

Player Name: BF

Toshigawa Akamori

 30 Level
 Fighter Class

 Swordmaster
 Paragon Path

Demigod

1,000,000 Total XP

Human Race

Medium Size

33 Age

Male Gender

5'8" Height

150 lb. Weight

Unaligned Alignment

Deity

Epic Destiny

Greyhawk 2009

BF

Adventuring Company

RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
31	7	15	9

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
44	AC	25	10		1	6	2	

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
9	Speed (Squares)	6		3

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
24	STR Strength	7	22
16	CON Constitution	3	18
24	DEX Dexterity	7	22
12	INT Intelligence	1	16
18	WIS Wisdom	4	19
12	CHA Charisma	1	16

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
47	FORT	25	7	2	2	4	5	2

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
45	REF	25	7		2	4	3	4

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
43	WILL	25	4		2	4	2	6

CONDITIONAL BONUSES

+3 Will Defense against attacks by primordial and elementals

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 Challenge** - Mark foes you attack. They get -2 to a
- Combat Superiority** - Add Wis mod to opportunity attacks.
- Fighter Talents** - Select a Fighter Talent.
 - One-handed Weapon Talent** - +1 on attacks with one-
 - Steel Grace** - Use cleave, reaping strike, sure strike, tide of i
 - Steel Defense Action** - When you spend action point to tak
 - Steel Blitz** - Regain fighter encounter power when you score
- Divine Spark** - Increase two ability scores by 2 each
 - Divine Spark Strength** - +2 to your Strength
 - Divine Spark Dexterity** - +2 to your Dexterity
- Divine Recovery** - First time dropped to 0 hp each day, reg
- Divine Miracle** - Regain use of an encounter attack power w

LANGUAGES KNOWN

Common, Elven

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
29	Passive Insight	10	+ 19

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
33	Passive Perception	10	+ 23

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Vorpil Broadsword +6

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 34	15	7		2	3	6	1

ABILITY: Ranged Basic Attack - Vicious Longbow +1

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 25	15	7		2		1	

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Vorpil Broadsword +6

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
2d10+23	7	3	6	6	1

ABILITY: Ranged Basic Attack - Vicious Longbow +1

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
2d10+8	7		1		

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
34	vs AC	Vorpil Broadsword +6	2d10+23
34	vs AC	Vicious Broadsword +6	2d10+23
25	vs AC	Vicious Longbow +1	2d10+8
22	vs AC	Unarmed (Melee)	2d4+13

FEATS

- Improved Initiative** - +4 to initiative checks
- Weapon Focus (Heavy Blade)** - Gain +1 damage per tier v
- Alertness** - No combat advantage when surprised, +2 to Per
- Weapon Expertise (Heavy Blade)** - Gain bonus to attack r
- Toughness** - Gain 5 additional hit points per tier
- Shield Specialization** - +1 to AC and Reflex when using a s
- Evasion** - No damage from missed area or close attack
- Fleet-Footed** - +1 to speed
- Armor Specialization (Scale)** - Ignore speed penalty of sca
- Lightning Reflexes** - +2 to Reflex defense
- Martial Resolve** - Make saving throws against certain condit
- Heavy Blade Mastery** - Critical hit with heavy blade melee a
- Epic Will** - +4 to Will
- Epic Reflexes** - +4 to Reflex
- Epic Fortitude** - +4 to Fortitude because bob knows this shi
- Indomitable Will** - +2 to Will, +2 to saving throws against
- Robust Defenses** - +2 to Fortitude, Reflex, and Will
- Fighter Weapon Specialization** - +1 damage with one-har
- Stout Shield** - Shield bonus also applies to Fortitude

SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
20	Acrobatics	DEX	22	0	-2
16	Arcana	INT	16	0	n/a
25	Athletics	STR	22	5	-2
16	Bluff	CHA	16	0	n/a
16	Diplomacy	CHA	16	0	n/a
19	Dungeoneering	WIS	19	0	n/a
21	Endurance	CON	18	5	-2
19	Heal	WIS	19	0	n/a
16	History	INT	16	0	n/a
19	Insight	WIS	19	0	n/a
21	Intimidate	CHA	16	5	n/a
19	Nature	WIS	19	0	n/a
23	Perception	WIS	19	0	n/a
16	Religion	INT	16	0	n/a
20	Stealth	DEX	22	0	-2
21	Streetwise	CHA	16	5	n/a
20	Thievery	DEX	22	0	-2

POWER INDEX

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

AT-WILL POWERS

Sure Strike	<input type="checkbox"/>
Combat Challenge	<input type="checkbox"/>
Tide of Iron	<input type="checkbox"/>
Cleave	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

ENCOUNTER POWERS

Second Wind	<input type="checkbox"/>
Precision Cut	<input type="checkbox"/>
Wild Strike	<input type="checkbox"/>
Warrior's Urging	<input type="checkbox"/>
Desperate Strike	<input type="checkbox"/>
	<input type="checkbox"/>

DAILY POWERS

Reaving Strike	<input type="checkbox"/>
Crescendo Sword	<input type="checkbox"/>
Marking Barrage	<input type="checkbox"/>
No Mercy	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

UTILITY POWERS

Pass Forward	<input type="checkbox"/>
Agile Approach	<input type="checkbox"/>
Last Ditch Evasion	<input type="checkbox"/>
Fantastic Flourish	<input type="checkbox"/>
Interposing Shield	<input type="checkbox"/>
Unyielding	<input type="checkbox"/>
Divine Regeneration	<input type="checkbox"/>
	<input type="checkbox"/>

OTHER EQUIPMENT

Adventurer's Kit
Arrows (30)
Journeybreads (30)
Journeybread (5)

COINS AND OTHER WEALTH

Money on hand: 70 ad; 88 pp; 32 gp; 8 sp
Stored money: 0 gp
Encumbrance: 115 / 1240 (+1,000)

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	Vorpai Broadsword +6 (E)	<input type="checkbox"/>
WEAPON	Vicious Longbow +1	<input type="checkbox"/>
WEAPON	Vicious Broadsword +6	<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
ARMOR	Supporting Wyrmscale Armor +6 (E)	<input type="checkbox"/>
ARMS	Iron Armbands of Power (epic tier) (E)	<input type="checkbox"/>
FEET	Sandals of Avandra (epic tier) (E)	<input type="checkbox"/>
HANDS	Gauntlets of Destruction (paragon tier) (E)	<input type="checkbox"/>
HEAD	Eye of the Old Gods (E)	<input type="checkbox"/>
NECK	Periapt of Cascading Health +4 (E)	<input type="checkbox"/>
RING	War Ring (paragon tier) (E)	<input type="checkbox"/>
RING	Ring of True Seeing (paragon tier) (E)	<input type="checkbox"/>
WAIST	Sash of Regeneration (epic tier) (E)	<input type="checkbox"/>
	Solitaire (Citrine) (paragon tier)	<input type="checkbox"/>
	Elixir of Speed (paragon tier) (4)	<input type="checkbox"/>
	Potion of Vitality (paragon tier) (2)	<input type="checkbox"/>
	Book of Five Truths (The Fourth Truth) (epic tie	<input type="checkbox"/>
	Handy Haversack (heroic tier)	<input type="checkbox"/>
	Shield of Ultimate Protection Heavy Shield (epic	<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

Reserved
Brooding
Skeptical
Commanding
Flexible
Oblivious
Fierce
Vengeful
Restless

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

Auspicious Birth
I was born on the slopes of Mount Emberstare during an eclipse, when the moon turned as red as blood. You substitute your highest ability score for Constitution to determine your initial hit points.

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

Background: Nippon
You are one of the Yamato people of Nippon. They are considered long-lived by most human standards and are known for organizing their society into occupational groups. Born of the Samurai caste, you are considered to have an Auspicious Birth. As an unaligned fighter however, you are considered Ronin.
Background Benefit: Auspicious Birth

CHARACTER NAME
Toshigawa Akamori

PLAYER NAME
BF

RACE Human CLASS Fighter LEVEL 30

SCORE	ABILITY	MOD
HP 228	STR +7	AC 44
Spd 9	CON +3	Fort 47
Init +31	DEX +7	Ref 45
	INT +1	Will 43
	WIS +4	
	CHA +1	

29 Passive Insight 33 Passive Perception

Skills


20	Acrobatics	DEX
16	Arcana	INT
25	Athletics	STR (Trained)
16	Bluff	CHA
16	Diplomacy	CHA
19	Dungeoneering	WIS
21	Endurance	CON (Trained)
19	Heal	WIS
16	History	INT
19	Insight	WIS
21	Intimidate	CHA (Trained)
19	Nature	WIS
23	Perception	WIS
16	Religion	INT
20	Stealth	DEX
21	Streetwise	CHA (Trained)
20	Thievery	DEX

ADDITIONAL EFFECTS

Action Point

ADDITIONAL EFFECTS

Steel Defense Action: When you spend an action point to take an extra action, you also gain a +4 bonus to AC and Reflex defense until the start of your next turn.



Effect: Gain a standard action this turn.
Special: You are reset to one action point when you take an extended rest. You gain an action point each milestone.

PLAY DATA DUNGEONS & DRAGONS

Second Wind

KEYWORDS Standard, Personal, ACTION, RANGE

AT-WILL ENCOUNTER DAILY

Effect: You spend a healing surge and regain 57 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

Melee Basic Attack

KEYWORDS Weapon, ACTION, RANGE

34 vs AC One creature

ATTACK DEFENSE TARGET

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+7) damage. Increase damage to 2[W] + Strength modifier (+7) at 21st level.
Special: You can use an unarmed attack as a weapon to make a melee basic attack.

Vorpal Broadsword +6: +34 attack, 2d10+23 damage

ADDITIONAL EFFECTS
+4 to attack rolls with opportunity attacks - Combat Superiority.

CLASS LEVEL * BOOK PH

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Ranged Basic Attack

KEYWORDS Weapon, ACTION, RANGE

25 vs AC One creature

ATTACK DEFENSE TARGET

Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier (+7) damage. Increase damage to 2[W] + Dexterity modifier (+7) 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.

Vicious Longbow +1: +25 attack, 2d10+8 damage

ADDITIONAL EFFECTS
+4 to attack rolls with opportunity attacks - Combat Superiority.

CLASS LEVEL * BOOK PH

UTILITY POWER DUNGEONS & DRAGONS

Sure Strike

KEYWORDS Martial, Weapon, ACTION, RANGE

36 vs AC One creature

ATTACK DEFENSE TARGET

Attack: Strength + 2 vs. AC
Hit: 1[W] damage. Increase damage to 2[W] at 21st level.

Vorpal Broadsword +6: +36 attack, 2d10+16 damage

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 1 BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

Combat Challenge

KEYWORDS Martial, Weapon, ACTION, RANGE

Imm Interr vs

ATTACK DEFENSE TARGET

Effect: Whenever an enemy marked by you is adjacent to you and shifts or makes an attack that does not include you, you can make a melee basic attack against that enemy.

ADDITIONAL EFFECTS

CLASS LEVEL * BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

Cleave

KEYWORDS Martial, Weapon, ACTION, RANGE

34 vs AC One creature

ATTACK DEFENSE TARGET

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+7) damage, and an enemy adjacent to you other than the target takes damage equal to your Strength modifier (+7). Increase damage to 2[W] + Strength modifier (+7) at 21st level.

Vorpal Broadsword +6: +34 attack, 2d10+23 damage

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 1 BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

Tide of Iron

KEYWORDS		Martial, Weapon	USED
Standard	* ↓ ↗	Melee weapon	
ACTION	↶ ↷	RANGE	
34	vs	AC	One creature
ATTACK	DEFENSE	TARGET	

Requirement: You must be using a shield.
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+7) damage, and you push the target 1 square if it is your size, smaller than you, or one size category larger. You can shift into the space that the target occupied. Increase damage to 2[W] + Strength modifier (+7) at 21st level.

Vorpal Broadsword +6: +34 attack, 2d10+23 damage

ADDITIONAL EFFECTS

CLASS	Fighter	LEVEL	1	BOOK	PH
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Precision Cut

KEYWORDS		Martial, Weapon	USED
Standard	* ↓ ↗	Melee weapon	
ACTION	↶ ↷	RANGE	
34	vs	Reflex	One creature
ATTACK	DEFENSE	TARGET	

Special: This power can be used as an opportunity attack.
Attack: Strength vs. Reflex
Hit: 3[W] + Strength modifier (+7) damage.

Vorpal Broadsword +6: +34 attack, 3d10+23 damage

ADDITIONAL EFFECTS

CLASS	Swordmaster	LEVEL	11	BOOK	PH
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Wild Strike

KEYWORDS		Martial, Weapon	USED
Standard	* ↓ ↗	Melee weapon	
ACTION	↶ ↷	RANGE	
34	vs	AC	One creature
ATTACK	DEFENSE	TARGET	

Attack: Strength vs. AC
Hit: 4[W] + Strength modifier (+7) damage, and you grant combat advantage to all enemies until the start of your next turn.
Special: If you are a human, the attack deals extra damage equal to your Wisdom modifier (+4)
Special: When charging, you can use this power in place of a melee basic attack.

Vorpal Broadsword +6: +34 attack, 4d10+23 damage

ADDITIONAL EFFECTS

CLASS	Fighter	LEVEL	17	BOOK	MP
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Warrior's Urging

KEYWORDS		Martial, Weapon	USED
Standard	↓ ↗	Close burst 4	
ACTION	4 ↶ ↷	RANGE	
34	vs	AC	Each enemy in burst you can see
ATTACK	DEFENSE	TARGET	

Effect: You pull each target 3 squares to a space adjacent to you. You cannot pull a target that cannot end adjacent to you. You then make a close attack targeting each adjacent enemy.
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier (+7) damage.

Vorpal Broadsword +6: +34 attack, 2d10+17 damage

ADDITIONAL EFFECTS

CLASS	Fighter	LEVEL	23	BOOK	PH
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Desperate Strike

KEYWORDS		Martial, Weapon	USED
Standard	* ↓ ↗	Melee weapon	
ACTION	↶ ↷	RANGE	
34	vs	AC	One creature
ATTACK	DEFENSE	TARGET	

Attack: Strength vs. AC
Hit: 5[W] + Strength modifier (+7) damage, and you take a -2 penalty to attack rolls until the end of your next turn.
Special: If you are a human, the attack deals extra damage equal to your Wisdom modifier (+4).

Vorpal Broadsword +6: +34 attack, 5d10+23 damage

ADDITIONAL EFFECTS

CLASS	Fighter	LEVEL	27	BOOK	MP
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Crescendo Sword

KEYWORDS		Martial, Weapon	USED
Standard	↓ ↗	Close burst 1	
ACTION	1 ↶ ↷	RANGE	
	vs		Each enemy in burst you can see
ATTACK	DEFENSE	TARGET	

Requirement: You must be wielding a light blade or a heavy blade (not a polearm).
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier (+7) damage.
Effect: If you hit at least one of your enemies, you regain one daily power you have already used. If you miss all enemies, you regain one encounter power you have already used.

ADDITIONAL EFFECTS

CLASS	Swordmaster	LEVEL	20	BOOK	PH
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Reaving Strike

KEYWORDS		Martial, Reliable, Weapon	USED
Standard	* ↓ ↗	Melee weapon	
ACTION	↶ ↷	RANGE	
34	vs	AC	One creature
ATTACK	DEFENSE	TARGET	

Attack: Strength vs. AC
Hit: 5[W] + Strength damage, and you push the target 1 square.

Vorpal Broadsword +6: +34 attack, 5d10+23 damage

ADDITIONAL EFFECTS

CLASS	Fighter	LEVEL	19	BOOK	PH
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Marking Barrage

KEYWORDS		Martial, Weapon	USED
Standard	↓ ↗	Close burst 1	
ACTION	1 ↶ ↷	RANGE	
34	vs	Reflex	Each enemy in burst you can see
ATTACK	DEFENSE	TARGET	

Attack: Strength vs. Reflex
Hit: 4[W] + Strength modifier (+7) damage. If you have combat advantage against the target, the attack deals extra damage equal to your Dexterity modifier (+7).
Miss: Half damage.
Effect: The target is marked until the end of the encounter, until you are knocked unconscious, or until another mark supersedes this one.

Vorpal Broadsword +6: +34 attack, 4d10+17 damage

ADDITIONAL EFFECTS

CLASS	Fighter	LEVEL	25	BOOK	MP
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No Mercy

KEYWORDS		Martial, Reliable, Weapon	USED
Standard	* ↓ ↗	Melee weapon	
ACTION	↶ ↷	RANGE	
34	vs	AC	One creature
ATTACK	DEFENSE	TARGET	

Attack: Strength vs. AC
Hit: 7[W] + Strength modifier (+7) damage.

Vorpal Broadsword +6: +34 attack, 7d10+23 damage

ADDITIONAL EFFECTS

CLASS	Fighter	LEVEL	29	BOOK	PH
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Pass Forward

KEYWORDS Martial USED

Move Personal
ACTION **RANGE**

AT-WILL ENCOUNTER DAILY

Effect: You pick an adjacent enemy and move up to your speed. As long as you end this movement in a square adjacent to that enemy, your movement does not provoke opportunity attacks from that enemy.

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 2 BOOK MP

Agile Approach

KEYWORDS Martial USED

Move Personal
ACTION **RANGE**

AT-WILL ENCOUNTER DAILY

Effect: You can shift 2 squares and must end adjacent to an enemy. If you aren't wearing heavy armor, you can shift 3 squares.

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 6 BOOK MP

Last Ditch Evasion

KEYWORDS Martial USED

Imm Interr Personal
ACTION **RANGE**

AT-WILL ENCOUNTER DAILY

Trigger: You are hit by an attack
Effect: You take no damage from the attack that just hit you. However, you are stunned and take a -2 penalty to all defenses until the end of your next turn.

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 10 BOOK PH

Fantastic Flourish

KEYWORDS Martial USED

Minor 5 Ranged 5
ACTION **RANGE**

AT-WILL ENCOUNTER DAILY

Requirement: You make a successful melee attack with a light blade or heavy blade (not a polearm)
Target: One enemy other than the one you just hit
Effect: The target is marked until the end of your next turn.

ADDITIONAL EFFECTS

CLASS Swordmaster LEVEL 12 BOOK PH

Interposing Shield

KEYWORDS Martial USED

Imm Interr Melee 1
ACTION **RANGE**

AT-WILL ENCOUNTER DAILY

Trigger: An adjacent ally is hit by an attack
Effect: The ally gains a +2 power bonus to AC and Reflex defense against the triggering attack. If you are using a shield, increase the bonus to +4.

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 16 BOOK PH

Unyielding

KEYWORDS Healing, Martial USED

Imm React Personal
ACTION **RANGE**

AT-WILL ENCOUNTER DAILY

Trigger: You are hit by an attack
Effect: You spend two healing surges and restore your hit points to their maximum value.
Special: If you are a dragonborn, you also gain a +1 power bonus to attack rolls and all defenses until the end of your next turn.

Unarmed: +15 attack

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 22 BOOK MP

Divine Regeneration

KEYWORDS Healing USED

Minor Personal
ACTION **RANGE**

AT-WILL ENCOUNTER DAILY

Effect: You gain regeneration equal to your highest ability score until the end of the encounter.

Unarmed: +15 attack

ADDITIONAL EFFECTS

CLASS Demigod LEVEL 26 BOOK PH

Vicious Longbow +1

1d10	2	Bow	20/40
DAMAGE	PROFICIENT	GROUP	RANGE
+1 attack rolls and damage rolls		2	+1d12 damage
ENHANCEMENT		LEVEL	CRITICAL

PROPERTIES
Load Free

Ranged Basic Attack: +25 attack, 2d10+8 damage

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT Two-Hands WEIGHT 3 PRICE 520 BOOK PH

Vicious Broadsword +6

1d10	2	Heavy Blade	
DAMAGE	PROFICIENT	GROUP	RANGE
+6 attack rolls and damage rolls		27	+6d12 damage
ENHANCEMENT		LEVEL	CRITICAL

PROPERTIES
Versatile

Melee Basic Attack: +34 attack, 2d10+23 damage

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT One-hand WEIGHT 5 PRICE 1625000 BOOK AV

Vorpal Broadsword +6

1d10	2	Heavy Blade	
DAMAGE	PROFICIENT	GROUP	RANGE
+6 attack rolls and damage rolls		30	+6d12 damage
ENHANCEMENT		LEVEL	CRITICAL

PROPERTIES
Whenever you roll the maximum result on any damage die for this weapon, roll that die again and add the additional result to the damage total. If a reroll results in another maximum damage result, roll it again and keep adding.
Versatile

Melee Basic Attack: +34 attack, 2d10+23 damage

AT-WILL ENCOUNTER DAILY

POWER
Power (Daily): Free Action. Use this power when you hit with the weapon. Deal +3d12 damage with the attack.

ITEM SLOT	One-hand	WEIGHT	5	PRICE	3125000	BOOK	AV
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MAGIC WEAPON

Solitaire (Citrine) (paragon tier)

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

PROPERTIES

AT-WILL ENCOUNTER DAILY

POWER
Power (Daily • Healing): Free Action. Use this power when you score a critical hit on your turn. You spend a healing surge.
Special: You cannot use more than one solitaire in an encounter.

ITEM SLOT		WEIGHT	0	PRICE	9000	BOOK	AV
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MAGIC ITEM

War Ring (paragon tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		16	Ring
ENHANCEMENT		LEVEL	TYPE

PROPERTIES
When you score a critical hit, deal 1 extra die of critical hit damage, based on the weapon or implement you wield. If your weapon or implement deals no extra damage when you score a critical hit, deal an extra 1d6 damage when you score a critical hit.

AT-WILL ENCOUNTER DAILY

POWER
Power (Daily): Free Action. Use this power when you score a critical hit with a weapon or implement. Add 2 extra dice of critical hit damage based on the weapon or implement. If your weapon or implement deals no extra damage when you score a critical hit, deal an extra 2d6 damage when you score a critical hit.
If you've reached at least one milestone today, instead of rolling the extra dice of critical hit damage, deal extra damage equal to the maximum value of those dice.

ITEM SLOT	Ring	WEIGHT	0	PRICE	45000	BOOK	AV
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MAGIC ITEM

Potion of Vitality (paragon tier)

			2
AC BONUS	CHECK	SPEED	QUANTITY
		15	Potion
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

AT-WILL ENCOUNTER DAILY

POWER
Power (Consumable • Healing): Minor Action. Drink the potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 25 hit points and make one saving throw against an effect on you that a save can end.

ITEM SLOT		WEIGHT	0	PRICE	1000	BOOK	PH
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MAGIC ITEM

Periapt of Cascading Health +4

			1
AC BONUS	CHECK	SPEED	QUANTITY
+4 Fortitude, Reflex, and Will		20	Neck Slot Item
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

AT-WILL ENCOUNTER DAILY

POWER
Power (Encounter): Minor Action. You end one condition that a save can end. You gain a +2 power bonus to all other saving throws you make this turn

ITEM SLOT	Neck	WEIGHT	0	PRICE	125000	BOOK	Dragon 369
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MAGIC ITEM

Elixir of Speed (paragon tier)

			4
AC BONUS	CHECK	SPEED	QUANTITY
		11	Potion
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

AT-WILL ENCOUNTER DAILY

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

ITEM SLOT		WEIGHT	0	PRICE	350	BOOK	AV
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MAGIC ITEM

Book of Five Truths (The Fourth Truth)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		23	Legendary Boon
ENHANCEMENT		LEVEL	TYPE

PROPERTIES
Gain a +2 bonus to Will.
Gain a +5 item bonus to initiative checks.

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT		WEIGHT	0	PRICE	425000	BOOK	DMG2
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MAGIC ITEM

Ring of True Seeing (paragon tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		19	Ring
ENHANCEMENT		LEVEL	TYPE

PROPERTIES
Gain a +2 item bonus to Perception checks.

AT-WILL ENCOUNTER DAILY

POWER
Power (Daily): Minor Action. Until the end of your turn, you can see invisible creatures as if they were visible. You also ignore the attack penalty for concealment or total concealment.
If you've reached at least one milestone today, this lasts until the end of your next turn instead.

ITEM SLOT	Ring	WEIGHT	0	PRICE	105000	BOOK	PH
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MAGIC ITEM

Eye of the Old Gods

			1
AC BONUS	CHECK	SPEED	QUANTITY
			Artifact
ENHANCEMENT		LEVEL	TYPE

PROPERTIES
You gain a +1 item bonus to Will, or a +3 item bonus to Will against attacks by primordials and elementals. You gain darkvision.
You gain a +2 item bonus to Perception checks.
You gain a +2 item bonus to initiative checks.

AT-WILL ENCOUNTER DAILY

POWER
Tier: Epic
Power (Daily): Immediate Interrupt. Use this power when an attack stuns, dazes, or dominates you. You are unaffected by that condition, and you instead take a -2 penalty to attack rolls and Will for the condition's normal duration.

ITEM SLOT	Head	WEIGHT	0	PRICE		BOOK	EDR
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MAGIC ITEM

Iron Armbands of Power (epic tier)

AC BONUS	CHECK	SPEED	QUANTITY
			1
ENHANCEMENT		26 LEVEL	Arms Slot Item TYPE

PROPERTIES
Gain a +6 item bonus to melee damage rolls.

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT Arms WEIGHT 0 PRICE 1125000 BOOK AV

MAGIC ITEM DUNGEONS & DRAGONS

Gauntlets of Destruction (paragon tier)

AC BONUS	CHECK	SPEED	QUANTITY
			1
ENHANCEMENT		18 LEVEL	Hands Slot Item TYPE

PROPERTIES
When rolling damage on melee attacks, reroll all 1s until they come up as something other than a 1.

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT Hands WEIGHT 0 PRICE 85000 BOOK PH

MAGIC ITEM DUNGEONS & DRAGONS

Handy Haversack (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
			1
ENHANCEMENT		10 LEVEL	Wondrous Item TYPE

PROPERTIES
This backpack can hold up to 1,000 pounds in weight or 100 cubic feet in volume, but it always weighs only 1 pound.
Drawing an item from a handy haversack is a minor action.

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT WEIGHT 0 PRICE 5000 BOOK PH

MAGIC ITEM DUNGEONS & DRAGONS

Sash of Regeneration (epic tier)

AC BONUS	CHECK	SPEED	QUANTITY
			1
ENHANCEMENT		28 LEVEL	Waist Slot Item TYPE

PROPERTIES
You gain regeneration 5 while you're bloodied.

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT Waist WEIGHT 0 PRICE 2125000 BOOK AV2

MAGIC ITEM DUNGEONS & DRAGONS

Shield of Ultimate Protection Heavy Sh

AC BONUS	CHECK	SPEED	QUANTITY
2	-2	-	1
ENHANCEMENT		30 LEVEL	Arms Slot Item TYPE

PROPERTIES
You gain a +1 shield bonus to Fortitude and Will. If this item is a heavy shield, the shield bonus increases to +2.

AT-WILL ENCOUNTER DAILY

POWER
Power (Daily): Minor Action. You gain a +5 bonus to all defenses until the end of the encounter.

ITEM SLOT Off-hand WEIGHT 15 PRICE 3125000 BOOK PH

MAGIC ITEM DUNGEONS & DRAGONS

Supporting Wyrmscale Armor +6

AC BONUS	CHECK	SPEED	QUANTITY
10	-	-1	1
ENHANCEMENT		+6 AC LEVEL	30 LEVEL
			Armor TYPE

PROPERTIES
Wyrmscale is made using ancient techniques the dragonborn invented to mimic the strength of overlapping dragon scales.

AT-WILL ENCOUNTER DAILY

POWER
Power (Daily): No Action. Trigger: An effect dazes or stuns you. Effect: You make a saving throw against the triggering effect. On a save, the effect ends.

ITEM SLOT Body WEIGHT 45 PRICE 3125000 BOOK PH

MAGIC ITEM DUNGEONS & DRAGONS

Sandals of Avandra (epic tier)

AC BONUS	CHECK	SPEED	QUANTITY
			1
ENHANCEMENT		25 LEVEL	Feet Slot Item TYPE

PROPERTIES
Gain a +2 item bonus to speed

AT-WILL ENCOUNTER DAILY

POWER
Power (At-Will): Move Action. Shift a number of squares equal to half your speed.
Power (Encounter): Minor Action. Until the end of your next turn, your movement does not provoke opportunity attacks.

ITEM SLOT Feet WEIGHT 0 PRICE 625000 BOOK AV

MAGIC ITEM DUNGEONS & DRAGONS