

Player Name **Sepu**

 Character Name **Vorgryn** Level **9** Class **Sorcerer**  
 Race **Drow** Size **Medium** Age **Male**

 Paragon Path **Unaligned** Epic Destiny **Unaligned** Total XP **16,500**

 Height **5'0"** Weight **120 lb** Alignment **Unaligned** Deity **None**

 Adventuring Company **None** RPGA Number **None**

INITIATIVE			
SCORE	DEX	1/2 LVL	MISC
<b>8</b>	<b>4</b>	<b>4</b>	

CONDITIONAL MODIFIERS

DEFENSES									
SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC	MISC
<b>21</b>	<b>AC</b>	<b>14</b>	<b>4</b>			<b>2</b>			<b>1</b>

CONDITIONAL BONUSES  
+2 AC when you are bloodied

MOVEMENT				
SCORE	BASE	ARMOR	ITEM	MISC
<b>6</b>	<b>Speed (Squares)</b>	<b>6</b>		

SPECIAL MOVEMENT

ABILITY SCORES			
SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
<b>12</b>	<b>STR</b> Strength	<b>1</b>	<b>5</b>
<b>13</b>	<b>CON</b> Constitution	<b>1</b>	<b>5</b>
<b>18</b>	<b>DEX</b> Dexterity	<b>4</b>	<b>8</b>
<b>10</b>	<b>INT</b> Intelligence	<b>0</b>	<b>4</b>
<b>11</b>	<b>WIS</b> Wisdom	<b>0</b>	<b>4</b>
<b>20</b>	<b>CHA</b> Charisma	<b>5</b>	<b>9</b>

DEFENSES									
SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC	MISC
<b>17</b>	<b>FORT</b>	<b>14</b>	<b>1</b>			<b>2</b>			

CONDITIONAL BONUSES

DEFENSES									
SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC	MISC
<b>20</b>	<b>REF</b>	<b>14</b>	<b>4</b>			<b>2</b>			

CONDITIONAL BONUSES

DEFENSES									
SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC	MISC
<b>23</b>	<b>WILL</b>	<b>14</b>	<b>5</b>	<b>2</b>		<b>2</b>			

CONDITIONAL BONUSES

SENSES			
SCORE	PASSIVE SENSE	BASE	SKILL BONUS
<b>14</b>	<b>Passive Insight</b>	<b>10 +</b>	<b>4</b>
<b>14</b>	<b>Passive Perception</b>	<b>10 +</b>	<b>4</b>

SPECIAL SENSES  
Darkvision

### ATTACK WORKSPACE

### DAMAGE WORKSPACE

BASIC ATTACKS			
ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE

### FEATS

- Sorcerous Blade Channeling** - Use dagger to make ranged attacks as melee attacks
- Sneak of Shadows** - Rogue: Thievery skill, Sneak Attack 1/encounter
- Nimble Blade** - +1 to attacks with light blade and combat advantage
- Weapon Focus (Light Blade)** - Gain +1 damage per tier with Light Blades.
- Dual Implement Spellcaster** - Add off-hand implement enhancement to damage rolls

HIT POINTS			
MAX HP	BLOODIED	HEALING SURGES	
		SURGE VALUE	SURGES/DAY
<b>65</b>	<b>32</b>	<b>17</b>	<b>7</b>

1/2 HP **32** 1/4 HP **16**

CURRENT HIT POINTS		CURRENT SURGE USES	

SECOND WIND 1/ENCOUNTER		USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES	

SAVING THROW MODS +2 item bonus when you are bloodied

RESISTANCES

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

- Trance (Drow)** - Meditate aware 4 hours instead of sleep.
- Lolthtouched** - Use either cloud of darkness or darkfire once per encounter.
- Darkfire Charisma** - Use CHA for Darkfire
- Fey Origin** - Your origin is fey, not natural
- Intimidate Bonus**
- Stealth Bonus**

### CLASS / PATH / DESTINY FEATURES

- Spell Source** - Each sorcerer has a Spell Source
- Wild Magic** - Gain the Wild Magic class features
- Wild Magic** - Gain the Wild Magic class features
- Chaos Burst** - Even on the first attack roll of your turn gives +1 AC, odd gives a saving throw
- Chaos Power** - Add Dexterity modifier (+4) to damage, +2 at 11th, +4 at 21st
- Unfettered Power** - On a 20 slide 1 and knock prone. On a 1 push each creature within 5 of you 1 square
- Wild Soul** - Gain a random resist each day. Pierce that resistance
- Sneak Attack** - Once per round, if you have combat advantage and hit with a crossbow, light blade, or sling, deal extra damage.

SKILLS						
BONUS	SKILL NAME		ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
<b>10</b>	<b>Acrobatics</b>	DEX	<b>8</b>	<b>0</b>		<b>2</b>
<b>9</b>	<b>Arcana</b>	INT	<b>4</b>	<b>5</b>	n/a	
<b>12</b>	<b>Athletics</b>	STR	<b>5</b>	<b>5</b>		<b>2</b>
<b>14</b>	<b>Bluff</b>	CHA	<b>9</b>	<b>5</b>	n/a	
<b>9</b>	<b>Diplomacy</b>	CHA	<b>9</b>	<b>0</b>	n/a	
<b>9</b>	<b>Dungeoneering</b>	WIS	<b>4</b>	<b>5</b>	n/a	
<b>5</b>	<b>Endurance</b>	CON	<b>5</b>	<b>0</b>		
<b>4</b>	<b>Heal</b>	WIS	<b>4</b>	<b>0</b>	n/a	
<b>4</b>	<b>History</b>	INT	<b>4</b>	<b>0</b>	n/a	
<b>4</b>	<b>Insight</b>	WIS	<b>4</b>	<b>0</b>	n/a	
<b>11</b>	<b>Intimidate</b>	CHA	<b>9</b>	<b>0</b>	n/a	<b>2</b>
<b>4</b>	<b>Nature</b>	WIS	<b>4</b>	<b>0</b>	n/a	
<b>4</b>	<b>Perception</b>	WIS	<b>4</b>	<b>0</b>	n/a	
<b>4</b>	<b>Religion</b>	INT	<b>4</b>	<b>0</b>	n/a	
<b>12</b>	<b>Stealth</b>	DEX	<b>8</b>	<b>0</b>		<b>4</b>
<b>9</b>	<b>Streetwise</b>	CHA	<b>9</b>	<b>0</b>	n/a	
<b>13</b>	<b>Thievery</b>	DEX	<b>8</b>	<b>5</b>		

### LANGUAGES KNOWN

Common, Elven

**POWER INDEX**

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

**AT-WILL POWERS**

Chaos Bolt	<input type="checkbox"/>
Burning Spray	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

**ENCOUNTER POWERS**

Cloud of Darkness	<input type="checkbox"/>
Darkfire	<input type="checkbox"/>
Bedeviling Burst	<input type="checkbox"/>
Ice Dragon's Teeth	<input type="checkbox"/>
Spark Form	<input type="checkbox"/>
	<input type="checkbox"/>

**DAILY POWERS**

Blinding Bolt	<input type="checkbox"/>
Sun's Illumination	<input type="checkbox"/>
Winds of Change	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

**UTILITY POWERS**

Elemental Shift	<input type="checkbox"/>
Chaotic Defense	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

**OTHER EQUIPMENT**

Adventurer's Kit

**COINS AND OTHER WEALTH**

Money on hand: 200 gp; 2 sp
Stored money: 0 gp
Encumbrance: 43 / 120

**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	Subtle Dagger +2 (E)	<input type="checkbox"/>
WEAPON	Runic Dagger +2 (E)	<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
ARMOR	Bloodthread Cloth Armor (Basic Clothing) +2 (E)	<input type="checkbox"/>
ARMS	Bracers of Mental Might (heroic tier) (E)	<input type="checkbox"/>
FEET	Sandals of Precise Stepping (heroic tier) (E)	<input type="checkbox"/>
HANDS	Resplendent Gloves (heroic tier) (E)	<input type="checkbox"/>
HEAD	Fey-Blessed Circlet (heroic tier) (E)	<input type="checkbox"/>
NECK	Cloak of Resistance +2 (E)	<input type="checkbox"/>
RING		<input type="checkbox"/>
RING		<input type="checkbox"/>
WAIST	Belt of Vigor (heroic tier) (E)	<input type="checkbox"/>
	Gloves of Piercing (heroic tier) (Hands)	<input type="checkbox"/>
	Goggles of Aura Sight (heroic tier) (Head)	<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>

*Daily Item Powers Per Day*

Heroic (1-10)	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>		
Paragon (11-20)	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	
Epic (21-30)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>

**RITUALS / ALCHEMY**


**CHARACTER PORTRAIT****PERSONALITY TRAITS**


**MANNERISMS AND APPEARANCE**


**CHARACTER BACKGROUND**


**COMPANIONS AND ALLIES**


**SESSION AND CAMPAIGN NOTES**


### Chaos Bolt

KEYWORDS Arcane, Implement, Psychic USED

Standard	10	Ranged 10
<b>ACTION</b>		<b>RANGE</b>
<b>11</b>	vs <b>Will</b>	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Hit:** 1d10 + Charisma modifier (+5) psychic damage.  
**Level 21:** 2d10 + Charisma modifier (+5) psychic damage.  
**Wild Magic:** If you rolled an even number for the primary attack roll, make a secondary attack.  
**Secondary Target:** One creature within 5 squares of the target last hit by this power.  
**Secondary Attack:** Charisma vs. Will  
**Hit:** 1d6 psychic damage. If you rolled an even number for the secondary attack roll, repeat the secondary attack. You can attack a creature only once with a single use of this power.

Subtle Dagger +2: +11 attack, 1d10+14 damage

ADDITIONAL EFFECTS

+1 to attack rolls when you have combat advantage - Nimble Blade.  
+2 to damage rolls when attacking with combat advantage - Subtle Weapon +2.

CLASS Sorcerer LEVEL 1 BOOK PH2

**AT-WILL POWER** DUNGEONS & DRAGONS

### Burning Spray

KEYWORDS Arcane, Fire, Implement USED

Standard	3	Close blast 3
<b>ACTION</b>		<b>RANGE</b>
<b>11</b>	vs <b>Reflex</b>	Each creature in blast
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Attack:** Charisma vs. Reflex  
**Hit:** 1d8 + Charisma modifier (+5) fire damage.  
**Level 21:** 2d8 + Charisma modifier (+5) fire damage.  
**Dragon Magic:** The next enemy that hits you with a melee attack before the end of your next turn takes fire damage equal to your Strength modifier (+1).

Subtle Dagger +2: +11 attack, 1d8+14 damage

ADDITIONAL EFFECTS

+1 to attack rolls when you have combat advantage - Nimble Blade.  
+2 to damage rolls when attacking with combat advantage - Subtle Weapon +2.

CLASS Sorcerer LEVEL 1 BOOK PH2

**AT-WILL POWER** DUNGEONS & DRAGONS

### Cloud of Darkness

KEYWORDS Arcane, Implement, Psychic USED

Minor	1	Close burst 1
<b>ACTION</b>		<b>RANGE</b>
	vs	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**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.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL \* BOOK FRPG

**ENCOUNTER POWER** DUNGEONS & DRAGONS

### Darkfire

KEYWORDS Arcane, Implement, Psychic USED

Minor	10	Ranged 10
<b>ACTION</b>		<b>RANGE</b>
<b>13</b>	vs <b>Reflex</b>	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Attack:** Intelligence +4 vs. Reflex, Wisdom +4 vs. Reflex, or 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.

Unarmed: +13 attack

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL \* BOOK FRPG

**ENCOUNTER POWER** DUNGEONS & DRAGONS

### Bedeiling Burst

KEYWORDS Arcane, Implement, Psychic USED

Standard	3	Close burst 3
<b>ACTION</b>		<b>RANGE</b>
<b>11</b>	vs <b>Will</b>	One or two creatures in burst
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Attack:** Charisma vs. Will  
**Hit:** 1d10 + Charisma modifier (+5) psychic damage, and you push the target a number of squares equal to your Dexterity modifier (+4).  
**Wild Magic:** If you rolled an even number on the attack roll, you slide the target instead of pushing it.

Subtle Dagger +2: +11 attack, 1d10+14 damage

ADDITIONAL EFFECTS

+1 to attack rolls when you have combat advantage - Nimble Blade.  
+2 to damage rolls when attacking with combat advantage - Subtle Weapon +2.

CLASS Sorcerer LEVEL 1 BOOK PH2

**ENCOUNTER POWER** DUNGEONS & DRAGONS

### Ice Dragon's Teeth

KEYWORDS Arcane, Cold, Implement USED

Standard	10	Area burst 1 within 10 squares
<b>ACTION</b>		<b>RANGE</b>
<b>11</b>	vs <b>Reflex</b>	Each creature in burst
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Attack:** Charisma vs. Reflex  
**Hit:** 2d8 + Charisma modifier (+5) cold damage, and the target is slowed until the end of your next turn.

Subtle Dagger +2: +11 attack, 2d8+14 damage

ADDITIONAL EFFECTS

+1 to attack rolls when you have combat advantage - Nimble Blade.  
+2 to damage rolls when attacking with combat advantage - Subtle Weapon +2.

CLASS Sorcerer LEVEL 3 BOOK PH2

**ENCOUNTER POWER** DUNGEONS & DRAGONS

### Spark Form

KEYWORDS Arcane, Implement, Lightning USED

Standard	10	Personal
<b>ACTION</b>		<b>RANGE</b>
<b>11</b>	vs <b>Reflex</b>	Each creature whose space you move
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Effect:** Before the attack, you shift your speed + 2. You can move through occupied squares during the shift, as long as you end in an unoccupied square.  
**Attack:** Charisma vs. Reflex  
**Hit:** 1d6 + Charisma modifier (+5) lightning damage.

Subtle Dagger +2: +11 attack, 1d6+14 damage

ADDITIONAL EFFECTS

+1 to attack rolls when you have combat advantage - Nimble Blade.  
+2 to damage rolls when attacking with combat advantage - Subtle Weapon +2.

CLASS Sorcerer LEVEL 7 BOOK AP

**ENCOUNTER POWER** DUNGEONS & DRAGONS

### Sun's Illumination

KEYWORDS Arcane, Implement, Radiant, Zone USED

Standard	10	Area burst 1 within 10 squares
<b>ACTION</b>		<b>RANGE</b>
<b>11</b>	vs <b>Reflex</b>	Each creature in burst
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Attack:** Charisma vs. Reflex  
**Hit:** 3d6 + Charisma modifier (+5) radiant damage  
**Effect:** The burst creates a zone of piercing light that lasts until the end of your next turn. You gain a +2 power bonus to Insight and Perception checks against each creature within the zone. Each enemy within the zone grants combat advantage. As a move action, you can move the zone 3 squares.  
**Sustain Minor:** The zone persists.

Subtle Dagger +2: +11 attack, 3d6+14 damage

ADDITIONAL EFFECTS

+1 to attack rolls when you have combat advantage - Nimble Blade.  
+2 to damage rolls when attacking with combat advantage - Subtle Weapon +2.

CLASS Sorcerer LEVEL 5 BOOK AP

**DAILY POWER** DUNGEONS & DRAGONS

### Blinding Bolt

KEYWORDS Arcane, Implement, Radiant USED

Standard	10	Ranged 10
<b>ACTION</b>		<b>RANGE</b>
<b>11</b>	vs <b>Reflex</b>	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Attack:** Charisma vs. Reflex  
**Hit:** 2d8 + Charisma modifier (+5) radiant damage. Until the end of your next turn, the target is blinded. When the blinded condition ends, the target then treats each creature more than 5 squares away from it as having concealment (save ends).  
**Miss:** Half damage. Until the end of your next turn, the target treats each creature more than 5 squares away from it as having concealment.

Subtle Dagger +2: +11 attack, 2d8+14 damage

ADDITIONAL EFFECTS

+1 to attack rolls when you have combat advantage - Nimble Blade.  
+2 to damage rolls when attacking with combat advantage - Subtle Weapon +2.

CLASS Sorcerer LEVEL 1 BOOK AP

**DAILY POWER** DUNGEONS & DRAGONS

### Winds of Change

KEYWORDS		Arcane, Implement		USED
Standard	↓	↻	Close burst 3	
<b>ACTION</b>	3	↻	<b>RANGE</b>	
<b>11</b>	vs	<b>Fort</b>	Each enemy in burst	
<b>ATTACK</b>		<b>DEFENSE</b>	<b>TARGET</b>	

**Attack:** Charisma vs. Fortitude  
**Hit:** 3d8 + Charisma modifier (+5) damage, and you push the target 3 squares.  
**Miss:** Half damage, and you push the target 1 square.  
**Effect:** Until the end of your next turn, you gain a fly speed equal to your speed, and you can hover.

Runic Dagger +2: +11 attack, 3d8+14 damage  
 Subtle Dagger +2: +11 attack, 3d8+14 damage

ADDITIONAL EFFECTS

+1 to attack rolls when you have combat advantage - Nimble Blade.  
 +2 to damage rolls when attacking with combat advantage - Subtle Weapon +2.

CLASS	Sorcerer	LEVEL	9	BOOK	AP
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**DAILY POWER**

### Chaotic Defense

KEYWORDS		Arcane		USED
Minor	↓	↻	Personal	
<b>ACTION</b>	3	↻	<b>RANGE</b>	
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY		

**Effect:** Roll a d4 to determine the power's effect.  
 1: You gain temporary hit points equal to 2d6 + your Charisma modifier (+5).  
 2: You gain a +2 power bonus to all defenses until the end of the encounter.  
 3: Until the end of the encounter, each creature that attacks you takes 2d6 damage.  
 4: You gain all three of the benefits described above.

ADDITIONAL EFFECTS

CLASS	Sorcerer	LEVEL	6	BOOK	AP
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**UTILITY POWER**

### Elemental Shift

KEYWORDS		Arcane		USED
Minor	↓	↻	Personal	
<b>ACTION</b>	3	↻	<b>RANGE</b>	
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY		

**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.

ADDITIONAL EFFECTS

CLASS	Sorcerer	LEVEL	2	BOOK	PH2
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**UTILITY POWER**

### Subtle Dagger +2

1d4	3	Light Blade	5/10
<b>DAMAGE</b>	<b>PROFICIENT</b>	<b>GROUP</b>	<b>RANGE</b>
+2 attack rolls and damage rolls		8	+2d6 damage
<b>ENHANCEMENT</b>		<b>LEVEL</b>	<b>CRITICAL</b>

PROPERTIES

Deal extra damage equal to this weapon's enhancement bonus when attacking with combat advantage.  
 Light Thrown, Off-hand

Melee Basic Attack: +10 attack, 1d4+4 damage  
 Ranged Basic Attack: +13 attack, 1d4+7 damage

AT-WILL  ENCOUNTER  DAILY

POWER

ITEM SLOT	Off-hand	WEIGHT	1	PRICE	3400	BOOK	PH
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**MAGIC WEAPON**

### Runic Dagger +2

1d4	3	Light Blade	5/10
<b>DAMAGE</b>	<b>PROFICIENT</b>	<b>GROUP</b>	<b>RANGE</b>
+2 attack rolls and damage rolls		10	+1d6 damage per plus
<b>ENHANCEMENT</b>		<b>LEVEL</b>	<b>CRITICAL</b>

PROPERTIES

When you hit with an arcane power using this weapon, you gain temporary hit points equal to the weapon's enhancement bonus.  
 Light Thrown, Off-hand

Melee Basic Attack: +10 attack, 1d4+4 damage  
 Ranged Basic Attack: +13 attack, 1d4+7 damage

AT-WILL  ENCOUNTER  DAILY

POWER

ITEM SLOT	Off-hand	WEIGHT	1	PRICE	5000	BOOK	PH
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**MAGIC WEAPON**

### Belt of Vigor (heroic tier)

			1
<b>AC BONUS</b>	<b>CHECK</b>	<b>SPEED</b>	<b>QUANTITY</b>
		2	Waist Slot Item
<b>ENHANCEMENT</b>		<b>LEVEL</b>	<b>TYPE</b>

PROPERTIES

You gain a +1 item bonus to your healing surge value.

AT-WILL  ENCOUNTER  DAILY

POWER

ITEM SLOT	Waist	WEIGHT	0	PRICE	520	BOOK	PH
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**MAGIC ITEM**

### Cloak of Resistance +2

			1
<b>AC BONUS</b>	<b>CHECK</b>	<b>SPEED</b>	<b>QUANTITY</b>
+2 Fortitude, Reflex, and Will		7	Neck Slot Item
<b>ENHANCEMENT</b>		<b>LEVEL</b>	<b>TYPE</b>

PROPERTIES

AT-WILL  ENCOUNTER  DAILY

POWER

**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	PH
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**MAGIC ITEM**

### Gloves of Piercing (heroic tier)

			1
<b>AC BONUS</b>	<b>CHECK</b>	<b>SPEED</b>	<b>QUANTITY</b>
		3	Hands Slot Item
<b>ENHANCEMENT</b>		<b>LEVEL</b>	<b>TYPE</b>

PROPERTIES

AT-WILL  ENCOUNTER  DAILY

POWER

**Power (Daily):** Minor Action. Until the end of the encounter, your attacks ignore any resistance of 10 or lower.

ITEM SLOT	Hands	WEIGHT	0	PRICE	680	BOOK	PH
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**MAGIC ITEM**

### Goggles of Aura Sight (heroic tier)

			1
<b>AC BONUS</b>	<b>CHECK</b>	<b>SPEED</b>	<b>QUANTITY</b>
		5	Head Slot Item
<b>ENHANCEMENT</b>		<b>LEVEL</b>	<b>TYPE</b>

PROPERTIES

Gain a +2 item bonus to Heal checks.

AT-WILL  ENCOUNTER  DAILY

POWER

**Power (Encounter):** Minor Action. Choose a target within 10 squares of you. Learn the target's current and maximum hit point values, any current disease or poison conditions on the target, and any disease or poison effect the target can deal.

ITEM SLOT	Head	WEIGHT	0	PRICE	1000	BOOK	AV
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**MAGIC ITEM**

### Sandals of Precise Stepping (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
			1
ENHANCEMENT		6	Feet Slot Item
		LEVEL	TYPE
<small>PROPERTIES</small> Gain a +2 item bonus to Acrobatics, Athletics, and Stealth checks.			
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY			
<small>POWER</small>			
ITEM SLOT	FEET	WEIGHT 0	PRICE 1800 BOOK AV

MAGIC ITEM

### Bloodthread Cloth Armor (Basic Clothin

AC BONUS	CHECK	SPEED	QUANTITY
	-	-	1
ENHANCEMENT		+2 AC	Armor
		LEVEL	TYPE
<small>PROPERTIES</small> When you are bloodied, you gain a +2 item bonus to AC and saving throws.			
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY			
<small>POWER</small>			
ITEM SLOT	Body	WEIGHT 4	PRICE 5000 BOOK PH

MAGIC ITEM

### Bracers of Mental Might (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
			1
ENHANCEMENT		6	Arms Slot Item
		LEVEL	TYPE
<small>PROPERTIES</small>			
<input type="checkbox"/> AT-WILL <input checked="" type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY			
<small>POWER</small> <b>Power (Encounter):</b> Free Action. Use this power when making a Strength attack, Strength check, or Strength-based skill check. Use your Intelligence, Wisdom, or Charisma modifier in place of your Strength modifier (+1) to determine the result of the roll.			
ITEM SLOT	Arms	WEIGHT 0	PRICE 1800 BOOK AV

MAGIC ITEM

### Fey-Blessed Circlet (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
			1
ENHANCEMENT		8	Head Slot Item
		LEVEL	TYPE
<small>PROPERTIES</small> At the start of each encounter, you gain temporary hit points equal to your Charisma modifier (+5).			
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY			
<small>POWER</small>			
ITEM SLOT	Head	WEIGHT 0	PRICE 3400 BOOK AV2

MAGIC ITEM

### Resplendent Gloves (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
			1
ENHANCEMENT		5	Hands Slot Item
		LEVEL	TYPE
<small>PROPERTIES</small> When you hit an enemy with an attack power that targets Will, the attack deals 2 extra damage. If it's an illusion attack, one target you hit (your choice) also grants combat advantage to you until the end of your next turn.			
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY			
<small>POWER</small>			
ITEM SLOT	Hands	WEIGHT 0	PRICE 1000 BOOK AV2

MAGIC ITEM