6+5		Cloaked Short sword +2: +11 attack, 2d6+5 damage					
ADDITIONAL EFFECTS +2d8 to damage once per round (Sneak Attack)	ADDITIONAL EFFECTS +2d8 to damage once p	ADDITIONAL EFFECTS +2d8 to damage once per round (Sneak Attack)							
	_ · ·				-				
CLASS Rogue	CLASS Rogue	LEVEL 1 BOOK MP		CLASS Rogue	:		LEVEL 5 BOOK MP		
ENCOUNTER POWER DUNGEONS & DRAGONS ®			IS ®	DAILY PO		R	DUNCEONS & DRAGONS ®		

Adaptable Flanker		Vexing Fla	inker			Cloaked Short sword +2								
KEYWORDS Martial	USED	KEYWORDS Martial	-		USED	1d6	3	Light Blade						
Minor ACTION Minor Perse		Imm React	↓ <del>7</del> ♦ <del>%</del>	Pers RAI	ional	<pre>DAMAGE +2 attack rol</pre>	PROFICIENT	GROUP	+2d6 damage					
	DAILY	ACTION AT-WILL			DAILY		ANCEMENT	LEVEL	CRITICAL					
Requirement: You and an ally must be the same enemy. Effect: You gain combat advantage ag enemy until the start of your next turr	ainst the	enemy adjac	an shift to an			This weapon is invisible to everyone but the creature possessing it. As the wielder of the weapon, you gain combat advantage with melee attacks made using the weapon until you successfully hit, at which point the weapon becomes visible to everyone. A cloaked weapon turns invisible again after being sheathed for a short rest (5 minutes).								
						Melee Basic Attack: +11 attack, 1d6+5 damage           AT-WILL         ENCOUNTER         DAILY								
ADDITIONAL EFFECTS		ADDITIONAL EFFECTS				UNTER	DAILY							
CLASS Rogue	^{ok} MP	^{CLASS} Rogue		LEVEL 6	^{DOK} MP	ITEM SLOT Off-ha	and WEIGHT 2	PRICE 3400	воок					
	DRACONS ®		NER D	UNCEONS	DRAGONS ®	MAGIC WE		UNGEONS	CORACONS ®					
Distance Hand Crossbow +2		Luring Wit	hdrawal Le	ather Arm	or +2	Cannith	Goggles (her	oic tier)						
1d6 2 Crossbow DAMAGE PROFICIENT GROUP	10/20 RANGE	2 AC BONUS	- CHECK	- SPEED	1 QUANTITY	AC BONUS	CHECK	SPEED	1 QUANTITY					
+2 attack rolls and damage rolls 6	INITE		2 AC	7	Armor	AC DONOS	Check	1	Head Slot Item					
ENHANCEMENT         LEVEL           PROPERTIES         Increase the weapon's normal range to and the long range by 10 squares.           Load Free         Ranged Basic Attack: +10 attack, 1d6	+5 damage	ENHAN PROPERTIES		LEVEL	ТҮРЕ	ENHANCEMENTLEVELTYPEPROPERTIESYou gain a +2 item bonus to Perception checks.								
POWER	DAILY	AT-WILL	ENCOL	JNTER	DAILY	AT-WIL	L ENCO	UNTER	JAILY					
		enemy misse	e and slide th	melee attac	k. Effect: You	Item Slot: Head Power (Daily): Minor action. Expend an arcane encounter or daily power to use this power. You gain darkvision until the end of the encounter of for 5 minutes if you expended an encounter pow or until the end of your next extended rest if you expended a daily power.								
ITEM SLOT One-hand WEIGHT 2 PRICE 1800	оок	ITEM SLOT Body	WEIGHT 15	PRICE 2600	ООК	ITEM SLOT Head	weight 0	PRICE 360	воок					
MAGIC WEAPON DUNGEONS	DRAGONS ®	MAGIC ITEM	D	UNCEONS	DRAGONS ®	MAGIC ITE	M D	UNCEONS	<b><u>ADRAGONS</u> ®</b>					
Burglar's Gloves (heroic tier)		Sandals of	f Precise Ste	epping (he	eroic tier									
			CUECY	CREES	1 QUANTITY									
AC BONUS CHECK SPEED 1 Ha	QUANTITY Inds Slot Item	AC BONUS	CHECK	SPEED 6 F	eet Slot Item									
ENHANCEMENT LEVEL	ТҮРЕ	PROPERTIES	ICEMENT	LEVEL	ТҮРЕ									
Gain a +1 item bonus to Thievery che	cks.	Gain a +2 ite Stealth chec	em bonus to <i>l</i> ks.	Athletics, and										
	DAILY	AT-WILL	ENCOL	JNTER	DAILY									
Item Slot: Hands		POWER Item Slot: Fe	eet											
ITEM SLOT Hands WEIGHT 0 PRICE 360	DOK	ITEM SLOT Feet	WEIGHT 0	PRICE 1800	ЮОК									
MAGIC ITEM DUNGEONS														

# DUNCEONS & DRAGONS

							GK					Player Nam	e						
				[	7		cerer												10,000
Charact Drow	er Name	Mediun	n	94	Level	Class	s 5'10"	134	Paragon Path Chaotic Evil		Lolth	Epic	: Dest	iny				Total	XP
Race		Size		Age	Ger	nder	Height	Weight	Alignment		Deity			Adventu	ring Compa	ny		RPGA	Number
	IN	ITIAT	IVE					DE	FENSES						MOV	/EMEI	T		
SCORE	_	DEX	1/2 LVL			MISC		10 + ARMO FENSE 1/2 LVL ABI	DR/ L CLASS FEAT	ENH	MISC MISC	SCORE	_			BAS	E ARM	OR ITE	M MISC
6	Initiative	3	3					C 13 5		2		6	_		<b>d</b> (Square	s) 6			
CONDITI	ONAL MODIFIERS						CONDITIONA					SPECIAL	MOVE	MENT					
	ADTI	ITY SC	ODE	S											CE	NCEC			
SCO					D <u>P + 1/2</u> L	VL	- 0	10 + FENSE 1/2 LVL ABI		ENH	MISC MISC	SCOR	E P	ASSIVE S		NSES		ASE	SKILL BONUS
1	) STR		0		3	7		ORT 13 1		2	1	18			e Insigh	t		0 +	8
	Strength						CONDITIONA			-									
1.	3 CON Constitution		1		4							13			e Percep	otion	1	0 +	3
_					_	-		10 + FENSE 1/2 LVL ABI	L CLASS FEAT	ENH	MISC MISC	SPECIAL Darkvisi		ES					
1	<b>DEX</b> Dexterity		3		6		(19) _F	REF 13 3		2	1			٨٦				CE	
1	2 INT		1		4	٦	CONDITIONA				<u> </u>	ABILITY	Mol		ic Attack			CE	
	Intelligence		-		<u> </u>	_						AT <u>T BON</u>			2 LVL ABIL			<u>FEAT</u> E	NH MISC
1	WIS		0		3	٦		10 + FENSE 1/2 LVL ABI	L CLASS FEAT	ENH	MISC MISC	+ 3		_	3 0				
	Wisdom		~			_	(23)	VILL 13 5	2	2	1	ABILITY	Ran	iged B	asic Attac	k - Una	rmed		
20	) CHA Charisma		5		8		CONDITIONA	L BONUSES				ATT BON			2 LVL ABIL			FEAT E	NH MISC
							_					+ 6	5		3 3				
		t poii						ACTIO	N POINTS		ION POINTS				MAGE	WOR		CE	
	X HP	D S	URGE VAL		SURGES	DAY	A	ction Points	0	ACI	1 2	ABILITY	M-'		MAGE ic Attack			ICE	
5	55 <u>27</u>		13		7		ADDITIONAL	EFFECTS FOR SPENDIN	2 G ACTION POINTS		3	DAMAGE		ee bas				ENH M	ISC MISC
CURREN	T HIT POINTS		1/4 HP		RENT SUR	GE USES							d4			0			
								RACE	FEATURES	5		ABILITY	Ran	ged B	asic Attac	k - Una	rmed		
							Trance (	Drow) - Meditate	aware 4 hours	instead	d of sleep.	DAMAGE		-				ENH M	ISC MISC
	SECOND WIND 1	/ENCOU	NTER		USED		Lolthtou	<b>ched</b> - Use either	cloud of darkn	ess or c	darkfire	1d	4+3			3			
TEMPOR	ARY HIT POINTS						once per	encounter.							PACIC	ATT 4	CVC		
	DEATH SAVING TH	IROW FAT		2			Darkfire	Charisma - Use	CHA for Darkfir	e		ATTACK	(	DEFENSE	BASIC	A L L A EAPON OR			DAMAGE
SAVING	THROW MODS	INOW TA:	LOKES	<u></u>			Fey Orig	in - Your origin is	fey, not natura	l		8	vs	AC	Hand Cro	ossbow			1d6+3
PESIST	ANCES Resist 10 Force											7	vs	AC	Defensiv	e Staff -	⊧2		1d8+2
NE51517															) ]	e otan			
CURREN	IT CONDITIONS AND EFF	ECTS										5	vs	AC	Mace				1d8
												3	vs	AC	Unarmed	d (Melee	)		1d4
		SKILL		TD	AP110-			SS / PATH /			URES								
	SKILL NAME		BIL MOD 1/2 LVL	(+5)	ARMOR PENALTY	MISC	<u> </u>	urce - Choose a S						-		EATS			
6	Acrobatics	DEX	6	0			Wild	Magic - Gain the	Wild Magic clas	ss featu	ires								ther armor
11	Arcana	INT	4	5	n/a	2									Soul - Ro	oll twice	to dete	ermine V	Vild Soul
3	Athletics	STR	3	0								dama							
13	Bluff	СНА	8	5	n/a										/ - +1 to a	ttack rol	is afte	r hitting	with
8	Diplomacy	СНА	8	0	n/a									-will at				1.1	
8	Dungeoneering	WIS	3	5	n/a								-		<b>iry</b> - +2 to	damag	e after	nitting I	multiple
4			4	0								toes v	/ith a	t-will p	ower				
3	Endurance	CON	3	0															
	Heal	WIS			n/a														
4	History	INT	4	0	n/a														
8	Insight	WIS	3	5	n/a														
10	Intimidate	СНА	8	0	n/a	2													
3	Nature	WIS	3	0	n/a														
3	Perception	WIS	3	0	n/a														
4	Religion	INT	4	0	n/a				0.00										
8	Stealth	DEX	6	0		2			GES KNOV	WN									
8			8	0	n/a		Common,	Elven											
	Streetwise	CHA		$\square$	iya														
6	Thievery	DEX	6	0			1												

POWER INDEX			MAGIC	ITEM IND	EX	CHARACTER PORTRAIT
List your powers below. Check the box when the power is used.		Ch	List you eck the box	ur powers below. when the power	is used	A
Clear the box when the power renews.		Cle	ear the box w	when the power	renews.	
AT-WILL POWERS	WEAF	PON Defensiv		GIC ITEMS (Off-hand) (E)		6
	WEAP		e Stall +2	(On-hand) (E)		A BALL
Chaos Bolt	WEAP	PON				
	WEAP					
	ARMO					
	ARMS	Repulsio	n Leather A	Armor +2 (E)		
ENCOUNTER POWERS	FEET					
Cloud of Darkness						622
Darkfire		Arcanist	s Glasses (	heroic tier) (E)		t d'h
Bedeviling Burst		Brooch o	of Shielding	+2 (E)		
Essence Prism	RING					the second secon
Chaos Storm	RING					
	WAIS	π				PERSONALITY TRAITS
DAILY POWERS		Power Je	ewel (heroi	c tier) ()		·
Dazzling Ray			-			
Acidic Implantation	ΞH					
	╡┤┝╴					·
	╡╢─					·
	╡╢─					
	╡╢─					MANNERISMS AND APPEARANCE
	╘╧┧┝─					
UTILITY POWERS	_					
Elemental Shift	╧╢┝╴					
Lightning Shift	╧╢┝╴				<u>L</u>	
	$\exists \downarrow \vdash$					
	$\exists \downarrow \vdash$					
			Daily Iter	m Powers Per l	Day	
	Hero	oic (1-10)		Milestone		CHARACTER BACKGROUND
	Para	agon (11-20)		Milestone		Birth - Omen
	Epic	: (21-30)		Milestone		Your birth was marked by an unusual occurrence—perhaps a great storm, an eclipse, or the start or end of a battle. What
OTHER EQUIPMENT			RITUAL	S / ALCHE	MY	was the omen? How was it interpreted? Were others born
Adventurer's Kit						under the same omen, and if so, do you have any special relationships with them?
Climber's Kit						
Hand Crossbow (E)						
Масе						COMPANIONS AND ALLIES
Crossbow Bolts (40)						
						CECCTON AND CAMPATON NOTES
						SESSION AND CAMPAIGN NOTES
						·
Money on hand: 0 gp Stored money: 0 gp						
Encumbrance: 71 / 100						

Acid Orb		Chaos E	Bolt				Cloud of Darkness						
KEYWORDS Acid, Arcane, Implement	USED	KEYWORDS Arc	ane,	Implemen	, Psychic	USED	KEYWORDS						
Standard 4 20 7 Ranged 20		Standard		+ 10 7	Ranged 10		Minor		+ 7				
		ACTION		€ -*	RANGE	_	ACTION		← 1	RANGE			
10 vs Reflex One creature		10	vs	Will	One creature			vs	DEFENSE				
ATTACKDEFENSETARGETAttack: Charisma vs. ReflexHit: 1d10 + Charisma modifier (+5) acid damageLevel 21: 2d10 + Charisma modifier (+5) aciddamage.Special: This power can be used as a ranged basattack.	sic	Level 21: 20 Wild Mag attack roll, r Secondar target last h Secondar Hit: 1d6 the seconda	Char 110 + nic: If make y Tar it by y Att psych ary at	Charisma you rolled a seconda rget: One o this power ack: Charis nic damage tack roll, re	reature within 5 squares of ma vs. Will . If you rolled an even numb peat the secondary attack.	mary the ber for You can	remains i The cloue totally ob	in pl d blo oscu ed u	lace until ocks line o red, and o until they	tes a cloud of darkness that the end of your next turn. of sight, squares within it a creatures entirely within it exit. You are immune to	are		
Defensive Staff +2: +10 attack, 1d10+10 damag Unarmed: +8 attack, 1d10+8 damage ADDITIONAL EFFECTS +1 to attack rolls against that enemy until the end of your no turn when you hit any enemy with a sorcerer at-will attack		attack a creature only once with a single use of this power.         Defensive Staff +2: +10 attack, 1d10+10 damage         Unarmed: +8 attack, 1d10+8 damage         ADDITIONAL EFFECTS         +1 to attack rolls against that enemy until the end of your next turn when you hit any enemy with a sorcerer at-will attack											
CLASS Sorcerer LEVEL 1 BOOK PH2	_	power - Arc		Spellfury.	LEVEL 1 BOOK PH2		^{CLASS} Racial			LEVEL * BOOK FROC			
				/FD						TRPG			
AT-WILL POWER DUNGEONS & DRAGON	5 R	AI-WILL	POW	VER	DUNCEONS & DRAG	<u>gons</u> (r)	ENCOUN	IER	POWER	DUNCEONS & DRAGON	∑ (R)		
Darkfire		Bedevili	ng	Burst			Essence	e Pr	rism				
KEYWORDS	USED	KEYWORDS Arc	ane,	Implemen	, Psychic	USED	KEYWORDS Are	cane,	Force, Imp	lement	USED		
Minor         Image: 10 Project 10		Standard ACTION		↓ } ← 3 ⊀			Standard ACTION		∔ 20 ð € ∰	Rungeu 20			
12 vs Reflex One creature		10	vs	Will	One or two creatures i	in burst	10	vs	Reflex	One creature			
ATTACK DEFENSE TARGET Attack: Intelligence +4 vs. Reflex, Wisdom +4 vs. Reflex, o	_	ATTACK Attack: C		DEFENSE	1		ATTACK		DEFENSE isma vs. F	TARGET			
Hit: Until the end of your next turn, all attacks against the target have combat advantage, and the target cannot bene from invisibility or concealment. Special: When you create your character, choose Intelligent Wisdom, or Charisma as the ability score you use when making attack rolls with this power. This choice remains throughout your character's life and does not change the power's other effects.		squares e Wild M attack rol it. Defensive Unarmed	equa lagic l, yo e Sta : +8	I to your : If you ou slide t off +2: +	h the target a number Dexterity modifier (+: rolled an even number ne target instead of pu 10 attack, 1d10+10 da 1d10+8 damage	3). r on the ushing	attack roll, the target loses all resistances until the end of your next turn. Defensive Staff +2: +10 attack, 2d8+10 damage Unarmed: +8 attack, 2d8+8 damage						
ADDITIONAL EFFECTS +1 to attack rolls against that enemy until the end of your no turn when you hit any enemy with a sorcerer at-will attack power - Arcane Spellfury.	ext		k roll: you h	it any ene	nat enemy until the end of y ny with a sorcerer at-will at		+1 to attac	nat enemy until the end of your n ny with a sorcerer at-will attack	ıext				
CLASS Racial Power LEVEL * BOOK FRPG		CLASS Sorcere	er		LEVEL 1 BOOK PH2		CLASS Sorcerer LEVEL 3 BOOK AP						
ENCOUNTER POWER DUNCEONS & DRACON	5 R	ENCOUNT	ER I	POWER		GONS ®	ENCOUNT	TER	POWER	Dungeons & Dragon	<u>s</u> R		
Chaos Storm		Dazzling	g Ra	ау			Acidic I	Imp	lantatio	n			
KEYWORDS Arcane, Implement, Lightning, Teleportation	USED	KEYWORDS Arc	ane,	Implemen	, Radiant	USED	KEYWORDS AC	id, Ar	rcane, Imple	ement	USED		
Standard 4 10 7 Area burst 1 within 10 square	es	Standard		↓ 10 →	Tranged 10		Standard		↓ 10 → <	Nullged 10			
ACTION C 1 2 RANGE		ACTION		< - ⊀	IUIIUE		ACTION		< - ⊀ Fort	KANGE			
10         vs         Reflex         Each creature in burst           ATTACK         DEFENSE         TARGET		10 ATTACK	vs	Will DEFENSE	One creature TARGET		10 ATTACK	vs	Fort DEFENSE	One creature TARGET			
Attack: Charisma vs. Reflex Hit: 2d6 + Charisma modifier (+5) lightning damage. Effect: You teleport each target hit by the attack that it swaps positions with another target hit by the attack. Wild Magic: You instead teleport each target h by the attack to any other space within the burst Defensive Staff +2: +10 attack, 2d6+10 damage Unarmed: +8 attack, 2d6+8 damage	nit 	Attack: C Hit: 6d6 - Wild M attack rol against y (save enc Miss: Halt Defensive	1	r on the ack rolls r (+3)	Hit: You Effect: TI Make a s centered Secon Secon Hit: 20 Defensive Unarmed	he p ecor dary dary d6 a e Sta 1: +8	e the prim primary ta ndary atta the prima / Target: / Attack: ( cid dama aff +2: +	ary target 3 squares. rget takes 2d6 acid damag ack that is an area burst 1 ry target. Each creature in burst Charisma vs. Reflex	je.				
+1 to attack rolls against that enemy until the end of your nu turn when you hit any enemy with a sorcerer at-will attack power - Arcane Spellfury.	ext	+1 to attac turn when power - Arc	k roll: you h ane s	it any ene	nat enemy until the end of y ny with a sorcerer at-will at	tack	ADDITIONAL EFFECTS +1 to attack rolls against that enemy until the end of your nex- turn when you hit any enemy with a sorcerer at-will attack power - Arcane Spellfury.						
CLASS Sorcerer LEVEL 7 BOOK PH2		CLASS Sorcere			LEVEL 1 BOOK PH2		CLASS Sorcer			LEVEL 5 BOOK PH2			
ENCOUNTER POWER DUNCEONS & DRAGON	5 ®	DAILY PO	WE	R	DUNCEONS & DRAC	oons ®	DAILY PC	OWE	R	DUNCEONS & DRAGON	<u>s</u> R		

Elemen		nift			Lightnir	2	ft			Defensive	Staff +2		
KEYWORDS Arc	ane			USEI	KEYWORDS Arc	ane	_		USED				1
Minor	4		Pe	rsonal	Move	4	ア	Perso	onal	AC BONUS	СНЕСК	SPEED	QUANTITY
ACTION AT-WI	Ŕ			ANGE DAILY	ACTION AT-WI	÷			NGE DAILY		and damage rolls	5 7 LEVEL	Staff <b>TYPE</b>
Effect: You can change the resistance granted by your Dragon Soul or Wild Soul to one of the other damage types for the rest of the encounter. In addition, one ally adjacent to you gains resist 5 to the damage type that you resist until the end of the encounter. Level 11: Resist 10. Level 21: Resist 15.						ou shift	: your spe	ed. You igno		Will defenses feature, you	also gain a +1 Attack: +7 atta ENCO	the Staff of . item bonu ack, 1d8+2	Defense class s to your AC.
ADDITIONAL EFFI	ECTS				ADDITIONAL EFF	ECTS							
CLASS Sorcere	er		LEVEL 2	^{воок} РН2	CLASS Sorcere	er		LEVEL 6	^{рок} AP	ITEM SLOT Off-han	d ^{WEIGHT} 0	PRICE 2600	воок
UTILITY		R D	UNCEONS					UNCEONS &	DRAGONS ®	MAGIC ITEM	D	UNGEONS	<b>DRAGONS</b> ®
Repulsi	on Le	eather Arr	mor +2		Brooch	of Shi	ielding -	+2		Arcanist's	Glasses (he	eroic tier)	
2		-	-	1					1				1
AC BONU		CHECK	SPEED	QUANTITY			CHECK	SPEED	QUANTITY	AC BONUS	CHECK	SPEED	QUANTITY
EN	+2 AC		7 LEVEL	Armor TYPE		ide, Refle HANCEM	ex, and Will	8 Ne	leck Slot Item	ENHAN	ICEMENT	3 LEVEL	Head Slot Item TYPE
PROPERTIES					PROPERTIES Gain resis					PROPERTIES	em bonus to <i>i</i>		
AT-WI	ILL.		UNTER	<b>DAILY</b>	T-WI	LL	ENCO	UNTER	DAILY	AT-WILL		UNTER	DAILY
Power (D moves in enemy 1 power las	paily): to an a square sts unt	Minor Actic adjacent sc e as an imr ill the end o	on. Whenev quare, you mediate rea of the enco	ver an enemy can push that action. This punter.	Power Item Slot Power (D power wl ranged a the brood	: Neck aily): I nen you ttack. ( ch's res	mmediate u are hit t Gain resis ist force v	e Interrupt. U by an area, cl t to all damag value against	Jse this lose, or ge equal to t that attack.	Power Item Slot: H	ead		
Power (D moves in enemy 1 power las	vaily): to an a square sts unt	Minor Actic adjacent so e as an imr til the end o	pn. Whenev quare, you mediate rea of the enco	ver an enemy can push that action. This punter.	Power Item Slot Power (D power wl ranged a the brood	: Neck vaily): I nen you ttack. ( ch's res	mmediate u are hit t Gain resist ist force v	PRICE 3400	Jse this lose, or ge equal to t that attack.	POWER Item Slot: H	ead	PRICE 680	воок
POWER Power (D moves in enemy 1	vaily): to an a square sts unt	Minor Actic adjacent so e as an imr til the end o	pn. Whenev quare, you mediate rea of the enco	ver an enemy can push that action. This punter.	Power Item Slot Power (D power wl ranged a the brood	: Neck vaily): I nen you ttack. ( ch's res	mmediate u are hit t Gain resist ist force v	PRICE 3400	Jse this lose, or ge equal to t that attack.	Power Item Slot: H	ead	PRICE 680	
Power (D moves in enemy 1 power las MAGIC IT Power 3 AC BONU PROPERTIES POWER Power (D to regain 3rd level. Special: \	Paily): to an a squard sts unt rEM Jewel Jewel Is HANCER	Minor Actic adjacent sc e as an imr til the end of weight 15 (heroic t cheroic t check MENT Minor Actic se of an en ust have re	pn. Whenev quare, you mediate rea of the enco price 2600 UNCEONS Cier) 5 5 LEVEL UNTER	Ver an enemy can push that action. This bunter.	Power Item Slot Power (D power wil ranged a the brood	: Neck vaily): I nen you ttack. ( ch's res	mmediate u are hit t Gain resist ist force v	PRICE 3400	Jse this lose, or ge equal to t that attack.	POWER Item Slot: H	ead	PRICE 680	воок
Power (D moves in enemy 1 power las MAGIC IT Power 3 AC BONU PROPERTIES POWER Power (D to regain 3rd level. Special: \	Paily): to an a squard sts unt rEM Jewel Jewel Is HANCER	Minor Actic adjacent sc e as an imr til the end of weight 15 (heroic t check MENT Minor Actic se of an en ust have re y to activat	on. Whenev quare, you mediate rea of the enco recons cier) <b>SPEED</b> <b>SPEED</b> <b>UNTER</b>	Ver an enemy can push that action. This bunter.	Power Item Slot Power (D power wil ranged a the brood	: Neck vaily): I nen you ttack. C ch's res	mmediate u are hit t Gain resist ist force v	PRICE 3400	Jse this lose, or ge equal to t that attack.	POWER Item Slot: H	ead	PRICE 680	воок
Power (D moves in enemy 1 power las MAGIC IT Power 3 AC BONU PROPERTIES POWER Power (D to regain 3rd level. Special: \	Paily): to an a squard sts unt rEM Jewel Jewel Is HANCER	Minor Actic adjacent sc e as an imr til the end of weight 15 (heroic t check MENT Minor Actic se of an en ust have re y to activat	pn. Whenev quare, you mediate rea of the enco price 2600 UNCEONS Cier) 5 5 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Ver an enemy can push that action. This bunter.	Power Item Slot Power (D power wil ranged a the brood	: Neck vaily): I nen you ttack. C ch's res	mmediate u are hit t Gain resist ist force v	PRICE 3400	Jse this lose, or ge equal to t that attack.	POWER Item Slot: H	ead	PRICE 680	воок

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	er Name				Level	Clas		100	-	on Path		Epi	ic Dest	tiny				Tota	II XP
Drow Race		Mediur Size	m	83 Age	Ge	nder	5'8" Height	130 Weight	Evil Alignm	ent	Lolth Deity			Adventu	ring Compa	inv		RPGA	Number
Ruce	TN	ITIAT	TVF	Age	00	naci	height	5	DEFENS		Delty			naventa		/EME	NT	N G/	Humber
SCORE			1/2 LVL			MISC	SCORE				H MISC MIS	SCORE						MOR ITE	M MISC
4	Initiative	1	3					AC 13	4			6		Spee	d (Square	es) 6			
CONDITI	ONAL MODIFIERS								7			SPECIA	L MOVE	MENT					
							CONDITIO	NAL BONUSES											
<u>SCO</u>		ITY SO	CORE		0 <u>0 + 1/2</u> L	VI		10 +				- SCOI	DE I	PASSIVE S		INSES		ASE	SKILL BONUS
1	) STR		0		3	٦.	(19)		ABIL CLASS	1 1	H MISC MIS				e Insigh	t		LO +	3
	Strength							FORT 13	4	2			<b>,</b>	45517	e morgi				-
18	B CON Constitution		4		7		CONDITIO	NAL BONUSES				18	3	Passiv	e Percej	ption	1	L <b>O</b> +	8
						_	_	10 + DEFENSE 1/2 LVI	ABIL CLASS	FEAT EN	H MISC MIS	SPECIA Darkvis		ES					
12	2 DEX Dexterity		1		4		(18)	REF 13	2 1	2	1 1								
			2			7		NAL BONUSES					v		TACK				
	Intelligence		2		3							ABILIT			ast - Mer				NH MISC
14	WIS		0		2		$\frown$	10 + DEFENSE 1/2 LVI	ABIL CLASS	FEAT EN	H MISC MIS		9		3 4	01433	1 NOT		2
	Wisdom		U		3		(19)	WILL 13	3 1	2			-		ast - Qui	kourse	Rod		
1			3		6		CONDITIO	NAL BONUSES				AT <u>T BO</u>			2 LVL ABIL				NH MISC
	Charisma											+ :	8		3 4				1
		Τ ΡΟΙ						AC	FION PO										
MA	X HP	<u></u>	HEA SURGE VAL		SURGES SURGES			Action Point		STONES 0 1	ACTION POINTS 1 2		v		MAGE				
6	50 30		15		1(	)		AL EFFECTS FOR SPE		2 POINTS	3	DAMAG		ritch Bl	ast - Mer	CURIAL F	ROD +2		MISC MISC
CURREN	1/2 HP		1/4 HP		RENT SUR	GE USES	1						10+0	6		4		2	inde mide
								RA	CE FEAT	URES					ast - Qui		Rod		_
							Trance	(Drow) - Med	itate aware 4	4 hours ins	tead of sleep.	DAMAG			(	ABIL	FEAT		MISC MISC
	SECOND WIND 1	/ENCOU	JNTER		USED		Lolthto	uched - Use e	ther cloud o	f darkness	or darkfire	1d	10+:	5		4		1	
TEMPOR	ARY HIT POINTS						once pe	r encounter.											
	DEATH SAVING TH		TUDES				Darkfir	e Charisma -	Use CHA for	Darkfire		ATTAC	к	DEFENSE	BASIC				DAMAGE
SAVING	THROW MODS		ILUKES	,			Fey Ori	i <b>gin</b> - Your orig	in is fey, not	natural		_ 9	vs	Ref	Eldritch	Blast (M	lercuria	al Rod ·	1d10+6
DEGIOT												- 8			Elduitab	Neat (C			1410 . 5
RESIST	ANCES Resist 10 Force												vs	L	Eldritch	biast (Q	uickcu	ISE KUL	1d10+5
CURREN	IT CONDITIONS AND EFF	ECTS										6	vs	AC	Hand Cr	ossbow			1d6+1
												5	vs	AC	Масе				1d8
		SKILL	.S				CL	ASS / PATI	H / DEST	INY FE	ATURES		_						
BONUS	SKILL NAME		ABIL MOD + 1/2 LVL		ARMOR PENALTY	MISC	Eldritc	<b>h Blast</b> - Use e	ldritch blast	as an at-w	ll power and				F	EATS			
4	Acrobatics	DEX	4	0			as a bas	sic attack.				Imp	rovec	l Dark	One's Ble	essing -	Pact b	oon gra	nts 3
10	Arcana	INT	5	5	n/a		Eld	ritch Blast Co	nstitution -	Use CON	or Eldritch	addit	ional	tempora	ary hit poi	nts			
3	Athletics	STR	3	0			Blast					Door	ning	Action	- Deal cu	rse dam	age ag	jain with	action
6	Bluff	СНА	6	0	n/a		Eldritc	h Pact - Choos	e a pact, wh	ich determ	nes an at-wil	point							
6			6	0	n/a		spell, yo	our pact boon, a	and bonuses	to certain	powers.	Accu	rsed	Accura	<b>icy</b> - Igno	re conce	ealmen	t for cu	rsed
3	Diplomacy	CHA		0			Inf	ernal Pact - He	ellish rebuke	spell; Darl	c One's	enem	nies						
	Dungeoneering	WIS			n/a		Blessing	boon: When c	ursed foe is	dropped to	0 hp, gain	Sacr	ifice	to Caip	hon - Red	cover er	ncounte	er power	' that
7	Endurance	CON	7	0			tempora	ary hp equal to	your level.			misse	es all t	targets	but damag	ge self,	damag	e = leve	el
3	Heal	WIS	3	0	n/a		Prime	<b>Shot</b> - If no alli	es are close	to target	than you, get								
5	History	INT	5	0	n/a			anged attacks a	-										
3	Insight	WIS	3	0	n/a			w Walk - On yo			•	m							
8	Intimidate	СНА	6	0	n/a	2	starting	square, gain co	oncealment u	until end of	your next								
3	Nature	WIS	3	0	n/a		turn.												
8	Perception	WIS	3	5	n/a			k's Curse - On		. ,		be							
10	Religion	INT	5	5	n/a		you can	see; deal extra											
6	-		4	0	,=	2		LANG	UAGES I	KNOWN									
	Stealth	DEX					Commo	n, Elven											
6	Streetwise	CHA		0	n/a														
10	Thievery	DEX	4	5		1													

POWER INDEX		MAGIC ITEM INDEX	CHARACTER PORTRAIT
List your powers below. Check the box when the power is used.		List your powers below. Check the box when the power is used.	· · · · · · · · · · · · · · · · · · ·
Clear the box when the power renews. AT-WILL POWERS		Clear the box when the power renews. MAGIC ITEMS	
Eldritch Blast		WEAPON Mercurial Rod +2 (Off-hand) (E)	
Hellish Rebuke		WEAPON Quickcurse Rod +1 (Off-hand) (2) (E)	A HEARING AND A MAKE /
Dark One's Blessing		WEAPON	
Warlock's Curse		WEAPON	
		ARMOR Repulsion Leather Armor +2 (E)	A LO SHANKS
		ARMS	
ENCOUNTER POWERS		FEET	
Cloud of Darkness		HANDS Burglar's Gloves (heroic tier) (E)	
Darkfire		HEAD	
Chains of Levistus		NECK Brooch of Shielding +2 (E)	
Fiery Bolt		RING	
Howl of Doom		RING	
		WAIST	PERSONALITY TRAITS
DAILY POWERS		Power Jewel (heroic tier) ()	]
Decree of Khirad			
Avernian Eruption			
			]
			]
			]
			MANNERISMS AND APPEARANCE
UTILITY POWERS			
Fiendish Resilience			
Life Siphon			
		Daily Item Powers Per Day	 
	ᆜ	Heroic (1-10) Milestone / / /	CHARACTER BACKGROUND
	ᆜ	Paragon (11-20) Milestone / /	Drow - Outcast
		Epic (21-30) Milestone / /	You were cast out from the city of your birth, most likely because of your failure to comply with the evil customs of
OTHER EQUIPMENT		RITUALS / ALCHEMY	your people or the terrible whims of Lolth's priests. Do you dream of returning and gaining revenge, or are you fleeing
Adventurer's Kit			for your life?
Climber's Kit			-
Thieves' Tools			
Hand Crossbow			COMPANIONS AND ALLIES
Crossbow Bolts (40)			
Масе			
			SESSION AND CAMPAIGN NOTES
COINS AND OTHER WEALTH Money on hand: 0 gp			
Money on hand: 0 gp Stored money: 0 gp			
Encumbrance: 72 / 100			

Eldritch Blast	Hellish Rebuke	Dark One's Blessing						
KEYWORDS Arcane, Implement	KEYWORDS Arcane, Fire, Implement	KEYWORDS USED						
Standard + 10 7 Ranged 10	Standard 🕴 10 🏹 Ranged 10	Free 🕴 🍞 Personal						
ACTION 🛠 🛠 RANGE	ACTION 🛠 🔆 RANGE							
9 vs Reflex One creature	9 vs Reflex One creature	vs						
ATTACK         DEFENSE         TARGET           Attack: Charisma or Constitution vs. Reflex         Hit: 1d10 + Charisma or Constitution modifier damage.           Increase damage to 2d10 + Charisma or Constitution modifier 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.	ATTACKDEFENSETARGETAttack: Constitution vs. ReflexHit: 1d6 + Constitution modifier (+4) fire damage.If you take damage before the end of your nextturn, the target takes an extra 1d6 + Constitutionmodifier (+4) fire damage.Increase damage and extra damage to 2d6 +Constitution modifier (+4) at 21st level.	ATTACKDEFENSETARGETPrerequisite:Infernal PactTrigger:An enemy under your Warlock's Curse isreduced to 0 hit points or fewerEffect:You immediately gain temporary hit pointsequal to your level.						
Mercurial Rod +2: +9 attack, 1d10+6 damage Quickcurse Rod +1: +8 attack, 1d10+5 damage Unarmed: +7 attack, 1d10+4 damage ADDITIONAL EFFECTS +1d6 to damage once per round (Warlock's Curse)	Mercurial Rod +2: +9 attack, 1d6+6 damage Quickcurse Rod +1: +8 attack, 1d6+5 damage Unarmed: +7 attack, 1d6+4 damage ADDITIONAL EFFECTS +1d6 to damage once per round (Warlock's Curse)	ADDITIONAL EFFECTS						
CLASS Warlock	CLASS Warlock	CLASS Warlock						
AT-WILL POWER DUNGEONS & DRAGONS ®								
ATTALL FORTER DURING PARTICIPACIONES (								
Warlock's Curse	Cloud of Darkness	Darkfire						
KEYWORDS USED	KEYWORDS USED	KEYWORDS USED						
Minor     Image: Constraint of the second seco	Minor ACTION VS Close burst 1 RANGE RANGE	Minor         I         I         I         I         Ranged 10           ACTION         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I         I						
ATTACK DEFENSE TARGET You can place a Warlock's Curse on the enemy nearest to you that you can see. A	ATTACK DEFENSE TARGET Effect: The burst creates a cloud of darkness that	ATTACK DEFENSE TARGET Attack: Intelligence +4 vs. Reflex, Wisdom +4 vs. Reflex, or						
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	remains in place until the end of your next turn. The cloud blocks line of sight, squares within it are totally obscured, and creatures entirely within it are blinded until they exit. You are immune to these effects.	Increase to +6 bonus at 11th level and +8 bonus at 21st level. Hit: Until the end of your next turn, all attacks against the target have combat advantage, and the target cannot benefit from invisibility or concealment. Special: When you create your character, choose Intelligence, Wisdom, or Charisma as the ability score you use when making attack rolls with this power. This choice remains throughout your character's life and does not change the power's other effects.						
AUDITIONAL LITELIS								
CLASS LEVEL * BOOK PH	CLASS Racial Power LEVEL * BOOK FRPG	CLASS Racial Power LEVEL * BOOK FRPG						
AT-WILL POWER DUNGEONS & DRAGONS ®	ENCOUNTER POWER DUNGEONS & DRAGONS ®	ENCOUNTER POWER DUNGEONS & DRAGONS ®						
Chains of Levistus	Fiery Bolt	Howl of Doom						
KEYWORDS Arcane, Cold, Implement	KEYWORDS Arcane, Fire, Implement	KEYWORDS Arcane, Fear, Implement, Thunder						
Standard 10 Ranged 10	Standard 4 10 7 Ranged 10	Standard 4 7 Close blast 3						
ACTION 🔆 🔆 RANGE	ACTION 🔆 🔆 RANGE	ACTION 3 🔆 🔆 RANGE						
9 vs Fort One creature ATTACK DEFENSE TARGET	9 VS Reflex One creature ATTACK DEFENSE TARGET	9 vs Fort Each creature in blast ATTACK DEFENSE TARGET						
Attack: Constitution vs. Fortitude Hit: 2d6 + Constitution modifier (+4) cold damage. If the target moves before the end of your next turn, it takes 2d6 extra cold damage. Infernal Pact: If the target moves before the end of your next turn, you also gain a +2 power bonus to your next attack roll against the target before the end of your next attack roll against the target before the end of your next turn. Mercurial Rod +2: +9 attack, 2d6+6 damage Quickcurse Rod +1: +8 attack, 2d6+5 damage Unarmed: +7 attack, 2d6+4 damage	Attack: Constitution vs. Reflex Hit: 3d6 + Constitution modifier (+4) fire damage, and creatures adjacent to the target take 1d6 + Constitution modifier (+4) fire damage. Infernal Pact: Creatures adjacent to the target take extra fire damage equal to your Intelligence modifier (+2). Mercurial Rod +2: +9 attack, 3d6+6 damage Quickcurse Rod +1: +8 attack, 3d6+5 damage Unarmed: +7 attack, 3d6+4 damage	Attack: Constitution vs. Fortitude Hit: 2d6 + Constitution modifier (+4) thunder damage, and you push the target 2 squares. Infernal Pact: You push the target a number of squares equal to 1 + your Intelligence modifier (+2). Mercurial Rod +2: +9 attack, 2d6+6 damage Quickcurse Rod +1: +8 attack, 2d6+5 damage Unarmed: +7 attack, 2d6+4 damage						
	CLASS Warlock LEVEL 3 BOOK PH ENCOUNTER POWER DUNCEONS & DRACONS ®							

Page 3

Decree	of	Khirad			Avernia	n E	ruption			Fiendish	Resilienc	e		
KEYWORDS Arc	cane,	Charm, Im	plement, Psychic	USED	KEYWORDS Arc	ane,	Fire, Implem	ent	USED	KEYWORDS Arca	ne			USED
Standard		4 7 4		e blast 3	Standard		4 10 <del>3</del>	Area burst 1	within 10 squares	Minor	↓ ? ∢ +			ersonal
ACTION			^	ANGE	ACTION	_	€ 1 🐇		RANGE	ACTION				
8 ATTACK	vs	Will		emy in blast	9 ATTACK	vs	Reflex DEFENSE		eature in burst	AT-WIL			JNTER	DAILY
Attack: Ch Hit: The ta action aga misses wit modifier (- Miss: 1d6 Mercurial I	arisi arge inst th th +3) + Cl Rod e Ro +6	ma vs. Will t makes a i a creature e attack, it psychic dai narisma mo +2: +8 att d +1: +7 a	nelee basic atta of your choice. takes 1d6 + yo nage. odifier (+3) psy ack, 0 damage uttack, 0 damag	If the target our Charisma chic damage.	Hit: 2d10 damage. Effect: Th (save end Mercurial Quickcurs Unarmed	H + C ne ta ds). Roc se Ro : +7	argets take d +2: +9 a od +1: +8 ' attack, 2c	n modifier ( ongoing 5 ttack, 2d10	fire damage +6 damage 0+5 damage age		titution mo			
(1.455			LEVEL 1	BOOK	CLASS			LEVEL 5	BOOK	CLASS			LEVEL 2	BOOK
CLASS Warloc			_	BOOK AP	CLASS Warloc			5	BOOK PH	^{CLASS} Warlock		2000	_	^{BOOK} PH
DAILY PC	DWE	R	DUNGEONS	DRACONS (	B DAILY PC	WE	ĸ	DUNCEON	S&DRAGONS ®	UTILITY P	OWER	731	INGEONS	DRAGONS ®
Life Sip					Repulsi	on l	Leather A	rmor +2		Mercuria	al Rod +2			
KEYWORDS Arc	ane,	Healing		USED	2		-	-	1					1
Imm React		↓ 10 ¥		nged 10	AC BONU		CHECK	SPEED	QUANTITY	AC BONUS			SPEED	QUANTITY
ACTION		< -×		ANGE	EN		AC CEMENT	7 LEVEL	Armor TYPE		Ils and damag	e rolls	6 LEVEL	Rod TYPE
damage Effect: Yo roll befor Dark F Charisma	An a ou g e th Pact	ally within ain a +2 e end of : You rega odifier (+3	your next turr ain hit points ( 3).	to one attack n. equal to your	PROPERTIES					PROPERTIES Eldritch Bl Eldritch Bl	ast: +9 atta ast: +9 atta	ack,∶	1d10+6 da 1d10+6 da	amage
			jain temporar		POWER	LL	ENC	OUNTER	JAILY	POWER		NCOL	JNTER	JAILY
ADDITIONAL EFF					moves in enemy 1	to ai squa	n adjacent are as an i	square, yo	ever an enemy u can push that eaction. This counter.	deal your v two dice o is no longe again norn	ily): Free Ad Warlock's Cu f damage, b er cursed by nally. If this	urse o out af you. attao	damage. D ter the att You can o ck drops th	ower when you eal an additional ack, the target curse the target he target to 0 or ers normally.
CLASS Warloc	:k		LEVEL 6	воок АР	ITEM SLOT BOD	у	WEIGHT 1	5 PRICE 2600	воок	ITEM SLOT Off-h	and WEIGH	^{IT} 0	PRICE 1800	воок
UTILITY		VER	Name and Address of the Address of t						S&DRAGONS ®	MAGIC IT				DRAGONS ®
			1		Duesel	<u> </u>				Dunalari				
QUICKCL	irse	e Rod +:	L		Brooch		Shielding	+2		Burgiars	s Gloves (	nerc	Sic tier)	
AC BONU	s	CHECK	SPEED	2 QUANTITY	AC BONU	s	CHECK	SPEED	1 QUANTITY	AC BONUS	CHECI	ĸ	SPEED	1 QUANTITY
+1 attack r	olls a	and damage	rolls 2	Rod	+2 Fortitu	ıde, R	Reflex, and W	ill 8	Neck Slot Item				1	Hands Slot Item
PROPERTIES Eldritch E	Blast		LEVEL ck, 1d10+5 da ck, 1d10+5 da		EN PROPERTIES Gain resis		) force.	LEVEL	ТҮРЕ	PROPERTIES	item bonus	s to 1	LEVEL	TYPE hecks.
AT-WI	(LL	M EN	ICOUNTER	DAILY	AT-WI	LL	ENC	OUNTER	JAILY	AT-WIL	.L	ΝΟΟ	JNTER	DAILY
POWER Item Slot: Off-hand Power (Encounter): Free Action. Place a Warlock's Curse on any target in sight.					power wh	aily) nen ttack	): Immedia you are hit k. Gain resi	by an area st to all da	upt. Use this rea, close, or damage equal to gainst that attack.					
ITEM SLOT Off-	hanc	WEIGHT	0 PRICE 520	воок	ITEM SLOT Nec	k	weight (	PRICE 3400	воок	ITEM SLOT Hand	Is WEIGH	^{HT} 0	PRICE 360	воок
MAGIC IT										MAGIC IT				DRAGONS ®
								Page 4						

Power Jew				
				1
AC BONUS	CHECK	SPE	ED	QUANTITY
		5	Wo	ndrous Item
ENHAN	CEMENT	LEVEL		ТҮРЕ
AT-WILL		UNTER	~	DAILY
to regain the 3rd level. Special: You	): Minor Actio : use of an en must have re day to activat	eached te this i	at leas	er of 1st or st one
TIEM SLUI	WEIGHT 0	PRICE 1000	D BOG	л
MAGIC ITEM	D	UNGEO	NS &	DRAGONS (

## Dungeons & Dragons

## Character Sheet

				9			CK						Player Name						
Charact	er Name				7 Level	Wa Clas	arlord		Parac	jon Path			Epic De	stinv				Total	10,000 XP
Drow		Mediu	m	94	Level	Cida	5'10"	145	Evil	jon radi	Lo	lth	Lpic De	Surry				Total	Ar
Race		Size		Age	Ge	nder	Height	Weight	Alignn		Dei	ty		Advent	uring Compa			RPGA I	Number
SCORE	IN					MISC	SCORE		DEFENS				SCORE		MO			IOR ITE	M MISC
5	Initiative	<b>B</b> EA	3			2	$\frown$		ARMOR/ ABIL CLASS	FEAT		MISC	5	Snee	<b>d</b> (Squar				
CONDITI	ONAL MODIFIERS							AC 13	7		2 1		SPECIAL MO						_
							CONDITIO	NAL BONUSES											
ŞCO					0 <u>0 + 1/2</u> L	VI		10 +					SCORE	PASSIVE		ENSES		ASE	SKILL BONUS
1	CTD		3		6	7	(19)		ABIL CLASS	FEAT	2	MISC	13		ve Insigl	nt		LO +	3
	Strength							FORT 13	5 1		2				j.				
1	3 CON Constitution		1		4		CONDITIO	NAL BONUSES					13		ve Perce	ption	1	L <b>O</b> +	3
						_	$\frown$	10 + DEFENSE 1/2 LVL	ABIL CLASS	FEAT	ENH MISC	MISC	SPECIAL SEN Darkvision	ISES					
1	) DEX Dexterity		0		3		(19)	<b>REF</b> 13	3		2 1			۸٦	TACK	WOR	(SD/	CF	
1	6 INT		3		6		CONDITIO	NAL BONUSES					ABILITY: M		sic Attack				
	Intelligence							10 +					ATT BONUS		2 LVL ABIL				NH MISC
1	) WIS		0		3			DEFENSE 1/2 LVL		FEAT			+ 10		3 3		2		2
1.			3		(	7	(19)	WILL 13	3 1		2				asic Atta				
	Charisma		3		0		CONDITIO	NAL BONUSES					+ 5		3 0	CLASS	PROF	FEAT EI	NH MISC
	нт	Τ ΡΟΙ	NTS						FION PO	INTS			1 3		5 0		2		
МА	Х НР		HEA		SURGES				MIL	ESTONES	ACTION P	OINTS		DA	MAGE	WOR	KSP/	ACE	
4	55 BLOODIE		surge vali 13		SURGES			Action Point		1 2	2		ability: M	elee Ba	sic Attack	- Subtl	e Flail	+2	
CURREN	1/2 HP	<b>)</b>	1/4 HP		RENT SUR		-	AL EFFECTS FOR SPE	NDING ACTION	POINTS			DAMAGE			ABIL	FEAT		ISC MISC
CORREN				CUR	KENT SOK	GE USES		RA	CE FEAT	URES			1d10-			3		2	
							Trance	(Drow) - Medi			nstead of s		DAMAGE	anged B	asic Attao				ISC MISC
	SECOND WIND	1/ENCOL	JNTER		USED		Lolthto	uched - Use ei	ther cloud o	f darkne	ss or darkf	ire	1d6			0			
TEMPOR	RARY HIT POINTS						once pe	r encounter.											
						_	Darkfir	e Charisma - I	Use CHA for	Darkfire			ATTACK	DEFENS	BASIC	ATTA			DAMAGE
SAVING	DEATH SAVING TH THROW MODS	IROW FA	AILURES				Fey Ori	i <b>gin</b> - Your origi	in is fey, not	t natural			10	s AC	Subtle F				1d10+5
DECICE															Hand Cr				1d6
RESIST	ANCES															USSDOW			100
CURREN	IT CONDITIONS AND EFF	ECTS					1						<u>6</u> v	s AC	Unarme	d (Melee	e)		1d4+3
							]						3 v	s AC	Unarme	d (Rang	e)		1d4
		SKILL						ASS / PATH	-										
BONUS	SKILL NAME		ABIL MOD + 1/2 LVL	(+5)	PENALTY	MISC		t Leader - You		within 10	that see a	and				EATS			
2	Acrobatics	DEX	3	0	-1		-	u, gain +2 to in				<u> </u>		-	ring Wor	<b>d</b> - Add	Cha m	odifier to	inspiring
6	Arcana	INT	6	0	n/a			anding Presen			nce benefi	τ;	word hp		m Chala				
10	Athletics	STR	6	5	-1			s bonuses with o	•		u and once	nds an		-	er - Augm	iont of	vill over	oite	
6	Bluff	СНА	6	0	n/a			oint for extra a	,	,			Harlegu		5		in exh	JILJ	
11	Diplomacy	СНА	6	5	n/a		Cha mo		con regults	- 1000 1101	-, - your		nancyu	Julyie					
8	Dungeoneering	WIS	3	5	n/a			ng Word - Use	inspirina wa	ord as an	encounte	r							
5	Endurance	CON	4	0	-1	2		) power, minor											
3	Heal	wis	3	0	n/a														
6	History	INT	6	0	n/a														
3	Insight	WIS	3	0	n/a														
13	Intimidate	СНА	6	5	n/a	2													
3	Nature	WIS	3	0	n/a	-													
3	Perception		3	0	n/a														
6	-	WIS	6		n/a														
	Religion	INT				2		LANG	UAGES I	KNOW	/N								
4	Stealth	DEX	3	0	-1	2	Commo	n, Elven											
6	Streetwise	CHA	6	0	n/a		i ——												
2	Thievery	DEX	3	0	-1														

POWER INDEX	MAGIC ITEM INDEX	CHARACTER PORTRAIT
List your powers below. Check the box when the power is used.	List your powers below. Check the box when the power is used.	
Clear the box when the power renews. AT-WILL POWERS	Clear the box when the power renews. MAGIC ITEMS	
Furious Smash	WEAPON Subtle Flail +2 (E)	
Brash Assault	WEAPON	
	WEAPON	
	WEAPON	
	ARMOR Dwarven Finemail +2 (E)	
	ARMS	
ENCOUNTER POWERS	FEET	
Cloud of Darkness	HANDS	
Darkfire	HEAD	
Inspiring Word	NECK Amulet of Resolution +2 (E)	
Hammer and Anvil	RING	<u>↓</u>
Shielding Retaliation	RING	,
Surround Foe	WAIST	PERSONALITY TRAITS
DAILY POWERS	Battle Standard of Might (heroic tier) ()	
Bastion of Defense	Shield of Speed and Evasion Light Shield (heroic	
Staggering Spin		
		MANNERISMS AND APPEARANCE
UTILITY POWERS		
Aid the Injured		
Stand Tough		
	Daily Item Powers Per Day	
	Heroic (1-10) Milestone / / / /	CHARACTER BACKGROUND
	Paragon (11-20)	Drow - Orphan
	Epic (21-30)	The drow community in which you were born no longer exists. Perhaps an army of dwarves or elves wiped it from
OTHER EQUIPMENT	RITUALS / ALCHEMY	the Underdark, or it was exterminated by another drow city.
Adventurer's Kit		Somehow, you survived this event. Did something about you prompt a member of the invading force to spare you and
Climber's Kit		bring you to the surface?
Hand Crossbow		
Crossbow Bolts (40)		COMPANIONS AND ALLIES
		SESSION AND CAMPAIGN NOTES
COINS AND OTHER WEALTH		
Money on hand: 0 gp		
Stored money: Encumbrance: 101 / 160		

Furious Smash		Brash Assault					Cloud of Darkness					
KEYWORDS Martial, Weapon	USED	KEYWORDS Ma	irtial,	Weapon		USED	KEYWORDS USED					
Standard * 4 🦻	Melee weapon	Standard	<u> </u>	4 <del>7</del>		ee weapon	Minor	4	そ	Close burst 1		
ACTION 🔄 🔆	RANGE	ACTION	-	<ul><li>✓</li></ul>	· · · · · ·	RANGE	ACTION		1 🔆	RANGE		
10 vs Fort ATTACK DEFENSE	One creature TARGET	10 ATTACK	vs	AC DEFENSE		e creature	АТТАСК	VS	ENSE	TARGET		
Attack: Strength vs. For Hit: Deal damage equa (+3), and then choose or the target. This ally (+3) as a power bonus damage roll on his or h target. If the ally does end of his or her next t Subtle Flail +2: +10 att	rtitude I to your Strength modifier one ally adjacent to either you applies your Charisma modifier to the attack roll and the er next attack against the not attack the target by the urn, the bonus is lost. cack, 5 damage	Attack: Stri Hit: 1[W] + Increase da level. Effect: The as a free at the target of squares of target as a attack. Subtle Flail	ength + Stre amag targe ction make the ta free +2:	e vs. AC ength modii e to 2[W] - et can mak and has co s this attac arget can n action and +10 attack	ier (+3) damag ⊢ Strength moc e a melee basic mbat advantag k, an ally of yoi nake a basic att has combat ad , 1d10+5 dama	ge. ifier (+3) at 21st attack against you e for the attack. If ur choice within 5 ack against the vantage for the	Effect: Th remains i The cloud totally ob	ne burst n place u d blocks scured, ed until t	create until ti line o and ci	es a cloud of darkness that he end of your next turn. f sight, squares within it are reatures entirely within it exit. You are immune to		
Unarmed: +6 attack, 3	damage	Unarmed:		tack, 1d4+	3 damage		ADDITIONAL EFFECTS					
Subtle Weapon +2.	tacking with combat advantage -	Subtle Wea	apon ·		5	mbat advantage -						
CLASS Warlord	LEVEL 1 BOOK PH	^{CLASS} Warlor	d		LEVEL 1	^{BOOK} MP	CLASS Racial	Power		LEVEL * BOOK FRPG		
AT-WILL POWER	DUNCEONS & DRAGONS ®	AT-WILL	POV	VER	DUNGEON	S&DRAGONS ®	ENCOUNT	ER POW	/ER	DUNCEONS & DRAGONS ®		
Darkfire		Inspirin	-				Hamme					
KEYWORDS	USED	KEYWORDS He	aling,	Martial		USED	KEYWORDS Ma	rtial, Weap	oon	USED		
Minor 4 10 🦮	Ranged 10	Minor		4 7		(10 at 11th level, 15 a	Standard	* 4	7	Melee weapon		
	RANGE	ACTION				RANGE	ACTION	¢	-¥-	RANGE		
10 vs Reflex ATTACK DEFENSE	One creature TARGET	ATTACK	vs	DEFENSE		one ally in burst	10 ATTACK	vs Ref	flex	One creature TARGET		
Hit: Until the end of your n target have combat advant from invisibility or concealn Special: When you create y Wisdom, or Charisma as th making attack rolls with thi	th level and +8 bonus at 21st level. ext turn, all attacks against the age, and the target cannot benefit nent. our character, choose Intelligence, e ability score you use when s power. This choice remains s life and does not change the	you can u encounte Effect: Th regain ar The amo at 6th lev	use i er. he ta n ado unt o vel, 3 Lst le	arget can ditional 10 of additio 8d6 at 11	word three ti spend a hea d6 hit points nal hit points	ling surge and s regained is 2d6 at 16th level,	ally adjac attack ag your Cha Subtle Fla	ent to th ainst it a risma mo ail +2: + : +6 atta	ne targ as a fr odifier 10 at	nodifier (+3) damage. One get makes a melee basic ree action. The ally adds r (+3) to the damage. tack, 1d10+5 damage d4+3 damage		
	tacking with combat advantage -	+2 to dama Subtle Wea	age ro apon ·		tacking with co	mbat advantage -	+2 to dama Subtle Wea	age rolls w apon +2.	hen att	tacking with combat advantage -		
CLASS Racial Power	LEVEL * BOOK FRPG	^{CLASS} Warlor	d		LEVEL	^{BOOK} PH	^{CLASS} Warlor			LEVEL 1 BOOK PH		
ENCOUNTER POWER	DUNCEONS & DRAGONS ®	ENCOUNT	TER	POWER	DUNGEON	S&DRAGONS ®	ENCOUNT	FER POW	/ER	DUNCEONS & DRAGONS ®		
Shielding Retaliation	n	Surrour					Bastion					
KEYWORDS Martial, Weapon	USED	KEYWORDS Ma				USED	KEYWORDS Ma		-	USED		
Imm Interr * + 7	Melee 1	Standard	*	↓ → → 米		ee weapon	Standard	* ↓	イボ	Melee weapon		
ACTION TAC	RANGE The triggering enemy	ACTION 10	vs	AC		e creature	ACTION 10		LC I	Cone creature		
ATTACK DEFENSE	TARGET	ATTACK		DEFENSE		ARGET	ATTACK		ENSE	TARGET		
opportunity attack Effect: The opportunit Attack: Strength vs. Af Hit: 2[W] + Strength r the ally can shift 2 squ Subtle Flail +2: +10 a Unarmed: +6 attack, 2	nodifier (+3) damage, and Jares. ttack, 2d10+5 damage 2d4+3 damage	Effect: Yo the target TI space. Subtle Fla Unarmed	) + S ou sl et to he a ail + l: +6	Strength i lide one v any othe lly can m 2: +10 a 5 attack, 2	C nodifier (+3 villing ally wi r square adja ove through ttack, 2d10+ 2d4+3 dama	) damage. no is adjacent to acent to the the target's 5 damage ge	within 5 s all defens Effect: Al temporar modifier Subtle Fla Unarmed	+ Stren squares of ses until lies with y hit poi (+3). ail +2: + : +6 atta	ngth m of you the en in 5 so nts ec 10 at ack, 3	hodifier (+3) damage. Allies a gain a +1 power bonus to nd of the encounter. quares of you gain qual to 5 + your Charisma tack, 3d10+5 damage d4+3 damage		
+2 to damage rolls when at Subtle Weapon +2.	+2 to dama Subtle Wea	age ro apon		-	mbat advantage -	+2 to dama Subtle Wea	age rolls w apon +2.	hen att	tacking with combat advantage -			
^{CLASS} Warlord	LEVEL 3 BOOK MP	^{CLASS} Warlor	d		^{LEVEL} 7	^{BOOK} PH	CLASS Warlor			LEVEL 1 BOOK PH		
ENCOUNTER POWER	DUNGEONS & DRAGONS ®	ENCOUNT	FR	POWER	DUNGEON	S&DRAGONS ®	DAILY PO	WFR		DUNGEONS & DRAGONS @		

Page 3

Stagger	ing	Spin					Aid the Inj	ured			Stand T	ough		
KEYWORDS Mar	tial, \	Weapon				USED	KEYWORDS Healing,	Martial		USED	KEYWORDS Hea	ling, Martial		USED
Standard		4 7		Close	burst 1		ocanaana	4 7	Me	lee touch	Minor	4 7	Clos	e burst 5
ACTION	•	← 1 →			NGE			↔ +×		ANGE	ACTION	€ 5 🐇		ANGE
	vs	Fort			my in burst	_	AT-WILL			DAILY	AT-WI			JAILY
you push adjacent t	the the to ar elee ty ac dar ill +2 ssbo	trength target 1 ny of you basic a ction. nage, ar 2: +10 a w: +8 a	fortitude modifier square. ur allies, ttack ag nd no pu attack, 1 ttack, 1	(+3) d If the toose a those a ainst th ush. d10+5 d6+3 da	e target as damage amage	en	Target: You ( Effect: The t			ing surge.	Effect: Th	You and each a le targets regain isma modifier (	n hit points	equal to 10 +
ADDITIONAL EFFE +2 to dama Subtle Weap	ge ro		ittacking v	vith comb	at advantage	-	ADDITIONAL EFFECTS +2 to damage r Subtle Weapon		ing with cor	nbat advantage -	ADDITIONAL EFFE +2 to dama Subtle Weaj	ge rolls when attac	king with com	ibat advantage -
CLASS Warlord	1		LEVE	EL 5 B	^{BOOK} MP	-	^{CLASS} Warlord		LEVEL 2	воок РН	CLASS Warlord	1	LEVEL 6	^{воок} РН
DAILY PO						IS O	UTILITY POV	/FR	_					DRAGONS ®
_	_		- ALANTAR WA		A state in the state of the	œ					on all the			000000000000000000000000000000000000000
Subtle F	lail	+2					Battle Star	dard of Mi	ght (her	oic tier)	Dwarve	n Finemail +:	2	
1d10 DAMAGE	DB	2 OFICIENT		Flail i <b>ROUP</b>	RAN	.e	AC BONUS	CHECK	SPEED	1 QUANTITY	7 AC BONUS	-1 5 CHECK	-1 SPEED	1 QUANTITY
+2 attack ro			· · · ·	_	+2d6 damage		AC BONUS	CHECK	4	Wondrous Item	AC BOINDS	+2 AC	7	Armor
		EMENT	LE		CRITICAL		ENHAN	CEMENT	LEVEL	ТҮРЕ	ENI	HANCEMENT	LEVEL	ТҮРЕ
PROPERTIES Deal extra bonus whe Versatile Melee Basid	n att	acking w	ith comba	at advan	-	nt	PROPERTIES				PROPERTIES Gain a +2	item bonus to	Endurance	checks.
AT-WI	LL	E	NCOUNTI	ER	DAILY		AT-WILL	ENCO	UNTER	DAILY	AT-WI	LL ENCO	DUNTER	JAILY
POWER							the battle stand creates a zone and your allies This effect last battle standard	lard in your spa in a close burst gain a +1 powe s until the end o is removed fro o a battle stand	ace or an a 5. While w er bonus or of the enco m the grou dard's squa	on. When you plant djacent square, it ithin the zone, you damage rolls. unter or until the nd. Any character re can remove it	points às	aily • Healing): if you had sper		<b>U</b>
ITEM SLOT One-	-hand	WEIGH	^T 5 ^{PRICE}	3400	воок		ITEM SLOT	weight 0	^{price} 840	BOOK	ITEM SLOT BODY	/ WEIGHT 40	PRICE 2600	BOOK
MAGIC WI	EAP	N	DUNC	EONS	DRAGO	15 R	MAGIC ITEM	D	UNCEON	CORAGONS ®	MAGIC IT	EM 🕖	UNGEONS	<b><u>ADRAGONS</u></b> ®
Shield o	f Sp	beed a	nd Eva	sion Li	ght Shiel		Amulet of	Resolution	+2					·
1		-		-	1	_				1				
AC BONUS	5	CHECK	:	SPEED	QUANTI	тү	AC BONUS	CHECK	SPEED	QUANTITY				
			4	4 A	Arms Slot Iter	1	+2 Fortitude, I	Reflex, and Will	7	Neck Slot Item				
PROPERTIES	IANC	EMENT	LE\	VEL	TYPE	_	PROPERTIES	CEMENT	LEVEL	ТҮРЕ				
AT-WII	LL		NCOUNTI	ER	DAILY		AT-WILL	ENCO	UNTER	DAILY				
POWER Item Slot:	Arm	IS					POWER Item Slot: Ne	eck						
Power (Da when an a or Reflex o power, or	aily): attac defei sper wer.	Immedi ker score nse. Reg nd an ac The pov	es a crition ain the u tion poin ver regai	cal hit a use of a nt to reg ined mu	e this powe gainst your n encounte ain the use st be of a l item.	AC of	Power (Daily	): No Action. throw. Reroll	the savin	oower when you g throw, using				
ITEM SLOT Off-h	nand	WEIGH	^T 6 PRICE	840	BOOK		ITEM SLOT Neck	weight 0	PRICE 2600	воок				
MAGIC IT	EM		DUNC	EONS	DRAGO	ls ®	MAGIC ITEM	D		S & DRAGONS ®				

## DUNGEONS & DRAGONS

## Character Sheet

					9 29 4		CK				176	PI	layer Name						
					7	Wiz													10,000
Charact Drow	er Name	Mediur	m	137	Level	Class	s 5'4"	115	Parag Evil	on Path	Lolth		Epic	Destiny				Tota	I XP
Race		Size		Age	Ger	Ider	Height	Weight	Alignm	ent	Deity			Adven	turing Comp	any		RPGA	Number
	IN	ITIAT							DEFENSE						МО	VEME			
SCORE	Tuitisting	dex 1	1/2 LVL 3			MISC		10 + 4 EFENSE 1/2 LVL	ARMOR/ ABIL CLASS	FEAT ENH			SCORE			(		IOR ITE	M MISC
4 CONDITI	Initiative	1	3				(23)	AC 13	6	2	1	1	SPECIAL N		e <b>d</b> (Squa	res) 6			
							CONDITION	AL BONUSES											
		ITY SO						10 +							S	ENSES	5		
SCO	CTD	A		мс	$\frac{1}{2}$	<i>π</i> Γ	( )	EFENSE 1/2 LVL	ABIL CLASS			MISC	SCORE			<b>L</b> .			SKILL BONUS
	Strength		U		3			FORT 13	1	2	1		16	Pass	ve Insig	nt		.0 +	6
12	2 CON		1		4		CONDITION	AL BONUSES					16	Pass	ve Perce	eption	1	- 0	6
						_		10 + EFENSE 1/2 LVL	ABIL CLASS	FEAT ENH	I MISC M		SPECIAL S Darkvision						
1.	3 DEX Dexterity		1		4			REF 13	4	2	1				TTACK	WODI		CE.	
1	8 INT		4		7	٦		AL BONUSES					ABILITY:		TTACK Basic Atta				
	Intelligence							40.					AT <u>T BONU</u>		./2 LVL ABIL				NH MISC
1			3		6	7		10 + EFENSE 1/2 LVL					+ 4		3 1				
	Wisdom					 		WILL 13	3 2	2	1		ABILITY:		sic Attacl				
1	) CHA Charisma		0		3		CONDITION	AL BONUSES					ATT BONU	s :	2 IVL ABI	CLASS			NH MISC
		T POI	NTS						ION PO				+ 7		3 0		2		2
МА	X HP		HEA		SURGES				MILE		ACTION POIN	NTS		D	AMAGE	WOR	KSP/	ACE	
4	46 <u>BLOODIE</u>	<u>b</u> s	SURGE VAL		SURGES/	DAY		Action Points		1 2	1 2 3		ABILITY:		Basic Atta				
	1/2 HP		1/4 HP		1		ADDITIONA	L EFFECTS FOR SPEN	NDING ACTION	POINTS			DAMAGE			ABIL	FEAT	ENH M	ISC MISC
CURREN	T HIT POINTS			CURI	RENT SURG	ie USES		P۸C	CE FEATI	IDES			1d6			1			
			ĺ				Trance	(Drow) - Medit			ead of slee		DAMAGE	Melee Ba	isic Attacl	<ul> <li>ABIL</li> </ul>	nsive S		ISC MISC
	SECOND WIND 1	/ENCOLI	NTER		USED			uched - Use eit				<u> </u>	1d8	+2		0		2	
TEMPOR	RARY HIT POINTS	., 211000			UULD			encounter.											
							Darkfire	Intelligence	- Use INT fo	or Darkfire			ATTACK	DEEEN		C ATTA		;	DAMAGE
SAVING	DEATH SAVING TH THROW MODS	IROW FA	ILURES	;			Fey Orig	<b>gin</b> - Your origir	n is fey, not	natural			аттаск	vs AC		<b>VEAPON OR</b>	POWER		DAMAGE 1d6+1
RESIST	ANCES Resist 10 Force												7	vs AC	Defens	ive Staff	+2 (Me	elee)	1d8+2
CURREN	IT CONDITIONS AND EFF	ECTS											9	vs Re	Magic I	Missile (D	efensiv	ve Staff	2d4+6
													3	vs AC	Unarmo	ed (Melee	e)		1d4
		SKILL						SS / PATH	-										
BONUS	SKILL NAME		ABIL MOD	(+5)	ARMOR PENALTY	MISC		Implement M	-		f Impositio	on,				EATS			
4	Acrobatics	DEX	4	0				Defense, or War							Master an	•			
14	Arcana	INT	7	5	n/a	2		f of Defense -								-			ther armor
3	Athletics	STR	3	0				lefense against			you know				Ibook - A	ad additio	onal da	IIY spell	to
3	Bluff	СНА	3	0	n/a			(encounter, imr		. ,	204		spellbo			1 <b>2 +</b> ¹ -		V0	two cr
3	Diplomacy	СНА	3	0	n/a			<b>s</b> - Use ghost so itation as at-wil		maye nand	, driu				zardry	rz to dan	nage if	you nit	
11	Dungeoneering	wis	6	5	n/a			asting - Gain F		as a bonu	s feat			eatures	-2 to dam	ane to in	crease	size of h	last or
4	Endurance	CON	4	0				ok - Three 1st-l					burst	e open -		age to in	u case	312C UI [	
6	Heal	wis	6	0	n/a		<u> </u>	so, twice the da		•	-	;	Saist						
12	History	INT	7	5	n/a			rom among the											
6	Insight	WIS	6	0	n/a														
5	Intimidate		3	0	n/a	2													
6		CHA	6		n/a	-													
	Nature	WIS		0															
6	Perception	WIS	6		n/a														
12	Religion	INT	7	5	n/a			LANG	UAGES K	(NO <mark>WN</mark>									
6	Stealth	DEX	4	0		2	Common	, Elven											
3	Streetwise	CHA	3	0	n/a														
4	Thievery	DEX	4	0															

POWER INDEX	MAGIC ITEM INDEX	RITUALS / ALCHEMY
List your powers below. Check the box when the power is used.	List your powers below. Check the box when the power is used.	Comprehend Language
Clear the box when the power renews. AT-WILL POWERS	Clear the box when the power renews. MAGIC ITEMS	Make Whole
Ghost Sound	WEAPON Defensive Staff +2 (Off-hand) (E)	Unseen Servant
Light	WEAPON	Tenser's Floating Disk
 Mage Hand	WEAPON	Simbul's Conversion
Prestidigitation	WEAPON	Silence
Magic Missile	ARMOR Repulsion Leather Armor +2 (E)	Secret Page
Scorching Burst	ARMS	Purify Water
ENCOUNTER POWERS	FEET	Corpse Light
Cloud of Darkness	HANDS	Delver's Fire
Darkfire	HEAD Arcanist's Glasses (heroic tier) (E)	Amanuensis
Staff of Defense	NECK Brooch of Shielding +2 (E)	Arcane Mark
Force Orb	RING	Brew Potion
Icy Rays	RING	Explorer's Fire
Fire Burst	WAIST	Fastidiousness
DAILY POWERS	Power Jewel (heroic tier) ()	Magic Mouth
Stinking Cloud		Wizard's Curtain
Phantom Chasm		Endure Elements
Acid Arrow		Eye of Alarm
Phantasmal Assailant		Last Sight Vision
Flaming Sphere		Preservation
Fireball		Pyrotechnics
UTILITY POWERS		Seek Rumor
Dispel Magic		Affect Normal Fire
Shield		Detect Secret Doors
Arcane Insight		Fool's Gold
Wizard's Escape		Undead Ward
	Daily Item Powers Per Day	Arcane Lock
	Heroic (1-10) Milestone / / / /	Enchant Magic Item
	Paragon (11-20)	Knock
	Epic (21-30)	Skull Watch
OTHER EQUIPMENT	CHARACTER PORTRAIT	Transfer Enchantment
Spellbook		Hallucinatory Item
Adventurer's Kit		Magic Circle
Climber's Kit		Object Reading
Alchemical Reagents (Arcana) (500)		Bolster Object
Ritual Book		Deathly Shroud
Hand Crossbow (E)		Disenchant Magic Item
Crossbow Bolts (20)		Duplicate
	The second	Earthen Ramparts
		Excavation
	the second stars	Fey Passage
		Mordenkainen's Ascent
	t ASSA	Mordenkainen's Joining
		Phantom Steed
CHARACTER BACKGROUND		Preserve Flame
	COINS AND OTHER WEALTH	Sending
Birth - Omen Your birth was marked by an unusual occurrence—perhaps a	Money on hand: 0 gp	Tiny Lanterns
great storm, an eclipse, or the start or end of a battle. What	Stored money:	Undead Servitor
was the omen? How was it interpreted? Were others born under the same omen, and if so, do you have any special	Encumbrance: 69 / 100	Wizard's Escape
relationships with them?		Wyvern Watch

Ghost Sound	Light		Mage H	land				
KEYWORDS Arcane, Illusion	KEYWORDS Arcane	USED	KEYWORDS Arcane, Conjuration					
Standard 10 Ranged 10	Minor 🕴 5 🦻	Ranged 5	Minor		5 7	Ranged 5		
ACTION 🛠 🔆 RANGE	ACTION 😽 🕀	RANGE	ACTION		* *	RANGE		
vs         One object or unoccupied square           ATTACK         DEFENSE         TARGET	VS ATTACK DEFENSE	One object or unoccupied square TARGET	ATTACK	vs	EFENSE	TARGET		
Effect: You cause a sound as quiet as a whisper or as loud as a yelling or fighting creature to emanate from the target. You can produce nonvocal sounds such as the ringing of a sword blow, jingling armor, or scraping stone. If you whisper, you can whisper quietly enough that only creatures adjacent to the target can hear your words.	Effect: You cause the ta The light fills the target within 4 squares of it. T Putting out the light is a Special: You can have o	arget to shed bright light. 's square and all squares 'he light lasts for 5 minutes.	Effect: You square with adjacent ob squares. If i the hand cas similar cont or worn any As a mov free action, and as a mi manipulate Sustain Min	conjure in rang ject we you are n move ainer ar where ve actio you ca you ca nor act a differ or: You	e a spectra e. The har ighing 20 holding the the object nd simultar on your bo n, you can n, you case th ion, you ca ent object can susta	I, floating hand in an unoccupied ad picks up, moves, or manipulates an pounds or less and carries it up to 5 ne object when you use this power, it into a pack, a pouch, a sheath, or a neously move any one object carried ody into your hand. move the hand up to 5 squares. As a e hand to drop an object it is holding, an cause the hand to pick up or		
ADDITIONAL EFFECTS	ADDITIONAL EFFECTS		ADDITIONAL EFF	ECTS				
CLASS Wizard LEVEL 1 BOOK PH	CLASS Wizard	LEVEL 1 BOOK PH	^{CLASS} Wizard			LEVEL 1 BOOK PH		
AT-WILL POWER DUNGEONS DRAGONS ®	AT-WILL POWER	DUNGEONS & DRAGONS ®	AT-WILL	POW	ER	Dungeons & Dragons ®		
Prestidigitation	Magic Missile		Scorchi	ng B	urst			
KEYWORDS Arcane USED	KEYWORDS Arcane, Force, Imple	ment	KEYWORDS Ard	cane, F	ire, Implei	ment		
Standard <b>4</b> 2 7 Ranged 2	Standard 🕴 20 🍞	Ranged 20	Standard		10 7			
ACTION 🔆 🔆 RANGE	ACTION < 😽	RANGE	ACTION		÷ 1 ÷∻	KANGE		
vs ATTACK DEFENSE TARGET	9 vs Reflex ATTACK DEFENSE	One creature TARGET	9 ATTACK		Reflex EFENSE	Each creature in burst TARGET		
<ul> <li>Move up to 1 pound of material.</li> <li>Create a harmless sensory effect, such as a shower of sparks, a puff of wind, faint music, or a strong odor.</li> <li>Color, clean, or soil items in 1 cubic foot for up to 1 hour.</li> <li>Instantly light (or snuff out) a candle, a torch, or a small campfire.</li> <li>Chill, warm, or flavor up to 1 pound of nonliving material for up to 1 hour.</li> <li>Make a small mark or symbol appear on a surface for up to 1 hour.</li> <li>Produce out of nothingness a small item or image that exists until the end of your next turn.</li> <li>Make a small, handheld item invisible until the end of your next turn.</li> <li>Nothing you create with this cantrip can deal damage, serve as a weapon or a tool, or hinder another creature's actions. This cantrip cannot duplicate the effect of any other power.</li> <li>Special: You can have as many as three prestidigitation effects active at one time.</li> </ul>	(+4) at 21st level. Special: This power cou	4 + Intelligence modifier Ints as a ranged basic Illows you to make a ranged se this power. attack, 2d4+6 damage	Increase (+4) at 2 Defensive	dama 1st le e Staf l: +7	age to 20 evel. f +2: +9	e modifier (+4) fire damage. d6 + Intelligence modifier 9 attack, 1d6+6 damage 1d6+4 damage		
CLASS Wizard LEVEL 1 BOOK PH	CLASS Wizard	LEVEL 1 BOOK PH	^{CLASS} Wizard	1		LEVEL 1 BOOK PH		
AT-WILL POWER DUNGEONS & DRAGONS ®		DUNGEONS & DRAGONS ®			ER			
Cloud of Darkness	Darkfire		Staff of	Defe	ense			
KEYWORDS USED	KEYWORDS	USED	KEYWORDS IM	plemer	nt	USED		
Minor 4 7 Close burst 1	Minor 🕴 10 🍞	Ranged 10	Imm Interr		4 7			
ACTION 4 1 🔆 RANGE	ACTION 🔄 💥	RANGE	ACTION		* *	RANGE		
vs ATTACK DEFENSE TARGET	11 vs Reflex ATTACK DEFENSE	One creature TARGET	ATTACK	vs	EFENSE	TARGET		
Effect: The burst creates a cloud of darkness that remains in place until the end of your next turn. The cloud blocks line of sight, squares within it are totally obscured, and creatures entirely within it are blinded until they exit. You are immune to these effects.	Attack: Intelligence +4 vs. R Charisma +4 vs. Reflex Increase to +6 bonus at 11th Hit: Until the end of your nex target have combat advanta; from invisibility or concealme Special: When you create yo Wisdom, or Charisma as the making attack rolls with this	eflex, Wisdom +4 vs. Reflex, or n level and +8 bonus at 21st level. kt turn, all attacks against the ge, and the target cannot benefit ent. ur character, choose Intelligence, ability score you use when	Effect: yo attack eq You can Master ha	bu gai jual to declar as alro nent:	in a bon o your C re the bo eady tol	us to defense against one onstitution modifier (+1). onus after the Dungeon d you the damage total. st wield your staff.		
				-				
CLASS Racial Power	CLASS Racial Power	LEVEL * BOOK FRPG	CLASS			LEVEL * BOOK PH		
ENCOUNTER POWER DUNCEONS & DRACONS ®		DUNCEONS & DRAGONS ® Page 3	ENCOUN	TER P	OWER	DUNCEONS & DRAGONS ®		

Hit: 1ds       Intelligence modifier (+4) add damage, and ongoing 5 add damage, and no secondary attack.       Defensive Staff +2: +9 attack, 2d6+4 damage       Intelligence wash, and no secondary attack.       Defensive Staff +2: +9 attack, 2d6+6 damage         Defensive Staff +2: +9 attack, 2d8+4 damage       Intermed: +7 attack, 2d8+4 damage       Intermed: +7 attack, 2d6+4 damage       Intermed: +7 attack, 2d6+4 damage         Inammed: +7 attack, 2d8+4 damage       Intermed: +7 attack, 2d8+4 damage       Intermed: +7 attack, 2d6+4 damage       Intermed: +7 attack, 2d6+4 damage         Inammed: +7 attack, 2d8+4 damage       Intermed: +7 attack, 2d8+4 damage       Intermed: +7 attack, 2d6+4 damage       Intermed: +7 attack, 2d6+4 damage         Inammed: +7 attack, 2d8+4 damage       Intermed: +7 attack, 2d8+4 damage       Intermed: +7 attack, 2d6+4 damage       Intermed: +7 attack, 2d6+4 damage         Inammed: +7 attack, 2d8+4 damage       Intermed: +7 attack, 2d8+4 damage       Intermed: +7 attack, 2d6+4 damage       Intermed: +7 attack, 2d6+4 damage         Inammed: +7 attack, 2d8+4 damage       Intermed: +7 attack, 2d8+4 damage       Intermed: +7 attack, 2d8+4 damage       Intermed: +7 attack, 2d8+4 damage         Inammed: +7 attack, 2d8+4 damage       Intermed: +7 attack, 2d8+4 damage       Intermed: +7 attack, 2d8+4 damage       Intermed: +7 attack, 2d8+4 damage         Intermed: +7 attack, 2d8+4 damage       Intermed: +7 attack, 2d8+4 damage       Intermed: +7 attack, 2d8+4 damage       Intermed: +7 attack, 2d8+4 damage<	Force Orb	Icy Rays	Fire Burst					
Circle Viel         Sector         Se	KEYWORDS Arcane, Force, Implement	KEYWORDS Arcane, Cold, Implement	KEYWORDS Arcane, Fire, Implement					
S         Refer         One or store counces         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S         S <td></td> <td></td> <td>Standard 4 20 3 Area burst 2 within 20 squares</td>			Standard 4 20 3 Area burst 2 within 20 squares					
Intrack         person         Track         person								
Ht: 2d4 + Intelligence modifier (+4) fore damage. He: 2d4 - Intelligence modifier (+4) fore damage. He: 2d4 - Intelligence modifier (+4) fore damage. He: 2d4 - Intelligence modifier (+4) fore damage. Defensive Staff +2: +9 attack, 2d6+6 damage Unarmed: +7 attack, 2d8+4 damage Construction of the startes to unarmed. Defensive Staff +2: +9 attack, 2d6+6 damage Unarmed: +7 attack, 2d8+4 damage He: 2d4 - Intelligence modifier (+4) fore damage. He: 2d4 - Intelligence modifier (+4) fore damage. Defensive Staff +2: +9 attack, 2d6+6 damage Unarmed: +7 attack, 2d8+4 damage He: 2d4 - Intelligence modifier (+4) fore damage. He: 2d4 - Intelligence modifier (+4) fore damage. Defensive Staff +2: +9 attack, 2d6+6 damage Unarmed: +7 attack, 2d6+6 damage He: 2d4 - Intelligence modifier (+4) fore damage. He: 2d								
Defensive Staff +2: +9 attack, 208+6 damage Mattrack, 208+4 damage Mattrack, 208+4 damage Mattrack, 208+4 damage Mattrack, 208+4 damage Action with a space of the sp	<ul> <li>Hit: 2d8 + Intelligence modifier (+4) force</li> <li>damage. Make a secondary attack.</li> <li>Secondary Target: Each enemy adjacent to the</li> <li>primary target</li> <li>Secondary Attack: Intelligence vs. Reflex</li> <li>Hit: 1d10 + Intelligence modifier (+4) force</li> </ul>	target Hit: 1d10 + Intelligence modifier (+4) cold damage, and the target is immobilized until the end of your next turn. Defensive Staff +2: +9 attack, 1d10+6 damage	Hit: 3d6 + Intelligence modifier (+4) fire damage. Defensive Staff +2: +9 attack, 3d6+6 damage					
Construction       Constructin       Constructin       C	Defensive Staff +2: +9 attack, 2d8+6 damage Unarmed: +7 attack, 2d8+4 damage							
ENCOUNTER POWER       Dublications       Other power       Dublications       Dublications       Dublications       Dublications       Dublications       Dublications       Dublications       Dublications <thd< td=""><td></td><td></td><td></td></thd<>								
Acid Arrow       Fireball       Phantom Chasm       SPELBOX         services Acid, Arcane, Implement       Introduction       Introduction <t< td=""><td></td><td></td><td></td></t<>								
Environdes     Link     Link </td <td>ENCOUNTER POWER DUNGEONS &amp; DRAGONS (</td> <td>ENCOUNTER POWER DUNGEONS &amp; DRAGONS ®</td> <td>ENCOUNTER POWER DUNCEONS &amp; DRAGONS ®</td>	ENCOUNTER POWER DUNGEONS & DRAGONS (	ENCOUNTER POWER DUNGEONS & DRAGONS ®	ENCOUNTER POWER DUNCEONS & DRAGONS ®					
EXMMON       Acid, Arcane, Implement       Under Standard       EXMMON       Arcane, Fire, Implement       Under Standard       EXMMON       Arcane, Fire, Implement       Under Standard       EXMMON       Arcab urst 1 within 20 squares RANGE       Standard       # 20 % Fire       Arcab urst 1 within 20 squares RANGE       Standard       # 20 % Fire       Arcab urst 1 within 20 squares RANGE       Standard       # 20 % Fire       Arcab urst 1 within 20 squares RANGE       Standard       # 20 % Fire       Arcab urst 1 within 20 squares RANGE       Standard       # 20 % Fire       Standard       # 20 % Fire       Arcab urst 1 within 20 squares RANGE         9       vs       Reflex       One creature       Differ       Fire       Each creature in burst       Artack 1 Intelligence wolffer (+4) psychic damage, and the target is prone and immobilized unit the end of its next turn.       Differ       Hit 20 % Will       Artack 1 fire       Artac	Acid Arrow	Fireball						
ACTION       €       3       3       RANGE       ACTION       €       1       FRANCE         9       vs       Reflex       Concreature       TARGET       ACTION       €       1       45       RANGE         9       vs       Reflex       Each creature in burst       ACTION       €       1       45       RANGE         ATTACK       DEFENSE       TARGET       Attack: Intelligence vs. Reflex       Hit: 2d6 + Intelligence modifier (+4) psychic damage, and mobilized until the end of the new bilined in mobilized until the end of the new bilined in mobilized until the end of the new bilined in mobilized until the end of the new bilined in mobilized until the end of the new bilined in mobilized until the end of the new bilined in mobilized until the end of the new bilined until the en	KEYWORDS Acid, Arcane, Implement	KEYWORDS Arcane, Fire, Implement						
Instruct       Instruct <th< td=""><td></td><td></td><td></td></th<>								
Attack: Intelligence vs. Reflex         Hit: 2d8 + Intelligence modifier (+4) acid damage, and orgoing 5 acid damage (save ends). Make a secondary attack: Intelligence modifier (+4) fire damage.         Vigret       Secondary Target: Each creature adjacent to the primary target. (save ends). and no secondary attack.         Mit: 3d6 + Intelligence wolfier (+4) acid damage, and orgoing 5 acid damage (save ends).       Defensive Staff +2: +9 attack, 3d6+6 damage.         Defensive Staff +2: +9 attack, 2d8+6 damage (save ends).       Defensive Staff +2: +9 attack, 3d6+4 damage.         Defensive Staff +2: +9 attack, 2d8+6 damage (save ends).       Defensive Staff +2: +9 attack, 3d6+4 damage.         Defensive Staff +2: +9 attack, 2d8+6 damage (unarmed: +7 attack, 2d6+4 damage)       Defensive Staff +2: +9 attack, 2d6+4 damage.         Defensive Staff +2: +9 attack, 2d8+4 damage       Automotion (attack).       Defensive Staff +2: +9 attack, 2d6+4 damage.         Automotion (attack).       Defensive Staff +2: +9 attack, 2d6+4 damage.       Defensive Staff +2: +9 attack, 2d6+4 damage.         Automotion (attack).       Defensive Staff +2: +9 attack, 2d6+4 damage.       Defensive Staff +2: +9 attack, 2d6+4 damage.         Automotion (attack).       Defensive Staff +2: +9 attack, 2d6+4 damage.       Defensive Staff +2: +9 attack, 2d6+4 damage.         Datity POWER       Durocover(attack).       Durocover(attack).       Defensive Staff +2: +9 attack.         Stanking Cloud       Stanking Cloud.       Stanking Cloue.								
Hit: 248 + Intelligence modifier (+4) add damage, and orgoing 5 add damage (save ends). Make a secondary attack. Secondary Target: Each creature adjacent to the primary target Secondary Attack: Intelligence ws.Refex Hit: 38 + Half damage. Defensive Staff +2: +9 attack, 3d6+6 damage Unarmed: +7 attack, 2d6+6 damage Unarmed: +7 a	ATTACK DEFENSE TARGET	ATTACK DEFENSE TARGET	ATTACK DEFENSE TARGET					
DAILY POWER       DUNCEONS & DAILY POWER       DAILY	<ul> <li>Hit: 2d8 + Intelligence modifier (+4) acid damage, and ongoing 5 acid damage (save ends). Make a secondary attack. Secondary Target: Each creature adjacent to the primary target</li> <li>Secondary Attack: Intelligence vs. Reflex</li> <li>Hit: 1d8 + Intelligence modifier (+4) acid damage, and ongoing 5 acid damage (save ends).</li> <li>Miss: Half damage, and ongoing 2 acid damage to primary target (save ends), and no secondary attack.</li> <li>Defensive Staff +2: +9 attack, 2d8+6 damage</li> <li>Unarmed: +7 attack, 2d8+4 damage</li> </ul>	Hit: 3d6 + Intelligence modifier (+4) fire damage. Miss: Half damage. Defensive Staff +2: +9 attack, 3d6+6 damage Unarmed: +7 attack, 3d6+4 damage	<ul> <li>Hit: 2d6 + Intelligence modifier (+4) psychic damage, and the target is prone and immobilized until the end of its next turn.</li> <li>Miss: The target is immobilized until the end of your next turn.</li> <li>Defensive Staff +2: +9 attack, 2d6+6 damage Unarmed: +7 attack, 2d6+4 damage</li> </ul>					
DAILY POWER       DUNCEONS & DAILY POWER       DAILY								
Stinking Cloud       SPELLBOOK       Phantasmal Assailant         SPELLBOOK       SPELLBOOK       SPELLBOOK       SPELLBOOK       SPELLBOOK       SPELLBOOK         KEYWORDS Arcane, Implement, Poison, Zone       USED       KEYWORDS Arcane, Conjuration, Fire, Implement       USED       Standard       2 0 7       Area burst 2 within 20 squares       Standard       10 7       Ranged 10       Standard       Action       Concentume adjacent to the flaming       Standard       2 0 7       Ranged 20         9       vs       Fort       Each creature in burst       9       vs       Reflex       One creature adjacent to the flaming       9       vs       Will       One creature       Attack: Intelligence vs. Fortiude         Hit: 1d10 + Intelligence modifier (+4) poison damage.       Effect: You conjure a Medium flaming sphere that occupies a square within range, and the sphere attacks. Any creature that blocks line of sight until the end of your next turn.       Creatures shat enter the zone or start their turns there takes have action, you can move the sphere 6 squares, Attack: Intelligence ws. Reflex       Attack: Intelligence ws. Reflex       Attack: Intelligence ws. Beflex       Attack: Intelligence ws. Beflex       Attack: Intelligence ws. Will	CLASS Wizard LEVEL 1 BOOK PH	CLASS Wizard LEVEL 5 BOOK PH	CLASS Wizard LEVEL 1 BOOK AP					
SPELLBOOK	DAILY POWER DUNGEONS & DRAGONS (	DAILY POWER DUNGEONS & DRAGONS ®	DAILY POWER DUNGEONS & DRAGONS ®					
Standard       + 20       Area burst 2 within 20 squares       Standard       + 10       Ranged 10       Ranged 10       Ranged 20       Ranged 20         ACTION       *       2       *       Range       Range       Ranged 10       Ranged 10       Ranged 20       Ranged 20         9       vs       Fort       Each creature in burst       9       vs       Reflex       One creature adjacent to the flamin       9       vs       Will       One creature         Attack: Intelligence vs. Fortitude       TARGET       ATTACK       DEFENSE       TARGET       ATTACK       DEFENSE       TARGET         Hit: 1d10 + Intelligence modifier (+4) poison damage. Effect: The burst creates a zone of poisonous vapor that blocks line of sight until the end of your next turn. Creatures that enter the zone or start their turns there take 1d10 + Intelligence modifier (+4) poison damage.       Effect: You conjure a Medium flaming sphere takes 1d4 + Intelligence modifier (+4) fire damage. As a move action, you can move the sphere 6 squares.squares. Attack: Intelligence vs. Reflex       Attack: Intelligence vs. Will       Hit: 2d10 + Intelligence modifier (+4) poison damage. Effect: The target takes ongoing 5 psychic damage and grants combat advantage to all your allies	SPELLBOOK	SPELLBOOK	SPELLBOOK					
ACTION       RANGE       RANGE       ACTION       RANGE         9       vs       Fort       Each creature in burst       9       vs       Reflex       One creature adjacent to the flamin       9       vs       Will       One creature         ATTACK       DEFENSE       TARGET       Attack: Intelligence vs. Fortitude       Fffect: You conjure a Medium flaming sphere that occupies a square within range, and the sphere attacks. Any creature that starts its turn adjacent to the sphere takes 1d4 + Intelligence modifier (+4) poison damage. Effect: The burst creates a zone of poisonous vapor that blocks line of sight until the end of your next turn. Creatures that enter the zone or start their turns there the sphere 6 squares.squares. Attack: Intelligence vs. Reflex       Attack: Intelligence vs. Reflex       Attack: Intelligence vs. Reflex       Effect: The target takes ongoing 5 psychic damage and grants combat advantage to all your allies								
ATTACKDEFENSETARGETATTACKDEFENSETARGETATTACKDEFENSETARGETAttack: Intelligence vs. FortitudeHit: 1d10 + Intelligence modifier (+4) poison damage.Effect: The burst creates a zone of poisonous vapor that blocks line of sight until the end of your next turn. Creatures that enter the zone or start their turns there take 1d10 + Intelligence modifier (+4) poison damage. Attack: Intelligence vs. ReflexATTACKDEFENSEATTACK: Intelligence vs. WillHit: 2d10 + Intelligence modifier (+4) poison damage. Boyschier (+4) poison damage. Creatures that enter the zone or start their turns there take 1d10 + Intelligence modifier (+4) poison damage. Attack: Intelligence vs. ReflexAttack: Intelligence vs. ReflexAttack: Intelligence vs. Will	Z . M	Z	Z M					
Attack: Intelligence vs. FortitudeAttack: Intelligence vs. FortitudeHit: 1d10 + Intelligence modifier (+4) poison damage.Effect: The burst creates a zone of poisonous vapor thatblocks line of sight until the end of your next turn.Creatures that enter the zone or start their turns theretake 1d10 + Intelligence modifier (+4) poison damage.Astack: Intelligence vs. Reflex								
a move action, you can move the zone up to 6 squares. Sustain Minor: The zone persists.Hit: 2d6 + Intelligence modifier (+4) fire damage. Sustain Minor: You can sustain this power until the end of the encounter. As a standard action, you can make another attack with the sphere.(save ends both).Defensive Staff +2: +9 attack, 1d10+6 damage Unarmed: +7 attack, 1d10+4 damageDefensive Staff +2: +9 attack, 2d6+6 damage Unarmed: +7 attack, 2d6+4 damageDefensive Staff +2: +9 attack, 2d10+6 damage Unarmed: +7 attack, 2d10+4 damageADDITIONAL EFFECTSADDITIONAL EFFECTSADDITIONAL EFFECTSADDITIONAL EFFECTS	Attack: Intelligence vs. Fortitude Hit: 1d10 + Intelligence modifier (+4) poison damage. Effect: The burst creates a zone of poisonous vapor that blocks line of sight until the end of your next turn. Creatures that enter the zone or start their turns there take 1d10 + Intelligence modifier (+4) poison damage. As a move action, you can move the zone up to 6 squares. Sustain Minor: The zone persists. Defensive Staff +2: +9 attack, 1d10+6 damage Unarmed: +7 attack, 1d10+4 damage	Effect: You conjure a Medium flaming sphere that occupies a square within range, and the sphere attacks. Any creature that starts its turn adjacent to the sphere takes 1d4 + Intelligence modifier (+4) fire damage. As a move action, you can move the sphere 6 squares.squares. Attack: Intelligence vs. Reflex Hit: 2d6 + Intelligence modifier (+4) fire damage. Sustain Minor: You can sustain this power until the end of the encounter. As a standard action, you can make another attack with the sphere. Defensive Staff +2: +9 attack, 2d6+6 damage Unarmed: +7 attack, 2d6+4 damage	Attack: Intelligence vs. Will Hit: 2d10 + Intelligence modifier (+4) psychic damage. Effect: The target takes ongoing 5 psychic damage and grants combat advantage to all your allies (save ends both). Defensive Staff +2: +9 attack, 2d10+6 damage Unarmed: +7 attack, 2d10+4 damage					
CLASS Wizard       LEVEL 5       BOOK PH       CLASS Wizard       LEVEL 1       BOOK PH       CLASS Wizard       LEVEL 5       BOOK AP         DAILY POWER       DUNGEONS & DAILY POWER								

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Arcane Insight		Wizard's E	Escape			Shield						
KEYWORDS Arcane	USED	KEYWORDS Arcane,	, Teleportation		USED	SPELLBOOK KEYWORDS Arcane, Force						
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ACTION R AT-WILL COUNTER	ANGE DAILY	ACTION AT-WILL		RANGE	Y	ACTION AT-WI				DAILY		
Prerequisite: You must be trained ir Trigger: You make an Arcana check result. Effect: Roll an additional Arcana che better of the two results. You decide extra roll before the DM announces	Arcana and dislike the eck, keeping the e to make this	Trigger: An Effect: You t	enemy hits yo	u with a melee att ares to a space th	tack	Trigger: Y Effect: Yo	'ou are l u gain a	hit by ar a +4 pov		o AC and		
ADDITIONAL EFFECTS		ADDITIONAL EFFECTS				ADDITIONAL EFFE	CTS					
CLASS Wizard LEVEL 2	BOOK Dragon 366	^{CLASS} Wizard		LEVEL 6 BOOK AP		^{CLASS} Wizard			LEVEL 2	воок РН	_	
	CORLOONS ®		WER D				OWER	D	UNGEONS	& DRAG	<u>ons</u> ®	
Dispel Magic SPELLBOOK		Repulsion	Leather Arr	nor +2		Power J	ewel (I	heroic	tier)			
KEYWORDS Arcane, Implement	USED	2	-	-	1					1		
. M.	nged 10	AC BONUS	2 AC	SPEED   QU     7   Armo	ANTITY or	AC BONUS	5 C	CHECK	SPEED	QUAN		
Action	ANGE DAILY		NCEMENT	LEVEL TYPE		ENH	IANCEME	NT	LEVEL	TYPE		
Target: One conjuration or zone Attack: Intelligence vs. the Will defe creator of the conjuration or the zon Hit: The conjuration or the zone is o its effects end, including those that until a target saves.	ne destroyed. All											
-		AT-WILL	ENCO	JNTER 🗹 DAIL	Y	AT-WI	LL	ENCO	UNTER	🖌 DAILY		
Defensive Staff +2: +9 attack, 0 da Unarmed: +7 attack, 0 damage		Power Power (Daily moves into a enemy 1 squ power lasts	y): Minor Actic an adjacent so uare as an imi	UNTER <b>2</b> DAIL on. Whenever an e guare, you can pus mediate reaction. of the encounter.	enemy sh that	Power Power (Da to regain 3rd level. Special: Y	aily): Mi the use ou mus	inor Actio of an er t have re	UNTER	wer allow ower of 1s east one	· ·	
Defensive Staff +2: +9 attack, 0 da Unarmed: +7 attack, 0 damage		POWER Power (Daily moves into a enemy 1 squ	y): Minor Actic an adjacent so uare as an imi	on. Whenever an e juare, you can pus nediate reaction. of the encounter.	enemy sh that	Power Power (Da to regain 3rd level. Special: Y	aily): Mi the use ou mus	inor Actio of an er t have ro to activa	on. This por acounter po eached at le	wer allow ower of 1s east one	· ·	
Defensive Staff +2: +9 attack, 0 da Unarmed: +7 attack, 0 damage	^{воок} <i>РН</i>	Power Power (Daily moves into a enemy 1 squ power lasts	y): Minor Actic an adjacent sc uare as an im until the end o	on. Whenever an e juare, you can pus nediate reaction. of the encounter.	enemy sh that This	Power Power (Da to regain 3rd level. Special: Y milestone	aily): Mi the use ou mus today t	inor Actio of an er t have ro to activa	con. This por ncounter po eached at le te this item	wer allow wer of 1s east one	st or	
Defensive Staff +2: +9 attack, 0 da Unarmed: +7 attack, 0 damage	воок рн	Power (Daily moves into a enemy 1 squ power lasts i ITEM SLOT Body MAGIC ITEM	y): Minor Actic an adjacent sc uare as an im until the end o	Ph. Whenever an equare, you can pus mediate reaction. of the encounter.	enemy sh that This	Power (Da to regain i 3rd level. Special: Y milestone	aily): Mi the use fou mus today t	inor Acti of an er t have re to activat	pn. This por ncounter po eached at le te this item	wer allow wer of 1s east one	st or	
Defensive Staff +2: +9 attack, 0 da Unarmed: +7 attack, 0 damage	^{BOOK} PH	Power Power (Daily moves into a enemy 1 squ power lasts I ^{ITEM SLOT} Body MAGIC ITEM Arcanist's	y): Minor Actic an adjacent sc uare as an imi until the end of weight 15 1 Glasses (he	on. Whenever an e juare, you can pus mediate reaction. of the encounter.	enemy sh that This CONS (8	Power (Da to regain 3rd level. Special: Y milestone	eily): Mi the use ou mus today t EM	WEIGHT 0 WEIGHT 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	PRICE 1000	wer allow ower of 1s east one BOOK	st or ons ®	
Defensive Staff +2: +9 attack, 0 da   Unarmed: +7 attack, 0 damage     ADDITIONAL EFFECTS     CLASS   Wizard   UTILITY POWER   DUNCEONS   Brooch of Shielding +2   AC BONUS   CHECK   SPEED   +2 Fortitude, Reflex, and Will	BOOK PH	Power (Daily moves into a enemy 1 squ power lasts ITEM SLOT Body MAGIC ITEM Arcanist's AC BONUS	y): Minor Actic an adjacent so uare as an im until the end o weight 15	on. Whenever an equare, you can pus mediate reaction. of the encounter.	enemy sh that This CONS ® ANTITY t Item	POWER Power (Da to regain 3rd level. Special: Y milestone ITEM SLOT MAGIC ITT Defensiv +2 attack rc	eily): Mi the use ou musi today t EM Ve Staf	WEIGHT 0 WEIGHT 0 The second s	PRICE 1000 UNGEONS SPEED	wer allow ower of 1s east one BOOK CRACE 1 QUAN Staff	st or ons ®	
Defensive Staff +2: +9 attack, 0 da         Unarmed: +7 attack, 0 damage         ADDITIONAL EFFECTS         CLASS Wizard         UTILITY POWER         Brooch of Shielding +2         AC BONUS       CHECK	BOOK PH CORCONS ® 1 QUANTITY Neck Slot Item	Power (Daily moves into a enemy 1 squ power lasts i ITEM SLOT Body MAGIC ITEM Arcanist's AC BONUS ENHAN PROPERTIES	y): Minor Actic an adjacent sc uare as an imi until the end of weight 15 Glasses (he CHECK	on. Whenever an equare, you can pus nediate reaction. of the encounter.	enemy sh that This () () () () () () () () () () () () ()	POWER Power (Da to regain 3rd level. Special: Y milestone ITEM SLOT MAGIC ITT Defensiv +2 attack rc ENH PROPERTIES Gain a +1 if defenses. If	eily): Mi the use ou mus today t EM ve Staf	WEIGHT 0 WEIGHT 0 The second	PRICE 1000	wer allow wer of 1s east one BOOK CONCO BOOK CONCO Staff TYPE eflex, and V		
Defensive Staff +2: +9 attack, 0 da Unarmed: +7 attack, 0 damage  CLASS Wizard  LEVEL 6  UTILITY POWER  DUROEONS  Brooch of Shielding +2  AC BONUS  CHECK SPEED +2 Fortitude, Reflex, and Will 8 ENHANCEMENT LEVEL PROPERTIES	BOOK PH CORCONS ® 1 QUANTITY Neck Slot Item	Power (Daily moves into a enemy 1 squ power lasts i ITEM SLOT Body MAGIC ITEM Arcanist's AC BONUS ENHAN PROPERTIES Gain a +3 its	y): Minor Actic an adjacent sc uare as an imi until the end of weight 15 Glasses (he CHECK	on. Whenever an equare, you can pus mediate reaction. of the encounter.	enemy sh that This () () () () () () () () () () () () ()	POWER Power (Da to regain 3rd level. Special: Y milestone ITEM SLOT MAGIC ITT Defensiv +2 attack rc ENP PROPERTIES Gain a +1 if defenses. It also gain a	EM ve Staf s c today t cou musi today t EM ve Staf colls and da colls and da course tem bonu f you hav +1 item c Attack:	WEIGHT 0 WEIGHT	s 7 LEVEL Fortitude, Ref for Defense your AC.	wer allow ower of 1s east one BOOK CORRECT BOOK CORRECT Staff TYPE eflex, and V class featu		
Defensive Staff +2: +9 attack, 0 da Unarmed: +7 attack, 0 damage	BOOK PH CORCONS ® 1 QUANTITY Neck Slot Item	Power (Daily moves into a enemy 1 squ power lasts i ITEM SLOT Body MAGIC ITEM Arcanist's AC BONUS ENHAN PROPERTIES Gain a +3 its	y): Minor Actic an adjacent sc uare as an imi until the end of weight 15 Glasses (he CHECK	on. Whenever an equare, you can pus mediate reaction. To of the encounter. RUCE 2600 BOOK PROFONS & DRAM PROFONS & DRAM PR	enemy sh that This antity t Item e letect	POWER Power (Da to regain 3rd level. Special: Y milestone ITEM SLOT MAGIC ITT Defensiv +2 attack ro ENH PROPERTIES Gain a +1 if defenses. If also gain a Melee Basic	eaily): Mi the use ou musi today t today t EM /e Staf /e Staf	WEIGHT 0 WEIGHT 0 The second	s 7 LEVEL Fortitude, Ref for Defense your AC.	wer allow ower of 1s east one BOOK CORRECT BOOK CORRECT Staff TYPE eflex, and V class featu		
Defensive Staff +2: +9 attack, 0 da Unarmed: +7 attack, 0 damage ADDITIONAL EFFECTS CLASS Wizard LEVEL 6 UTILITY POWER DURGEONS Brooch of Shielding +2 Brooch of Shielding +2 AC BONUS CHECK SPEED +2 Fortitude, Reflex, and Will 8 ENHANCEMENT LEVEL PROPERTIES Gain resist 10 force. MAT-WILL ENCOUNTER Power (Daily): Immediate Interrupt power when you are hit by an area, ranged attack. Gain resist to all dam the brooch's resist force value again	^{BOOK} <i>PH</i> <b>QUANTITY</b> Neck Slot Item <b>TYPE</b> ■ DAILY . Use this , close, or hage equal to hat that attack.	Power (Daily moves into a enemy 1 squ power lasts i MAGIC ITEM Arcanist's AC BONUS ENHAN PROPERTIES Gain a +3 ity magic.	y): Minor Actic an adjacent sc uare as an imi until the end of descent 15 Glasses (he CHECK NCEMENT tem bonus to A lead	an. Whenever an equare, you can pus mediate reaction. To of the encounter.	enemy sh that This antity t Item e letect	POWER Power (Da to regain 3rd level. Special: Y milestone ITEM SLOT <b>MAGIC ITT</b> <b>Defensiv</b> +2 attack rc <b>ENH</b> PROPERTIES Gain a +1 if defenses. If also gain a Melee Basic Magic Missi POWER Item Slot:	aily): Mi the use ou mus today t EM ve Staf ve Staf ve Staf solls and da tancemen tem bonu f you hav +1 item c Attack: le: +9 att	WEIGHT 0 WEIGHT 0 The second	PRICE 1000	wer allow ower of 1s east one BOOK CORECTION BOOK CORECTION Staff TYPE eflex, and V class featu age		
Defensive Staff +2: +9 attack, 0 da Unarmed: +7 attack, 0 damage CLASS Wizard LEVEL 6 UTILITY POWER DUNCEONS Brooch of Shielding +2 AC BONUS CHECK SPEED +2 Fortitude, Reflex, and Will 8 ENHANCEMENT LEVEL PROPERTIES Gain resist 10 force. MAT-WILL ENCOUNTER Power (Daily): Immediate Interrupt power when you are hit by an area, ranged attack. Gain resist to all dan the brooch's resist force value again ITEM SLOT Neck WEIGHT 0 PRICE 3400	^{BOOK} <i>PH</i> <b>QUANTITY</b> Neck Slot Item <b>TYPE</b> ■ DAILY . Use this , close, or hage equal to hat that attack.	Power (Daily moves into a enemy 1 squ power lasts i ITEM SLOT Body MAGIC ITEM Arcanist's AC BONUS ENHAN PROPERTIES Gain a +3 its magic.	y): Minor Actic an adjacent sc uare as an imi until the end of Glasses (he check NCEMENT rem bonus to A lead	on. Whenever an equare, you can pus mediate reaction. To of the encounter. RUCE 2600 BOOK PROFONS & DRAM PROFONS & DRAM PR	enemy sh that This CONS (8) ANTITY L Item E letect	POWER Power (Da to regain 3rd level. Special: Y milestone ITEM SLOT MAGIC ITT Defensiv +2 attack ro ENH PROFERTIES Gain a +1 if defenses. If also gain a Melee Basic Magic Missi	aily): Mi the use ou mus today t EM ve Staf ve Staf ve Staf solls and da tancemen tem bonu f you hav +1 item c Attack: le: +9 att	WEIGHT 0 WEIGHT 0 WEIGHT 0 M M M M M M M M M M M M M	PRICE 1000	wer allow, wer of 1s east one BOOK CORNEL BOOK 1 QUAN Staff TYPE effex, and V class featu age DAILY	SIL OT	