

Player Name Ameron

King Leonidas				16	Warlord	Battle Captain				69,000				
Character Name				Level	Class	Paragon Path				Total XP				
Human		Medium	40	Male		Epic Destiny				Total XP				
Race		Size	Age	Gender		Height	Weight	Alignment	Deity		Adventuring Company		RPGA Number	

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
11	1	8	2

CONDITIONAL MODIFIERS

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
18	STR Strength	4	12
14	CON Constitution	2	10
13	DEX Dexterity	1	9
16	INT Intelligence	3	11
11	WIS Wisdom	0	8
19	CHA Charisma	4	12

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
111	55	27
1/2 HP		1/4 HP
CURRENT HIT POINTS		CURRENT SURGE USES
SECOND WIND 1/ENCOUNTER		USED
TEMPORARY HIT POINTS		
DEATH SAVING THROW FAILURES		
SAVING THROW MODS +2 item bonus against fear effects		
RESISTANCES		
CURRENT CONDITIONS AND EFFECTS		

SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
7	Acrobatics	DEX 9	0	-2	
11	Arcana	INT 11	0	n/a	
15	Athletics	STR 12	5	-2	
12	Bluff	CHA 12	0	n/a	
17	Diplomacy	CHA 12	5	n/a	
8	Dungeoneering	WIS 8	0	n/a	
13	Endurance	CON 10	5	-2	
8	Heal	WIS 8	0	n/a	
11	History	INT 11	0	n/a	
13	Insight	WIS 8	5	n/a	
17	Intimidate	CHA 12	5	n/a	
8	Nature	WIS 8	0	n/a	
8	Perception	WIS 8	0	n/a	
11	Religion	INT 11	0	n/a	
7	Stealth	DEX 9	0	-2	
12	Streetwise	CHA 12	0	n/a	
7	Thievery	DEX 9	0	-2	

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
29	AC	18	5			4	2	

CONDITIONAL BONUSES

+1 AC against ranged, area, and close attacks

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
29	FORT	18	4	1	1	3	1	1

CONDITIONAL BONUSES

+1 Fortitude Defense against ranged, area, and close attacks

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
29	REF	18	3		1	3	4	

CONDITIONAL BONUSES

+1 Reflex Defense against ranged, area, and close attacks

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
28	WILL	18	4	1	1	3	1	

CONDITIONAL BONUSES

+1 Will Defense against ranged, area, and close attacks

ACTION POINTS

MILESTONES	ACTION POINTS
0	1
1	2
2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Bonus Feat - Choose an extra feat at 1st level.**Bonus Skill** - Trained in one additional class skill.**Bonus At-Will Power** - Know one extra 1st-level attack power from your class.**Human Defense Bonuses** - +1 to Fortitude, Reflex, and Will.

CLASS / PATH / DESTINY FEATURES

Combat Leader - You, and allies within 10 that see and hear**Commanding Presence** - Choose a Presence benefit; provide**Inspiring Presence** - Ally that sees you and spends an action**Inspiring Word** - Use inspiring word as an encounter (special)**Cry Havoc** - First round (plus surprise round if any), allies that**Battle Inspiration** - Inspiring word grants +1 attack and spell**Battle Action** - When you spend action point to take action, you

LANGUAGES KNOWN

Common, Giant

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
7	Speed (Squares)	6		1

SPECIAL MOVEMENT

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
23	Passive Insight	10 +	13
18	Passive Perception	10 +	8

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Hungry Spear Spear +4

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 20	8	4		2		4	2

ABILITY: Melee Basic Attack - Vicious Short sword +2

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 17	8	4		3		2	

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Hungry Spear Spear +4

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+10	4		4	2	

ABILITY: Melee Basic Attack - Vicious Short sword +2

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d6+8	4		2	2	

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
20	vs AC	Hungry Spear Spear +4	1d8+10
17	vs AC	Vicious Short sword +2	1d6+8

FEATS

Shield Proficiency (Heavy) - Proficiency with heavy

shields

Toughness - Gain 5 additional hit points per tier**Lend Might** - +1 to attack rolls of attacks you grant**Courageous Example****Improved Bull Rush** - +4 to bull rush attacks**Powerful Charge** - +2 damage, +2 to bull rush on a charge**Weapon Expertise (Spear)** - Gain bonus to attack rolls with spears.**Phalanx Warrior** - Adjacent allies gain +1 AC when you wield shield**Combat Anticipation** - +1 to defenses against ranged, area, close attacks**Paragon Defenses** - +1 to Fortitude, Reflex, and Will**Devastating Critical** - Deal additional 1d10 damage on a critical hit

POWER INDEX

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

AT-WILL POWERS

Commander's Strike	
Opening Shove	
Furious Smash	

ENCOUNTER POWERS

Second Wind	
Inspiring Word	
Myrmidon Formation	
Hold the Line	
Force Retreat	
Bolstering Blow	

DAILY POWERS

Lead the Attack	
Stand the Fallen	
War Master's Assault	

UTILITY POWERS

Inspired Belligerence	
Phalanx Formation	
Instant Planning	
Bolt of Genius	
Side by Side	

OTHER EQUIPMENT

COINS AND OTHER WEALTH

Money on hand: 0 gp
Stored money: 0 gp
Encumbrance: 33 / 180

MAGIC ITEM INDEX

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

MAGIC ITEMS

WEAPON	Hungry Spear Spear +4 (E)	
WEAPON	Vicious Short sword +2	
WEAPON		
WEAPON		
ARMOR	Magic Drowmesh +4 (E)	
ARMS	Iron Armbands of Power (heroic tier) (E)	
FEET	Boots of Striding (heroic tier) (E)	
HANDS		
HEAD	Helm of Heroes (heroic tier) (E)	
NECK	Medallion of Death Deferred +3 (E)	
RING		
RING		
WAIST	Belt of Vim (heroic tier) (E)	
	Guardian Shield Heavy Shield (heroic tier) (Off-I	
	Power Jewel (heroic tier)	

Daily Item Powers Per Day

Heroic (1-10)		Milestone		/		/		/	
Paragon (11-20)		Milestone		/		/		/	
Epic (21-30)		Milestone		/		/		/	

RITUALS / ALCHEMY

CHARACTER PORTRAIT



PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

Occupation - Military
You served in a military organization, such as an army or a city guard. Were you conscripted, or did you volunteer? What was your rank? How did you leave the service? If you haven't left, describe the circumstances under which you still serve while also adventuring.

Society - Noble
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

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

CHARACTER NAME		
King Leonidas		
PLAYER NAME		
Ameron		
RACE	CLASS	LEVEL
Human	Warlord	16

SCORE	ABILITY	MOD
HP	18 STR	+4
111	14 CON	+2
Spd	13 DEX	+1
7	16 INT	+3
Init	11 WIS	+0
+11	19 CHA	+4
AC	29	
Fort	29	
Ref	29	
Will	28	

23	Passive Insight	18	Passive Perception
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PLAY DATA
DUNGEONS & DRAGONS

Melee Basic Attack		
KEYWORDS	USED	
Weapon		
Standard	* [W]	Melee weapon
ACTION	[W]	RANGE
20	vs	AC
ATTACK	DEFENSE	TARGET
Attack: Strength vs. AC Hit: 1[W] + Strength modifier (+4) damage. Increase damage to 2[W] + Strength modifier (+4) at 21st level. Special: You can use an unarmed attack as a weapon to make a melee basic attack. Hungry Spear Spear +4: +20 attack, 1d8+10 damage Vicious Short sword +2: +17 attack, 1d6+8 damage		
ADDITIONAL EFFECTS		
+2 to damage rolls when you charge - Powerful Charge.		
CLASS	LEVEL *	BOOK
AT-WILL POWER DUNGEONS & DRAGONS		

Opening Shove		
KEYWORDS	USED	
Martial, Weapon		
Standard	* [W]	Melee weapon
ACTION	[W]	RANGE
20	vs	Reflex
ATTACK	DEFENSE	TARGET
Attack: Strength vs. Reflex Hit: You push the target 1 square. Then choose one ally you can see. That ally either shifts a number of squares equal to your Intelligence modifier (+3) or makes a melee basic attack against the target. Hungry Spear Spear +4: +20 attack Vicious Short sword +2: +17 attack Unarmed: +12 attack		
ADDITIONAL EFFECTS		
CLASS	LEVEL	BOOK
Warlord	1	MP
AT-WILL POWER DUNGEONS & DRAGONS		

ACTION POINT		
ENCOUNTER SPECIAL DUNGEONS & DRAGONS		

Ranged Basic Attack		
KEYWORDS	USED	
Weapon		
Standard	* [W]	Ranged weapon
ACTION	[W]	RANGE
9	vs	AC
ATTACK	DEFENSE	TARGET
Attack: Dexterity vs. AC Hit: 1[W] + Dexterity modifier (+1) damage. Increase damage to 2[W] + Dexterity modifier (+1) at 21st level. Special: Weapons with the heavy thrown property use Strength instead of Dexterity for attack rolls and damage rolls. Warlocks can use eldritch blast as a ranged basic attack, and wizards can use magic missile as a ranged basic attack.		
ADDITIONAL EFFECTS		
+2 to damage rolls when you charge - Powerful Charge.		
CLASS	LEVEL *	BOOK
AT-WILL POWER DUNGEONS & DRAGONS		





Furious Smash		
KEYWORDS	USED	
Martial, Weapon		
Standard	* [W]	Melee weapon
ACTION	[W]	RANGE
20	vs	Fort
ATTACK	DEFENSE	TARGET
Attack: Strength vs. Fortitude Hit: Deal damage equal to your Strength modifier (+4), and then choose one ally adjacent to either you or the target. This ally applies your Charisma modifier (+4) as a power bonus to the attack roll and the damage roll on his or her next attack against the target. If the ally does not attack the target by the end of his or her next turn, the bonus is lost. Hungry Spear Spear +4: +20 attack, 4 damage Vicious Short sword +2: +17 attack, 4 damage Unarmed: +12 attack, 4 damage		
ADDITIONAL EFFECTS		
CLASS	LEVEL	BOOK
Warlord	1	PH
AT-WILL POWER DUNGEONS & DRAGONS		

Second Wind		
KEYWORDS	USED	
Standard	[W]	Personal
ACTION	[W]	RANGE
AT-WILL	ENCOUNTER	DAILY
Effect: You spend a healing surge and regain 27 hit points. You gain a +2 bonus to all defenses until the start of your next turn.		
ADDITIONAL EFFECTS		
CLASS	LEVEL	BOOK
		PH
UTILITY POWER DUNGEONS & DRAGONS		

Commander's Strike		
KEYWORDS	USED	
Martial, Weapon		
Standard	* [W]	Melee weapon
ACTION	[W]	RANGE
vs		One creature
ATTACK	DEFENSE	TARGET
Attack: An ally of your choice makes a melee basic attack against the target Hit: Ally's basic attack damage + your Intelligence modifier (+3).		
ADDITIONAL EFFECTS		
CLASS	LEVEL	BOOK
Warlord	1	PH
AT-WILL POWER DUNGEONS & DRAGONS		





Inspiring Word		
KEYWORDS	USED	
Healing, Martial		
Minor	[W]	See below
ACTION	[W]	RANGE
vs		You or one ally in burst
ATTACK	DEFENSE	TARGET
Special: You can use this power twice per encounter, but only once per round. At 16th level, you can use inspiring word three times per encounter. Effect: The target can spend a healing surge and regain an additional 1d6 hit points. The amount of additional hit points regained is 2d6 at 6th level, 3d6 at 11th level, 4d6 at 16th level, 5d6 at 21st level, and 6d6 at 26th level. Unarmed: +8 attack		
ADDITIONAL EFFECTS		
CLASS	LEVEL	BOOK
Warlord		PH
ENCOUNTER POWER DUNGEONS & DRAGONS		

Myrmidon Formation

KEYWORDS Martial, Weapon		USED
Standard	*  	Melee weapon
ACTION	 	RANGE
20	vs	AC
ATTACK	DEFENSE	TARGET
Requirement: You must be using a shield. Attack: Strength vs. AC Hit: 2[W] + Strength modifier (+4) damage. Effect: At the start of your next turn, each ally adjacent to you gains 5 temporary hit points.		
Hungry Spear Spear +4: +20 attack, 2d8+10 damage Vicious Short sword +2: +17 attack, 2d6+8 damage Unarmed: +12 attack, 2d4+6 damage		
ADDITIONAL EFFECTS		
CLASS Warlord	LEVEL 1	BOOK MP





ENCOUNTER POWER 


Hold the Line

KEYWORDS Martial, Weapon		USED
Standard	*  	Melee weapon
ACTION	 	RANGE
20	vs	AC
ATTACK	DEFENSE	TARGET
Attack: Strength vs. AC Hit: 1[W] + Strength modifier (+4) damage. Effect: Until the end of your next turn, allies adjacent to you gain a +2 power bonus to AC and cannot be pulled, pushed, or slid.		
Hungry Spear Spear +4: +20 attack, 1d8+10 damage Vicious Short sword +2: +17 attack, 1d6+8 damage Unarmed: +12 attack, 1d4+6 damage		
ADDITIONAL EFFECTS		
CLASS Warlord	LEVEL 3	BOOK PH





ENCOUNTER POWER 

Force Retreat

KEYWORDS Martial, Weapon		USED
Standard	*  	Melee weapon
ACTION	 	RANGE
20	vs	Reflex
ATTACK	DEFENSE	TARGET
Attack: Strength vs. Reflex Hit: 1[W] damage, and you push the target a number of squares equal to your Intelligence modifier (+3). Make a secondary attack. Secondary Target: Each enemy that was adjacent to the primary target, is its size or smaller, and is within your melee reach Secondary Attack: Strength vs. Fortitude Hit: 2d6 + Strength modifier (+4) damage, and you push the secondary target 1 square.		
Hungry Spear Spear +4: +20 attack, 1d8+6 damage Vicious Short sword +2: +17 attack, 1d6+4 damage Unarmed: +12 attack, 1d4+2 damage		
ADDITIONAL EFFECTS		
CLASS Battle Captain	LEVEL 11	BOOK PH





ENCOUNTER POWER 

Bolstering Blow

KEYWORDS Martial, Weapon		USED
Standard	*  	Melee weapon
ACTION	 	RANGE
20	vs	AC
ATTACK	DEFENSE	TARGET
Attack: Strength vs. AC Hit: 3[W] + Strength modifier (+4) damage, and you grant 10 temporary hit points to an ally within 5 squares of you. Inspiring Presence: You grant your ally temporary hit points equal to 10 + your Charisma modifier (+4).		
Hungry Spear Spear +4: +20 attack, 3d8+10 damage Vicious Short sword +2: +17 attack, 3d6+8 damage Unarmed: +12 attack, 3d4+6 damage		
ADDITIONAL EFFECTS		
CLASS Warlord	LEVEL 13	BOOK PH





ENCOUNTER POWER 

Lead the Attack

KEYWORDS Martial, Weapon		USED
Standard	*  	Melee weapon
ACTION	 	RANGE
20	vs	AC
ATTACK	DEFENSE	TARGET
Attack: Strength vs. AC Hit: 3[W] + Strength modifier (+4) damage. Until the end of the encounter, you and each ally within 5 squares of you gain a power bonus to attack rolls against the target equal to 1 + your Intelligence modifier (+3). Miss: Until the end of the encounter, you and each ally within 5 squares of you gain a +1 power bonus to attack rolls against the target.		
Hungry Spear Spear +4: +20 attack, 3d8+10 damage Vicious Short sword +2: +17 attack, 3d6+8 damage Unarmed: +12 attack, 3d4+6 damage		
ADDITIONAL EFFECTS		
CLASS Warlord	LEVEL 1	BOOK PH





DAILY POWER 

Stand the Fallen

KEYWORDS Healing, Martial, Weapon		USED
Standard	*  	Melee weapon
ACTION	 	RANGE
20	vs	AC
ATTACK	DEFENSE	TARGET
Attack: Strength vs. AC Hit: 3[W] + Strength modifier (+4) damage. Effect: Each ally within 10 squares can spend a healing surge and regains additional hit points equal to your Charisma modifier (+4).		
Hungry Spear Spear +4: +20 attack, 3d8+10 damage Vicious Short sword +2: +17 attack, 3d6+8 damage Unarmed: +12 attack, 3d4+6 damage		
ADDITIONAL EFFECTS		
CLASS Warlord	LEVEL 5	BOOK PH





DAILY POWER 


War Master's Assault

KEYWORDS Martial		USED
Standard	 	Close burst 3
ACTION	3  	RANGE
	vs	You and each ally in burst
ATTACK	DEFENSE	TARGET
Effect: Each target can charge or make a basic attack as a free action, with a power bonus to the attack roll and the damage roll equal to your Charisma modifier (+4).		
ADDITIONAL EFFECTS		
CLASS Warlord	LEVEL 15	BOOK MP





DAILY POWER 

Inspired Belligerence

KEYWORDS Martial		USED
Minor	 	Close burst 5
ACTION	5  	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
Target: One enemy in burst granting combat advantage to you or an ally Effect: Until the start of your next turn, all your allies gain combat advantage against the target. Inspiring Presence: Until the start of your next turn, your allies add your Charisma modifier (+4) to damage rolls against the target.		
ADDITIONAL EFFECTS		
CLASS Warlord	LEVEL 2	BOOK MP

UTILITY POWER 

Phalanx Formation

KEYWORDS Martial, Stance		USED
Minor	 	Personal
ACTION	 	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
Requirement: You must be using a shield. Effect: Until the stance ends, whenever you are adjacent to any ally who is using a shield, you and the ally gain a +1 power bonus to AC and Reflex.		
ADDITIONAL EFFECTS		
CLASS Warlord	LEVEL 6	BOOK MP

UTILITY POWER 

Instant Planning

KEYWORDS

Martial

USED

Minor

Close burst 5

ACTION

5

RANGE

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

Target: You and each ally in burst
Effect: Until the end of your next turn, every target gains your choice of a power bonus to attack rolls equal to your Charisma modifier (+4), a power bonus to speed equal to your Charisma modifier (+4), or a power bonus to all defenses equal to your Intelligence modifier (+3).
Resourceful Presence: You can grant a different bonus to each target.

ADDITIONAL EFFECTS

CLASS

Warlord

LEVEL

10

BOOK

MP

UTILITY POWER

Bolt of Genius

KEYWORDS

Martial

USED

Standard

Ranged 5

ACTION

RANGE

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

Target: One ally
Effect: The target regains an encounter power he or she has already used.

ADDITIONAL EFFECTS

CLASS

Battle Captain

LEVEL

12

BOOK

PH

UTILITY POWER

Side by Side

KEYWORDS

Martial, Stance

USED

Minor

Melee 1

ACTION

RANGE

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

Target: One ally
Effect: Until the stance ends, you and the target both gain a +2 power bonus to attack rolls, AC, and Reflex when you're adjacent to each other.

ADDITIONAL EFFECTS

CLASS

Warlord

LEVEL

16

BOOK

MP

UTILITY POWER

Vicious Short sword +2

1d6

3

Light Blade

DAMAGE

PROFICIENT

GROUP

RANGE

+2 attack rolls and damage rolls

7

+2d12 damage

ENHANCEMENT

LEVEL

CRITICAL

PROPERTIES

Off-hand

Melee Basic Attack: +17 attack, 1d6+8 damage

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

ITEM SLOT

Off-hand

WEIGHT

2

PRICE

2600

BOOK

PH

MAGIC WEAPON

Hungry Spear Spear +4

1d8

2

Spear

DAMAGE

PROFICIENT

GROUP

RANGE

+4 attack rolls and damage rolls

17

+1d6 damage per plus

ENHANCEMENT

LEVEL

CRITICAL

PROPERTIES

This weapon has the heavy thrown property and a range of 10/20.
Versatile

Melee Basic Attack: +20 attack, 1d8+10 damage

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

POWER

Power (Encounter): Standard. Make a ranged basic attack with this spear. On a hit, the target is also immobilized (save ends). The spear doesn't return to you until the immobilized effect on the target imposed by this weapon is ended.

ITEM SLOT

One-hand

WEIGHT

6

PRICE

65000

BOOK

PH

MAGIC WEAPON

Guardian Shield Heavy Shield (heroic ti

2

-2

-

1

AC BONUS

CHECK

SPEED

QUANTITY

10

Arms Slot Item

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

Shields grant a shield bonus that you add to your AC and your Reflex defense.

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

POWER

Power (Daily): Immediate Interrupt. You can use this power when an adjacent ally is hit by an attack. You are hit by the attack instead. The ally is unaffected by the attack. You then gain resistance to all damage equal to half the damage dealt by the attack (if any) until the start of your next turn.

ITEM SLOT

Off-hand

WEIGHT

15

PRICE

5000

BOOK

PH

MAGIC ITEM

Medallion of Death Deferred +3

1

AC BONUS

CHECK

SPEED

QUANTITY

+3 Fortitude, Reflex, and Will

14

Neck Slot Item

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

POWER

Power (Daily): No Action. Use this power when you are reduced to 0 hit points or fewer. You regain hit points equal to 3 per plus of this item.

ITEM SLOT

Neck

WEIGHT

0

PRICE

21000

BOOK

AV

MAGIC ITEM

Iron Armbands of Power (heroic tier)

1

AC BONUS

CHECK

SPEED

QUANTITY

6

Arms Slot Item

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

Gain a +2 item bonus to melee damage rolls.

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

ITEM SLOT

Arms

WEIGHT

0

PRICE

1800

BOOK

AV

MAGIC ITEM

Boots of Striding (heroic tier)

1

AC BONUS

CHECK

SPEED

QUANTITY

9

Feet Slot Item

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

Gain a +1 item bonus to speed when wearing light or no armor.

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

ITEM SLOT

Feet

WEIGHT

0

PRICE

4200

BOOK

PH

MAGIC ITEM

Helm of Heroes (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
ENHANCEMENT		10 LEVEL	Head Slot Item TYPE

PROPERTIES

You and each ally within 10 squares of you gain a +2 item bonus to saving throws against fear effects.

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

POWER

Power (Daily): Free Action. Use this power when you grant an ally a basic attack. That ally can take a standard action instead. The ally gains a +2 power bonus to any damage rolls made during that standard action.

ITEM SLOT	Head	WEIGHT	0	PRICE	5000	BOOK	PH
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MAGIC ITEM

ITEM SET

Belt of Vim (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
ENHANCEMENT		8 LEVEL	Waist Slot Item TYPE

PROPERTIES

Gain a +1 bonus to Fortitude defense.

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

ITEM SLOT	Waist	WEIGHT	0	PRICE	3400	BOOK	AV
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MAGIC ITEM

ITEM SET

Magic Drowmesh +4

2	-	-	1
AC BONUS	CHECK	SPEED	QUANTITY
+4 AC ENHANCEMENT		16 LEVEL	Armor TYPE

PROPERTIES

Drowmesh uses strands of leather woven together in a fine lattice for maximum flexibility.

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

ITEM SLOT	Body	WEIGHT	10	PRICE	45000	BOOK	AV
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MAGIC ITEM

ITEM SET

Power Jewel (heroic tier)

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

PROPERTIES

☐ 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.

ITEM SLOT		WEIGHT	0	PRICE	1000	BOOK	AV
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MAGIC ITEM

ITEM SET

Golden Lion's Battle Regalia

A legendary barbarian chieftain of the great deserts, the Golden Lion of Summer was a warrior renowned for her single-minded ferocity and military cunning. Her cloak, gauntlets, and boots were fashioned from the hide of a desert lion, and her weapons bore the mark of that fearsome beast. Barbarian characters, particularly thaneborn barbarians, benefit the most from the Golden Lion's Battle Regalia. However, defenders and melee strikers can also make good use of these.

3: When you're adjacent to three or more enemies you can see, you gain a +1 bonus to attack rolls.

5: Your roar of triumph power increases to a close burst 7. When you use your swift charge power, you gain a +2 bonus to speed until the end of your next turn.

ITEM SET

ITEM SET