

Player Name **Neil**

Jacinth D'Velderan

 Level **11**

Bard

Life Singer

26

Character Name

Level Class

Paragon Path

Epic Destiny

Total XP

Human Medium 28 Male

Good Aureon

Adventuring Company

RPGA Number

INITIATIVE

| SCORE | DEX | 1/2 LVL | MISC |
|----------|-----------|----------|----------|
| 6 | -1 | 5 | 2 |

CONDITIONAL MODIFIERS

DEFENSES

| SCORE | DEFENSE | 10 + 1/2 LVL | ARMOR/ ABIL | CLASS | FEAT | ENH | MISC | MISC |
|-----------|-----------|--------------|-------------|-------|------|----------|----------|------|
| 27 | AC | 15 | 8 | | | 3 | 1 | |

CONDITIONAL BONUSES

MOVEMENT

| SCORE | BASE | ARMOR | ITEM | MISC |
|----------|------------------------|----------|-----------|------|
| 5 | Speed (Squares) | 6 | -1 | |

SPECIAL MOVEMENT

ABILITY SCORES

| SCORE | ABILITY | ABIL MOD | MOD + 1/2 LVL |
|-----------|----------------------------|-----------|---------------|
| 14 | STR Strength | 2 | 7 |
| 11 | CON Constitution | 0 | 5 |
| 9 | DEX Dexterity | -1 | 4 |
| 20 | INT Intelligence | 5 | 10 |
| 13 | WIS Wisdom | 1 | 6 |
| 19 | CHA Charisma | 4 | 9 |

SENSES

| SCORE | PASSIVE SENSE | BASE | SKILL B |
|-----------|------------------------|-----------|----------|
| 23 | Passive Insight | 10 | + |

| | | | |
|-----------|---------------------------|-----------|----------|
| 19 | Passive Perception | 10 | + |
|-----------|---------------------------|-----------|----------|

SPECIAL SENSES

| SCORE | DEFENSE | 10 + 1/2 LVL | ABIL | CLASS | FEAT | ENH | MISC | MISC |
|-----------|-------------|--------------|----------|-------|------|----------|----------|------|
| 20 | FORT | 15 | 2 | | | 2 | 1 | |

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

| SCORE | DEFENSE | 10 + 1/2 LVL | ABIL | CLASS | FEAT | ENH | MISC | MISC |
|-----------|-------------|--------------|----------|----------|------|----------|----------|------|
| 23 | WILL | 15 | 4 | 1 | | 2 | 1 | |

CONDITIONAL BONUSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Harsh Songblade Longsword

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

ABILITY: War Song Strike - Harsh Songblade Longsword

| ATT BONUS | 1/2 LVL | ABIL | CLASS | PROF | FEAT | ENH | MISC |
|-------------|----------|----------|-------|----------|------|----------|------|
| + 14 | 5 | 4 | | 3 | | 2 | |

HIT POINTS

| MAX HP | BLOODED | HEALING SURGES | SURGE VALUE | SURGES/DAY |
|-----------|-----------|----------------|---------------|------------|
| 73 | 36 | 18 | 1/4 HP | 7 |

| CURRENT HIT POINTS | CURRENT SURGE USES |
|--------------------|--------------------|
| | |

SECOND WIND 1/ENCOUNTER

| TEMPORARY HIT POINTS | USED |
|----------------------|--------------------------|
| | <input type="checkbox"/> |

DEATH SAVING THROW FAILURES

| SAVING THROW MODS |
|-------------------|
| |

RESISTANCES Resist 5 Poison

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS

| Action Points | MILESTONES | ACTION POINTS |
|---------------|------------|---------------|
| | 0 | 1 |
| | 1 | 2 |
| | 2 | 3 |

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Bonus Feat - Choose an extra feat at 1st level.

Bonus Skill - Trained in one additional class skill.

Bonus At-Will Power - Know one extra 1st-level attack power from your class.

Human Defense Bonuses - +1 to Fortitude, Reflex, and Will.

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Harsh Songblade Longsword

| DAMAGE | ABIL | FEAT | ENH | MISC |
|--------------|----------|------|----------|----------|
| 1d8+6 | 2 | | 2 | 2 |

ABILITY: War Song Strike - Harsh Songblade Longsword

| DAMAGE | ABIL | FEAT | ENH | MISC |
|--------------|----------|------|----------|----------|
| 1d8+8 | 4 | | 2 | 2 |

BASIC ATTACKS

| ATTACK | DEFENSE | WEAPON OR POWER | DAMAGE |
|-----------|--------------|----------------------------------|------------|
| 12 | vs AC | Harsh Songblade Longsword | 1d8 |

FEATS

Defender of the Wild - Warden: skill training, mark adjacent enemies 1/encounter

Ritual Caster - Master and perform rituals

Mark of Finding - Shift when enemy who grants combat advantage to you shifts, perform certain rituals

Bardic Knowledge - +2 bonus to several skill checks

Tactical Leader - Warlord: training in one skill, ally gains to attack roll once per encounter

Linguist - Learn three new languages

Student of the Sword - Fighter: skill training, +1 to attack 1/encounter

Wary Fighter - +2 bonus to Insight and Perception; substitute Wisdom for Dexterity on initiative

Skill Focus (Intimidate) - +3 to Intimidate checks

SKILLS

| BONUS | SKILL NAME | ABIL MOD + 1/2 LVL | TRND (+5) | ARMOR PENALTY | MISC |
|-----------|----------------------|--------------------|-----------|---------------|------|
| 4 | Acrobatics | DEX | 4 | 0 | -1 |
| 20 | Arcana | INT | 10 | 5 | n/a |
| 11 | Athletics | STR | 7 | 5 | -1 |
| 13 | Bluff | CHA | 9 | 0 | n/a |
| 17 | Diplomacy | CHA | 9 | 5 | n/a |
| 13 | Dungeoneering | WIS | 6 | 5 | n/a |
| 5 | Endurance | CON | 5 | 0 | -1 |
| 7 | Heal | WIS | 6 | 0 | n/a |
| 17 | History | INT | 10 | 5 | n/a |
| 13 | Insight | WIS | 6 | 5 | n/a |
| 17 | Intimidate | CHA | 9 | 5 | n/a |
| 15 | Nature | WIS | 6 | 5 | n/a |
| 9 | Perception | WIS | 6 | 0 | n/a |
| 13 | Religion | INT | 10 | 0 | n/a |
| 4 | Stealth | DEX | 4 | 0 | -1 |
| 16 | Streetwise | CHA | 9 | 5 | n/a |
| 4 | Thievery | DEX | 4 | 0 | -1 |

CLASS / PATH / DESTINY FEATURES

Bardic Training - Gain Ritual Caster feat and perform one bardic song

Bardic Virtue - Choose a Bardic Virtue option.

Virtue of Cunning - When an enemy misses an ally within 5 squares, you can choose to mark the enemy.

Majestic Word - Gain majestic word power

Multiclass Versatility - Can choose class-specific multiclass feat

Skill Versatility - +1 to untrained skill checks

Song of Rest - At end of short rest, you and each ally spend 1 action point to gain 1d4 hit points

Words of Friendship - Gain the words of friendship power

Student of One-Handed Weapons - +1 to attack with one-handed weapons

Find Another Way - +2 skill and ability checks for allies within 5 squares

Peaceful Action - When an ally within 5 squares spends an action point to perform a peaceful action, you can choose to mark the enemy.

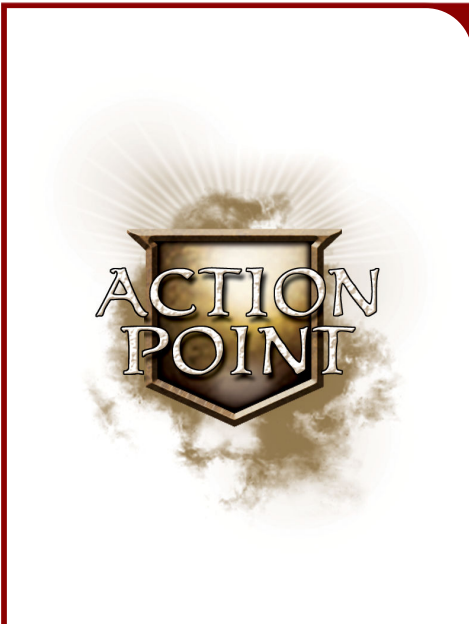
LANGUAGES KNOWN

Common, Giant, Elven, Goblin, Draconic

CHARACTER NAME
Jacinth D'Velderan

PLAYER NAME
Neil
RACE Human CLASS Bard LEVEL 11

| | | |
|--------------------|-----------------------|------------|
| HP 73 | 14 STR | AC 27 |
| Spd 5 | 11 CON | Fort 20 |
| Init +6 | 9 DEX | Ref 25 |
| | 20 INT | Will 23 |
| | 13 WIS | |
| | 19 CHA | |
| 23 Passive Insight | 19 Passive Perception | |



Second Wind

KEYWORDS: USED

Standard Personal

ACTION **RANGE**

AT-WILL ENCOUNTER DAILY

Effect: You spend a healing surge and regain 18 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK PH

PLAY DATA DUNGEONS & DRAGONS

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

UTILITY POWER DUNGEONS & DRAGONS

War Song Strike

KEYWORDS: Arcane, Weapon USED

Standard * Melee weapon

ACTION **RANGE**

14 vs AC One creature

ATTACK **DEFENSE** **TARGET**

Attack: Charisma vs. AC
Hit: 1[W] + Charisma modifier (+4) damage, and any ally who hits the target before the end of your next turn gains temporary hit points equal to your Constitution modifier (+0).
Level 21: 2[W] + Charisma modifier (+4) damage.

Harsh Songblade Longsword +2: +14 attack, 1d8 +8 damage

FLAVOR TEXT
You sing a song of war and victory, invigorating your allies as they press the attack.

CLASS Bard LEVEL 1 BOOK PH2

Guiding Strike

KEYWORDS: Arcane, Weapon USED

Standard * Melee weapon

ACTION **RANGE**

14 vs AC One creature

ATTACK **DEFENSE** **TARGET**

Attack: Charisma vs. AC
Hit: 1[W] + Charisma modifier (+4) damage, and the target takes a -2 penalty to the defense of your choice until the end of your next turn.
Level 21: 2[W] + Charisma modifier (+4) damage.

Harsh Songblade Longsword +2: +14 attack, 1d8 +8 damage

FLAVOR TEXT
Your weapon stroke guides your allies, showing them where to focus their attacks.

CLASS Bard LEVEL 1 BOOK PH2

Vicious Mockery

KEYWORDS: Arcane, Charm, Implement, Psychic USED

Standard 10 Ranged 10

ACTION **RANGE**

11 vs Will One creature

ATTACK **DEFENSE** **TARGET**

Attack: Charisma vs. Will
Hit: 1d6 + Charisma modifier (+4) psychic damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.
Level 21: 2d6 + Charisma modifier (+4) damage.

Harsh Songblade Longsword +2: +11 attack, 1d6 +6 damage

FLAVOR TEXT
You unleash a string of insults at your foe, weaving them with bardic magic to send the creature into a blind rage.

CLASS Bard LEVEL 1 BOOK PH2

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

Majestic Word

KEYWORDS: Arcane, Healing USED

Minor Close burst 5 (10 at 11th level, 15 at 16th)

ACTION 5 **RANGE**

vs You or one ally in burst

ATTACK **DEFENSE** **TARGET**

Effect: The target can spend a healing surge and regain additional hit points equal to your Charisma modifier (+4). You also slide the target 1 square.
Level 6: 1d6 + Charisma modifier (+4) additional hit points.
Level 11: 2d6 + Charisma modifier (+4) additional hit points.
Level 16: 3d6 + Charisma modifier (+4) additional hit points.
Level 21: 4d6 + Charisma modifier (+4) additional hit points.
Level 26: 5d6 + Charisma modifier (+4) additional hit points.
Special: You can use this power twice per encounter, but only once per round. At 16th level, you can use this power three times per encounter, but only once per round.

Unarmed: +5 attack

FLAVOR TEXT
You utter words laden with preternatural inspiration, restoring your ally's stamina and making wounds seem insignificant.

CLASS Bard LEVEL BOOK PH2

Words of Friendship

KEYWORDS: Arcane, Charm USED

Minor Personal

ACTION **RANGE**

vs

ATTACK **DEFENSE** **TARGET**

Effect: You gain a +5 power bonus to the next Diplomacy check you make before the end of your next turn.

FLAVOR TEXT
You infuse your words with arcane power, turning even the simplest speech into a compelling oration.

CLASS Bard LEVEL BOOK PH2

Inspiring Refrain

KEYWORDS: Arcane, Weapon USED

Standard * Melee weapon

ACTION **RANGE**

14 vs AC One creature

ATTACK **DEFENSE** **TARGET**

Attack: Charisma vs. AC
Hit: 2[W] + Charisma modifier (+4) damage, and each ally within 5 squares of you gains a +1 power bonus to attack rolls until the end of your next turn.

Harsh Songblade Longsword +2: +14 attack, 2d8 +8 damage

FLAVOR TEXT
Your weapon hums with an arcane song that helps guide nearby allies to glory.

CLASS Bard LEVEL 1 BOOK PH2

ENCOUNTER POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

Cunning Ferocity

| | | | |
|---------------|----------------|----------------|--------------|
| KEYWORDS | | Arcane, Weapon | USED |
| Standard | * ↑ ↘ | Melee weapon | |
| ACTION | ← * | RANGE | |
| 14 | vs | Reflex | One creature |
| ATTACK | DEFENSE | TARGET | |

Attack: Charisma vs. Reflex
Hit: 1[W] + Charisma modifier (+4) damage, and each ally within 5 squares of you gains a +2 bonus to damage rolls against the target until the end of your next turn.
Virtue of Cunning: The bonus to damage rolls equals 1 + your Intelligence modifier (+5).

Harsh Songblade Longsword +2: +14 attack, 1d8 +8 damage

FLAVOR TEXT
The mark of your weapon on your target's hide gives strength to your allies' attacks against the same foe.

| | | | | | |
|-------|------|-------|---|------|-----|
| CLASS | Bard | LEVEL | 3 | BOOK | PH2 |
|-------|------|-------|---|------|-----|

ENCOUNTER POWER DUNGEONS & DRAGONS®

Chillsong Stroke

| | | | |
|---------------|----------------|----------------------|--------------|
| KEYWORDS | | Arcane, Cold, Weapon | USED |
| Standard | * ↑ ↘ | Melee weapon | |
| ACTION | ← * | RANGE | |
| 14 | vs | AC | One creature |
| ATTACK | DEFENSE | TARGET | |

Attack: Charisma vs. AC
Hit: 2[W] + Charisma modifier (+4) cold damage, and the target is slowed until the end of your next turn. An ally within 3 squares of you can shift 4 squares as a free action.

Harsh Songblade Longsword +2: +14 attack, 2d8 +8 damage

FLAVOR TEXT
Your rhythm of winter draws vigor from your foe and infuses it into your ally, who leaps forward.

| | | | | | |
|-------|------|-------|---|------|----|
| CLASS | Bard | LEVEL | 7 | BOOK | AP |
|-------|------|-------|---|------|----|

ENCOUNTER POWER DUNGEONS & DRAGONS®

Pacifying Voice

| | | | |
|---------------|----------------|-------------------|--------------|
| KEYWORDS | | Arcane, Implement | USED |
| Standard | ↑ 10 ↘ | Ranged 10 | |
| ACTION | ← * | RANGE | |
| 11 | vs | Will | One creature |
| ATTACK | DEFENSE | TARGET | |

Attack: Charisma vs. Will
Hit: Until the end of your next turn, the target is dazed and weakened and takes a penalty to attack rolls equal to your Intelligence modifier (+5).

Harsh Songblade Longsword +2: +11 attack

FLAVOR TEXT
You croon in quiet tones that calm the rage in your enemy's heart.

| | | | | | |
|-------|-------------|-------|----|------|----|
| CLASS | Life Singer | LEVEL | 11 | BOOK | AP |
|-------|-------------|-------|----|------|----|

ENCOUNTER POWER DUNGEONS & DRAGONS®

Verse of Triumph

| | | | |
|---------------|----------------|-----------------------|--------------|
| KEYWORDS | | Arcane, Charm, Weapon | USED |
| Standard | * ↑ ↘ | Melee weapon | |
| ACTION | ← * | RANGE | |
| 14 | vs | AC | One creature |
| ATTACK | DEFENSE | TARGET | |

Attack: Charisma vs. AC
Hit: 2[W] + Charisma modifier (+4) damage.
Miss: Half damage.
Effect: Until the end of the encounter, you and any ally within 5 squares of you gain a +1 power bonus to damage rolls and saving throws. In addition, whenever you or an ally reduces an enemy to 0 hit points with an attack, you and any ally within 5 squares of the enemy can shift 1 square as a free action.

Harsh Songblade Longsword +2: +14 attack, 2d8+8 damage

FLAVOR TEXT
Your voice crescendos as you sing of victory. Your inspirational words drive allies forward to attack.

| | | | | | |
|-------|------|-------|---|------|-----|
| CLASS | Bard | LEVEL | 1 | BOOK | PH2 |
|-------|------|-------|---|------|-----|

DAILY POWER DUNGEONS & DRAGONS®

Word of Mystic Warding

| | | | |
|---------------|----------------|-------------------------|--------------|
| KEYWORDS | | Arcane, Psychic, Weapon | USED |
| Standard | * ↑ ↘ | Melee weapon | |
| ACTION | ← * | RANGE | |
| 14 | vs | AC | One creature |
| ATTACK | DEFENSE | TARGET | |

Attack: Charisma vs. AC
Hit: 3[W] + Charisma modifier (+4) psychic damage. Choose an ally within 5 squares of you. If the target moves closer to that ally during the target's turn, the target takes psychic damage equal to your Charisma modifier (+4) (save ends).
Miss: Half damage.

Harsh Songblade Longsword +2: +14 attack, 3d8 +8 damage

FLAVOR TEXT
A word of power assaults your foe's mind, establishing a ward that harms it further if it draws closer to the ally you name.

| | | | | | |
|-------|------|-------|---|------|-----|
| CLASS | Bard | LEVEL | 5 | BOOK | PH2 |
|-------|------|-------|---|------|-----|

DAILY POWER DUNGEONS & DRAGONS®

Hymn of the Daring Rescue

| | | | |
|---------------|----------------|-------------------------------|--------------|
| KEYWORDS | | Arcane, Teleportation, Weapon | USED |
| Standard | * ↑ ↘ | Melee weapon | |
| ACTION | ← * | RANGE | |
| 14 | vs | Reflex | One creature |
| ATTACK | DEFENSE | TARGET | |

Attack: Charisma vs. Reflex
Hit: 3[W] + Charisma modifier (+4) damage.
Effect: Choose an ally within 5 squares of you. Until the end of the encounter, that ally can teleport to a space adjacent to you as a move action.

Harsh Songblade Longsword +2: +14 attack, 3d8 +8 damage

FLAVOR TEXT
Your attack resonates in an arcane song that allows an ally to teleport to your side.

| | | | | | |
|-------|------|-------|---|------|-----|
| CLASS | Bard | LEVEL | 9 | BOOK | PH2 |
|-------|------|-------|---|------|-----|

DAILY POWER DUNGEONS & DRAGONS®

Veil

| | | | |
|----------------------------------|------------------------------------|---|------|
| KEYWORDS | | Arcane, Illusion | USED |
| Minor | ↑ ↘ | Close burst 10 | |
| ACTION | 10 ← * | RANGE | |
| <input type="checkbox"/> AT-WILL | <input type="checkbox"/> ENCOUNTER | <input checked="" type="checkbox"/> DAILY | |

Target: You and each ally in burst
Effect: You transform the auditory, tactile, and visual qualities of the targets' bodies and equipment. Each target assumes the appearance of a humanoid of the same size, even the appearance of a specific individual you have seen. The illusion lasts for 1 hour, or you can end it as a minor action. A creature can recognize a target's form as illusory with an Insight check opposed by that target's Bluff check with a +5 power bonus.

ADDITIONAL EFFECTS
You mask the appearance of your party, sculpting an illusory disguise.

| | | | | | |
|-------|------|-------|----|------|-----|
| CLASS | Bard | LEVEL | 10 | BOOK | PH2 |
|-------|------|-------|----|------|-----|

UTILITY POWER DUNGEONS & DRAGONS®

Chord of Resilience

| | | | |
|----------------------------------|---|--------------------------------|------|
| KEYWORDS | | Arcane | USED |
| Imm Intern | ↑ 10 ↘ | Ranged 10 | |
| ACTION | ← * | RANGE | |
| <input type="checkbox"/> AT-WILL | <input checked="" type="checkbox"/> ENCOUNTER | <input type="checkbox"/> DAILY | |

Trigger: An attack hits an ally
Target: The ally who was hit
Effect: The damage the target takes is reduced by an amount equal to 5 + your Charisma modifier (+4).

ADDITIONAL EFFECTS
With notes of steel and stone, you preserve your ally from harm.

| | | | | | |
|-------|------|-------|---|------|----|
| CLASS | Bard | LEVEL | 6 | BOOK | AP |
|-------|------|-------|---|------|----|

UTILITY POWER DUNGEONS & DRAGONS®

Concerted Effort

| | | | |
|----------------------------------|------------------------------------|---|------|
| KEYWORDS | | Arcane | USED |
| Standard | ↑ ↘ | Close burst 10 | |
| ACTION | 10 ← * | RANGE | |
| <input type="checkbox"/> AT-WILL | <input type="checkbox"/> ENCOUNTER | <input checked="" type="checkbox"/> DAILY | |

Target: You and each ally in burst
Effect: Until the end of your next turn, each target gains a +1 power bonus to attack rolls. Whenever a target hits with at least one attack during his or her turn, the bonus increases by 1 for each target whose turn has not yet started.

ADDITIONAL EFFECTS
Your magic hums around your allies, growing in power as they redouble their efforts toward the task at hand.

| | | | | | |
|-------|------|-------|---|------|----|
| CLASS | Bard | LEVEL | 2 | BOOK | AP |
|-------|------|-------|---|------|----|

UTILITY POWER DUNGEONS & DRAGONS®

Harsh Songblade Longsword +2

| 1d8 | 3 | Heavy Blade | |
|----------------------------------|------------|-------------|-------------|
| DAMAGE | PROFICIENT | GROUP | RANGE |
| +2 attack rolls and damage rolls | | 8 | +2d8 damage |
| ENHANCEMENT | | LEVEL | CRITICAL |

PROPERTIES
Bards can use this blade as an implement for bard powers and bard paragon path powers.
Versatile

Melee Basic Attack: +12 attack, 1d8+6 damage

AT-WILL ENCOUNTER DAILY

POWER
Power (Daily): Free Action. Trigger: You hit an enemy with a bard thunder power using this blade. Effect: Each enemy within 2 squares of the triggering enemy is dazed until the end of your next turn.

| | | | | | | | |
|-----------|----------|--------|---|-------|------|------|----|
| ITEM SLOT | One-hand | WEIGHT | 4 | PRICE | 3400 | BOOK | PH |
|-----------|----------|--------|---|-------|------|------|----|

MAGIC WEAPON

Periapt of Cascading Health +2

| AC BONUS | CHECK | SPEED | 1 |
|--------------------------------|-------|-------|----------------|
| ENHANCEMENT | LEVEL | TYPE | QUANTITY |
| +2 Fortitude, Reflex, and Will | | 10 | Neck Slot Item |

PROPERTIES

AT-WILL ENCOUNTER DAILY

POWER
Power (Encounter): Minor Action. You end one condition that a save can end.

| | | | | | | | |
|-----------|------|--------|---|-------|------|------|------------|
| ITEM SLOT | Neck | WEIGHT | 0 | PRICE | 5000 | BOOK | Dragon 369 |
|-----------|------|--------|---|-------|------|------|------------|

MAGIC ITEM

Potion of Clarity (level 5)

| AC BONUS | CHECK | SPEED | 3 |
|-------------|-------|-------|----------|
| ENHANCEMENT | LEVEL | TYPE | QUANTITY |
| | | 5 | Potion |

PROPERTIES

AT-WILL ENCOUNTER DAILY

POWER
Power (Consumable): Minor Action. Drink this potion and spend a healing surge. You do not regain hit points as normal. Instead, once during this encounter as a free action, you can reroll a d20 roll you just made, gaining a +1 bonus on the reroll. You must use the result of the reroll.

| | | | | | | | |
|-----------|--|--------|---|-------|----|------|----|
| ITEM SLOT | | WEIGHT | 0 | PRICE | 50 | BOOK | AV |
|-----------|--|--------|---|-------|----|------|----|

MAGIC ITEM

Runic Braidmail Armor +3

| 8 | -1 | -1 | 1 |
|-------------|-------|-------|----------|
| AC BONUS | CHECK | SPEED | QUANTITY |
| +3 AC | | 13 | Armor |
| ENHANCEMENT | | LEVEL | TYPE |

PROPERTIES
You gain an item bonus to Arcana checks equal to the armor's enhancement bonus.
When you use your second wind, you also gain a bonus to damage rolls with arcane attack powers equal to the armor's enhancement bonus until the end of your next turn.

AT-WILL ENCOUNTER DAILY

POWER

| | | | | | | | |
|-----------|------|--------|----|-------|-------|------|----|
| ITEM SLOT | Body | WEIGHT | 40 | PRICE | 17000 | BOOK | AV |
|-----------|------|--------|----|-------|-------|------|----|

MAGIC ITEM

Gem of Colloquy (paragon tier)

| AC BONUS | CHECK | SPEED | 1 |
|-------------|-------|-------|----------------|
| ENHANCEMENT | LEVEL | TYPE | QUANTITY |
| | | 12 | Head Slot Item |

PROPERTIES
Gain a +3 item bonus to Bluff and Diplomacy checks. Understand and speak 2 additional languages, chosen at the time of the gem's creation.

AT-WILL ENCOUNTER DAILY

POWER

| | | | | | | | |
|-----------|------|--------|---|-------|-------|------|----|
| ITEM SLOT | Head | WEIGHT | 0 | PRICE | 13000 | BOOK | AV |
|-----------|------|--------|---|-------|-------|------|----|

MAGIC ITEM

Antipathy Gloves (heroic tier)

| AC BONUS | CHECK | SPEED | 1 |
|-------------|-------|-------|-----------------|
| ENHANCEMENT | LEVEL | TYPE | QUANTITY |
| | | 10 | Hands Slot Item |

PROPERTIES
An enemy must spend 1 extra square of movement to enter a square adjacent to you. An enemy that is pulled, pushed, or slid moves through those squares as normal.

AT-WILL ENCOUNTER DAILY

POWER
Power (Daily): Standard Action. Make an attack: Ranged 10; +13 vs. Reflex; on a hit, the target is restrained (save ends).

| | | | | | | | |
|-----------|-------|--------|---|-------|------|------|----|
| ITEM SLOT | Hands | WEIGHT | 0 | PRICE | 5000 | BOOK | AV |
|-----------|-------|--------|---|-------|------|------|----|

MAGIC ITEM

Recoil Shield Light Shield (heroic tier)

| 1 | - | - | 1 |
|-------------|-------|-------|----------------|
| AC BONUS | CHECK | SPEED | QUANTITY |
| | | 9 | Arms Slot Item |
| ENHANCEMENT | | LEVEL | TYPE |

PROPERTIES

AT-WILL ENCOUNTER DAILY

POWER
Prerequisite: Any
Power (Encounter): Immediate Reaction. Use this power when a melee attack hits you. The attacker is knocked prone.

| | | | | | | | |
|-----------|----------|--------|---|-------|------|------|----|
| ITEM SLOT | Off-hand | WEIGHT | 6 | PRICE | 4200 | BOOK | PH |
|-----------|----------|--------|---|-------|------|------|----|

MAGIC ITEM

Potion of Healing (heroic tier)

| AC BONUS | CHECK | SPEED | 2 |
|-------------|-------|-------|----------|
| ENHANCEMENT | LEVEL | TYPE | QUANTITY |
| | | 5 | Potion |

PROPERTIES

AT-WILL ENCOUNTER DAILY

POWER
Power (Consumable • Healing): Minor Action. Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.

| | | | | | | | |
|-----------|--|--------|---|-------|----|------|----|
| ITEM SLOT | | WEIGHT | 0 | PRICE | 50 | BOOK | PH |
|-----------|--|--------|---|-------|----|------|----|

MAGIC ITEM

Lesser Elixir of Invisibility (heroic tier)

| AC BONUS | CHECK | SPEED | 1 |
|-------------|-------|-------|----------|
| ENHANCEMENT | LEVEL | TYPE | QUANTITY |
| | | 7 | Potion |

PROPERTIES

AT-WILL ENCOUNTER DAILY

POWER
Power (Consumable): Minor Action. Effect: You drink the elixir and become invisible until the end of your next turn. The effect ends if you make an attack roll.
Special: Consuming this elixir counts as a use of a magic item daily power.

| | | | | | | | |
|-----------|--|--------|---|-------|-----|------|-------|
| ITEM SLOT | | WEIGHT | 0 | PRICE | 100 | BOOK | SOTAC |
|-----------|--|--------|---|-------|-----|------|-------|

MAGIC ITEM

Elixir of Dragonbreath (heroic tier)

| AC BONUS | CHECK | SPEED | QUANTITY |
|-------------|-------|------------|----------------|
| | | | 2 |
| ENHANCEMENT | | 7 LEVEL | Potion TYPE |

PROPERTIES

AT-WILL ENCOUNTER DAILY

POWER

Power (Consumable • Acid, Cold, Fire, Lightning, or Poison): Minor Action. Use this power after you drink the elixir. Until the end of the encounter, you gain an at-will attack power that requires a standard action to use: Close blast 3; +10 vs. Reflex; on a hit, deal 2d6 + Constitution modifier (+0) damage of a type determined when the elixir is created: acid, cold, fire, lightning, or poison.
Special: Consuming this elixir counts as a use of a magic item daily power.

| | | | |
|-----------|----------|-----------|---------|
| ITEM SLOT | WEIGHT 0 | PRICE 100 | BOOK AV |
|-----------|----------|-----------|---------|

MAGIC ITEM

Elixir of Aptitude (heroic tier)

| AC BONUS | CHECK | SPEED | QUANTITY |
|-------------|-------|------------|----------------|
| | | | 2 |
| ENHANCEMENT | | 5 LEVEL | Potion TYPE |

PROPERTIES

AT-WILL ENCOUNTER DAILY

POWER

Power (Consumable): Minor Action. For 1 hour, gain a +1 power bonus to checks using one skill of your choice.
Special: Consuming this elixir counts as a use of a magic item daily power.

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|-----------|----------|----------|---------|
| ITEM SLOT | WEIGHT 0 | PRICE 50 | BOOK AV |
|-----------|----------|----------|---------|

MAGIC ITEM

Iron Armbands of Power (heroic tier)

| AC BONUS | CHECK | SPEED | QUANTITY |
|-------------|-------|------------|------------------------|
| | | | 1 |
| ENHANCEMENT | | 6 LEVEL | Arms Slot Item 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

Viper Belt (heroic tier)

| AC BONUS | CHECK | SPEED | QUANTITY |
|-------------|-------|------------|-------------------------|
| | | | 1 |
| ENHANCEMENT | | 4 LEVEL | Waist Slot Item TYPE |

PROPERTIES

Gain resist 5 poison.

AT-WILL ENCOUNTER DAILY

POWER

Power (Encounter): No Action. Use this power when making a saving throw against ongoing poison damage. Gain a +2 power bonus to the saving throw.

| | | | | |
|-----------|-------|----------|-----------|---------|
| ITEM SLOT | Waist | WEIGHT 0 | PRICE 840 | BOOK AV |
|-----------|-------|----------|-----------|---------|

MAGIC ITEM

Demonskin Tattoo (heroic tier)

| AC BONUS | CHECK | SPEED | QUANTITY |
|-------------|-------|------------|-----------------------|
| | | | 1 |
| ENHANCEMENT | | 3 LEVEL | Wondrous Item TYPE |

PROPERTIES

When you spend an action point to take an extra action, choose acid, cold, fire, lightning, or thunder. You gain resist 5 to the chosen damage type until the end of the encounter.

AT-WILL ENCOUNTER DAILY

POWER

| | | | | |
|-----------|--------|----------|-----------|----------|
| ITEM SLOT | Tattoo | WEIGHT 0 | PRICE 680 | BOOK AV2 |
|-----------|--------|----------|-----------|----------|

MAGIC ITEM