

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

18

Level

Calvin Chesterfield

Good male Human Warlord (Marshal)

32 Age 6'2" Height 195 Weight Medium Size Tempus Deity

99000

Total XP

119000

Defenses

33 AC

33 FORT

34 REF

28 WILL

Conditional Bonuses

Hit Points

Max HP
(Bloodied 54) 109

Temp HP

Current Hit Points

Healing Surges

Surge Value 27 Surges/Day 8

Current Conditions:

Combat Statistics and Senses

Initiative 15

Conditional Modifiers:

Speed 5

Passive Insight 20

Passive Perception 20

Special Senses: Normal

Action Points

Action Points	Milestones	Action Points
<div></div>	0	1
	1	2
	2	3

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.

Second Wind (one per encounter)

☐ Used

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

Death Saving Throw Failures

☐ ☐ ☐

Saving Throw Mods 2

+5 Saving Throws against charm effects while you have an eladrin ally within 10 squares of you

Resistances/Vulnerabilities

Resist 5 Poison, Resist 10 Acid, Resist 10 Cold, Resist 10 Fire, Resist 10 Lightning

Current Conditions and Effects

Basic Attacks

Melee

Shadowfell Blade Longsword +4

24

Strength vs. AC

1d8+10

Damage

Ranged

Unarmed

10

Dexterity vs. AC

1d4+1

Damage

Languages

Common, Deep Speech, Goblin



Abilities

		Check
STR	Strength	23 15
CON	Constitution	12 10
DEX	Dexterity	12 10
INT	Intelligence	21 14
WIS	Wisdom	9 8
CHA	Charisma	13 10

Skills

Acrobatics	Dexterity	11
Arcana	Intelligence	✓ 19
Athletics	Strength	✓ 19
Bluff	Charisma	12
Diplomacy	Charisma	✓ 17
Dungeoneering	Wisdom	10
Endurance	Constitution	✓ 14
Heal	Wisdom	10
History	Intelligence	✓ 19
Insight	Wisdom	10
Intimidate	Charisma	✓ 17
Nature	Wisdom	10
Perception	Wisdom	10
Religion	Intelligence	16
Stealth	Dexterity	11
Streetwise	Charisma	14
Thievery	Dexterity	11

Calvin Chesterfield



Player Name

Character Name

Character Details

Background

Waterdeep

Theme

Mercenary

Mannerisms and Appearance

TEMPUS RULZ!

Personality Traits

WOLVERINES!

Adventuring Company

Companions and Allies

Session and Campaign Notes

Ookla - Moradin Zarra - Corellon Wen - Silvanus Zissren - Silvanus

Other Notes

Equipment

Head

Circlet of Revelations

Neck

Life Force Amulet +4

Arms

Bracers of Bold Maneuvering...

Hands

Gloves of the Healer (paragon...

Rings

Rings

Off Hand

Crowd Killer Shield Light Shield

Main Hand

Shadowfell Blade Longsword +4

Waist

Viper Belt

Armor

Dawn Warrior Chainmail +4

Feet

Boots of Quickness (paragon tier)

Tattoo

Tattoo of the Wolverine...

Ki Focus

Other Equipment

Adventurer's Kit
Lute
Climber's Kit
Oil (1 pint) (10)
Lantern
Bracers of Enforced Regret
Potion of Cure Light Wounds (2)
Holy Water (level 6) (2)
Potion of Resistance (heroic tier)
Master's Wand of Scorching Burst +1
Defender's Braidmail Armor +3
Wallwalkers
Potion of Vitality (2)
Potion of Cure Moderate Wounds (2)
Scroll of Remove Affliction
Lich Dust
Elixir of Accuracy (level 18)

Total Weight (lbs.)

150

Carrying Capacity (lbs.)

Treasure

46 pp; 55 gp
0 gp banked

Normal

230

Heavy

460

Max

1150

Calvin Chesterfield



Player Name

Character Name

Racial Features

Bonus At-Will Power

Know one extra 1st-level attack power from your class.

Bonus Feat

Choose an extra feat at 1st level.

Bonus Skill

Trained in one additional class skill.

Human Defense Bonuses

+1 to Fortitude, Reflex, and Will.

Human Power Selection

Choose an option for your human character.

Class/Other Features

Combat Leader

You, and allies within 10 that see and hear you, gain +2 to initiative.

Commanding Presence

Choose a Presence benefit; provides bonuses with certain powers.

Inspiring Word

Use inspiring word as an encounter (special) power, minor action.

Mercenary Starting Feature

Gain the Takedown Strike power

Tactical Presence

Ally you can see that spends an action point to attack gains bonus to attack: 1/2 Int mod.

Mercenary Level 5 Feature

Gain +2 power bonus to Intimidate and Streetwise

Versatile Expertise (Heavy Blade)

+1/+2/+3 feat bonus to attack rolls with Heavy Blades.

Versatile Expertise (Wand)

+1/+2/+3 feat bonus to attack rolls with wands.

Arcane Implement Proficiency (heavy blade group)

Mercenary Level 10 Feature

Gain +1 power bonus to all defenses when bloodied

Arcane Riposte

Opportunity attack is Int + 4 vs. AC (Int +6 vs. AC at 21st lvl), 1d8 + [Int mod] damage; can be cold, fire, force, or lightning

Battle Mage Action

When you spend action point to take action, +4 to attacks until start of your next turn

Battle Edge

Immediate reaction: when first bloodied, use at-will power

Feats

Improved Defenses

+1/2/3 bonus (by tier) to Fortitude, Reflex, and Will.

Resilient Focus

You gain a +2 feat bonus to saving throws.

Arcane Initiate

Wizard: Arcana skill, wizard power 1/encounter

Imperishable Destiny

Each milestone since your last extended rest grants you a +1 bonus to ability checks, saving throws, and skill checks

Versatile Expertise

+1/2/3 bonus (per tier) to attacks with weapons and implements of your choice

Jack of All Trades

+2 to untrained skill checks

Arcane Implement Proficiency

Gain new arcane implement

Fight On

Gain one additional use of inspiring word as encounter power

Tactician's Word

Inspiring word target gains bonus to next attack

Combat Commander

Bonus to Combat Leader equals Cha or Int modifier

Luck of the Gods

After a natural 20 on attack/skill/save: remove all undesired effects that a save can end

Moongleam Oath

+1 to attacks and damage against shadow creatures

Calvin Chesterfield

Level 18 Human Warlord (Marshal)

HP	SCORE	ABILITY	MOD	AC
109	23	STR	6	33
Spd	12	CON	1	Fort
5	12	DEX	1	33
Init	21	INT	5	Ref
+15	9	WIS	-1	34
	13	CHA	1	Will
				28

20 Passive Insight

20 Passive Perception

Skills

Acrobatics	Dexterity	11
Arcana	Intelligence	• 19
Athletics	Strength	• 19
Bluff	Charisma	12
Diplomacy	Charisma	• 17
Dungeoneering	Wisdom	10
Endurance	Constitution	• 14
Heal	Wisdom	10
History	Intelligence	• 19
Insight	Wisdom	10
Intimidate	Charisma	• 17
Nature	Wisdom	10
Perception	Wisdom	10
Religion	Intelligence	16
Stealth	Dexterity	11
Streetwise	Charisma	14
Thievery	Dexterity	11

• indicates a trained skill.

Action Point

Base action points: 1

Battle Mage Action: When you spend an action point to take an extra action, you also gain a +4 bonus to attack rolls 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.

Encounter Special

Melee Basic Attack

At-Will ♦ Standard Action

Shadowfell Blade Longsword +4: +24 vs. AC, 1d8+10 damage

Melee weapon **Target:** One creature

You resort to the simple attack you learned when you first picked up a melee weapon.

Keyword: Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+6) damage.

Level 21: 2[W] + Str modifier (+6) damage.

Additional Effects

+1 to attack rolls against creatures that have the shadow origin - Moongleam Oath.
+1 to damage rolls against creatures that have the shadow origin - Moongleam Oath.

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Unarmed: +10 vs. AC, 1d4+1 damage

Ranged weapon **Target:** One creature

You resort to the simple attack you learned when you first picked up a ranged weapon.

Keyword: Weapon

Attack: Dexterity vs. AC

Hit: 1[W] + Dex modifier (+1) damage.

Level 21: 2[W] + Dex modifier (+1) damage.

Additional Effects

+1 to attack rolls against creatures that have the shadow origin - Moongleam Oath.
+1 to damage rolls against creatures that have the shadow origin - Moongleam Oath.

Basic Attack

Commander's Strike

At-Will ♦ Standard Action

Melee weapon **Target:** One creature

With a shout, you command an ally to attack.

Keywords: Martial, Weapon

Effect: One of your allies can take a free action to make a melee basic attack against the target. The ally gains a bonus to the damage roll equal to your Int modifier (+5).

Additional Effects

Warlord Attack 1

Inevitable Wave

At-Will ♦ Standard Action

Shadowfell Blade Longsword +4: +24 vs. AC, 1d8+10 damage

Melee weapon **Target:** One creature

You and your allies charge a foe with the relentless power of the incoming tide.

Keywords: Martial, Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+6) damage. Until the end of your next turn, any ally who charges the target deals extra damage equal to your Int modifier (+5).

Special: When charging, you can use this power in place of a melee basic attack.

Additional Effects

+1 to attack rolls against creatures that have the shadow origin - Moongleam Oath.
+1 to damage rolls against creatures that have the shadow origin - Moongleam Oath.

Warlord Attack 1

Scorching Burst

At-Will ♦ Standard Action

Shadowfell Blade Longsword +4: +20 vs. Reflex, 1d6+9 damage

Master's Wand of Scorching Burst +1: +17 vs. Reflex, 1d6+6 damage

Area burst 1 within 10 squares **Target:** Each creature in the burst

You create a vertical column of golden flames that burns all within.

Keywords: Arcane, Evocation, Fire, Implement

Attack: Intelligence vs. Reflex

Hit: 1d6 + Int modifier (+5) fire damage.

Additional Effects

+1 to attack rolls against creatures that have the shadow origin - Moongleam Oath.
+1 to damage rolls against creatures that have the shadow origin - Moongleam Oath.

Wizard Attack 1

Wolf Pack Tactics

At-Will ♦ Standard Action

Shadowfell Blade Longsword +4: +24 vs. AC, 1d8+10 damage

Melee weapon **Target:** One creature

You attack your enemy with a well-placed blow, allowing a comrade to get into better position.

Keywords: Martial, Weapon

Special: Before the attack, an ally adjacent to you or to the target can shift 1 square as a free action.

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+6) damage.

Additional Effects

+1 to attack rolls against creatures that have the shadow origin - Moongleam Oath.
+1 to damage rolls against creatures that have the shadow origin - Moongleam Oath.

Warlord Attack 1

Takedown Strike

Encounter ♦ No Action

Melee 1

Target: The triggering enemy

You sweep or shoot through an enemy's legs and knock it to the ground—hard.

Keyword: Martial

Trigger: You hit an enemy adjacent to you with an attack.

Effect: The target takes extra damage from the triggering attack equal to the ability modifier used in the triggering attack, and you knock the target prone.

Additional Effects

Mercenary Attack

Used ☐

Magic Missile

Encounter ♦ Standard Action

Shadowfell Blade Longsword +4: 12 damage
Master's Wand of Scorching Burst +1: 9 damage

Ranged 20

Target: One creature

A glowing blue bolt of magical energy hurtles from your finger and unerringly strikes your target.

Keywords: Arcane, Evocation, Force, Implement

Effect: 2 + Int modifier (+5) force damage.
Level 11: 3 + Int modifier (+5) force damage.

Special: If the implement used with this power has an enhancement bonus, add that bonus to the damage. In addition, you can use this power as a ranged basic attack.

Additional Effects

Wizard Attack 1

Used ☐

Surprise Attack

Encounter ♦ Standard Action

Shadowfell Blade Longsword +4: +24 vs. AC, 1d8+10 damage

Melee weapon

Target: One creature

As you attack amid the chaos of battle, you take an opportunity to direct an ally to attack a distracted foe.

Keywords: Martial, Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+6) damage. One ally within 5 squares of you can take a free action to make a basic attack with combat advantage against a creature of his or her choice.

Tactical Presence: The ally gains a bonus to the attack roll equal to your Int modifier (+5).

Additional Effects

+1 to attack rolls against creatures that have the shadow origin - Moongleam Oath.
+1 to damage rolls against creatures that have the shadow origin - Moongleam Oath.

Warlord Attack 7

Used ☐

Forceful Retort

Encounter ♦ Standard Action

Shadowfell Blade Longsword +4: +20 vs. Fortitude, 3d8+9 damage

Master's Wand of Scorching Burst +1: +17 vs. Fortitude, 3d8+6 damage

Close burst 1

Target: Each enemy in the burst

The power and certainty of your words knock your enemies off their feet.

Keywords: Arcane, Evocation, Force, Implement

Attack: Intelligence vs. Fortitude

Hit: 3d8 + Int modifier (+5) force damage, and you can push the target 1 square and knock it prone.

Additional Effects

+1 to attack rolls against creatures that have the shadow origin - Moongleam Oath.
+1 to damage rolls against creatures that have the shadow origin - Moongleam Oath.

Battle Mage Attack 11

Used ☐

Unified in Blood

Encounter ♦ Immediate Interrupt

Shadowfell Blade Longsword +4: +24 vs. AC, 2d8+10 damage

Melee weapon

Target: The triggering enemy

Rushing to defend a friend in trouble, you make a bold attack. Your friend then defends himself by your example.

Keywords: Martial, Weapon

Trigger: An enemy within 5 squares of you bloodies an ally

Effect: Before the attack, you can move your speed.

Attack: Strength vs. AC

Hit: 2[W] + Str modifier (+6) damage, and the bloodied ally can make a basic attack against the target as a free action.

Additional Effects

+1 to attack rolls against creatures that have the shadow origin - Moongleam Oath.
+1 to damage rolls against creatures that have the shadow origin - Moongleam Oath.

Warlord Attack 13

Used ☐

Thunderous Fury

Encounter ♦ Standard Action

Shadowfell Blade Longsword +4: +24 vs. AC, 3d8+10 damage

Melee weapon

Target: One creature

You strike your enemy with a furious blow that creates a momentary lull in the fighting, giving you a chance to direct your allies to victory.

Keywords: Martial, Weapon

Attack: Strength vs. AC

Hit: 3[W] + Str modifier (+6) damage, and the target is dazed until the end of your next turn.

Tactical Presence: Until the end of your next turn, each of your allies gains a power bonus to attack rolls against the target equal to your Int modifier (+5).

Additional Effects

+1 to attack rolls against creatures that have the shadow origin - Moongleam Oath.
+1 to damage rolls against creatures that have the shadow origin - Moongleam Oath.

Warlord Attack 17

Used ☐

A Rock and a Hard Place

Daily ♦ Minor Action

Personal

You focus to work in concert with your companion, harrying your opponent with relentless blows.

Keywords: Martial, Stance, Weapon

Effect: Until the stance ends, whenever an enemy adjacent to you attacks an ally of yours and misses, you deal damage to the enemy equal to your Int modifier (+5) as a free action.

Tactical Presence: If the enemy is marked by an ally, deal 1[W] + Int modifier (+5) damage instead.

Additional Effects

Warlord Attack 5

Used ☐

Force of Fellowship

Daily ♦ Standard Action

Shadowfell Blade Longsword +4: +24 vs. AC, 2d8+10 damage

Melee weapon

Target: One creature

Having seen to the needs of your troops, you strike out with a powerful blow, buoyed by the strength of your deeds.

Keywords: Martial, Weapon

Attack: Strength vs. AC

Hit: 2[W] + Str modifier (+6) damage. The attack deals 1[W] extra damage for each inspiring word you have used during this encounter, up to a maximum of 3[W] extra damage.

Effect: You can use your inspiring word one additional time during this encounter.

Additional Effects

+1 to attack rolls against creatures that have the shadow origin - Moongleam Oath.
+1 to damage rolls against creatures that have the shadow origin - Moongleam Oath.

Warlord Attack 9

Used ☐

Renew the Troops

Daily ♦ Standard Action

Shadowfell Blade Longsword +4: +24 vs. AC, 3d8+10 damage

Melee weapon

Target: One creature

Seeing your enemy quail before your onslaught gives your allies the courage to fight on.

Keywords: Healing, Martial, Weapon

Attack: Strength vs. AC

Hit: 3[W] + Str modifier (+6) damage. Each ally who can see you regains hit points equal to his or her healing surge value + your Cha modifier (+1).

Miss: Each ally who can see you regains hit points equal to 10 + your Cha modifier (+1).

Additional Effects

+1 to attack rolls against creatures that have the shadow origin - Moongleam Oath.
+1 to damage rolls against creatures that have the shadow origin - Moongleam Oath.

Warlord Attack 15

Used ☐

Inspiring Word

Encounter (Special) ♦ Minor Action

Unarmed:

Close burst 5 (10 at 11th level, 15 at 21st level)

Target: You or one ally in the burst

You call out to a wounded ally and offer inspiring words of courage and determination that invigorates your comrade.

Keywords: Healing, Martial

Effect: The target can spend a healing surge and regain 1d6 additional hit points.

Level 16: 4d6 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.

Additional Effects

+1 to attack rolls against creatures that have the shadow origin - Moongleam Oath.

Warlord Feature

Used ☐ ☐ ☐ ☐

Shake It Off

Encounter ♦ Minor Action

Ranged 10

Target: You or one ally

You offer strong words of encouragement to offset a debilitating effect.

Keyword: Martial

Effect: The target makes a saving throw with a power bonus equal to your Cha modifier (+1).

Additional Effects

Warlord Utility 2

Used ☐

Stand Tough

Daily ♦ Minor Action

Unarmed:

Close burst 5

Targets: You and each ally in the burst

You fortify your allies with a few words of encouragement.

Keywords: Healing, Martial

Effect: Each target regains hit points equal to 10 + your Cha modifier (+1).

Additional Effects

+1 to attack rolls against creatures that have the shadow origin - Moongleam Oath.

Warlord Utility 6

Used ☐

Strength of Conviction

Daily ♦ Minor Action

Unarmed:

Close burst 5

Target: Each ally in the burst

You create an area of calm even as violence rages around you.

Keywords: Healing, Martial

Effect: Each target can spend a healing surge. Until the end of the encounter, your healing powers restore the maximum number of hit points possible.

Additional Effects

+1 to attack rolls against creatures that have the shadow origin - Moongleam Oath.

Warlord Utility 10

Used ☐

Arcane Rejuvenation

Daily ♦ Immediate Interrupt

Unarmed:

Personal

In a bad spot, you draw on arcane energy to help you stay on your feet.

Keywords: Arcane, Healing

Trigger: You drop to 0 hit points or fewer.

Effect: You regain hit points equal to your level + your Int modifier (+5).

Additional Effects

+1 to attack rolls against creatures that have the shadow origin - Moongleam Oath.

Battle Mage Utility 12

Used ☐

Diehard

Daily ♦ Immediate Interrupt

Personal

Though blood pours from a dozen wounds, you refuse to lie down and die.

Trigger: You drop to 0 hit points or fewer

Effect: Until you aren't dying or until the end of the encounter, the dying condition doesn't cause you to fall unconscious, but you are dazed.

Prerequisite: You must be trained in Endurance.

Additional Effects

Endurance Utility 16

Used ☐

Defender's Braidmail Armor...

Armor ♦ Level 15

Armor Bonus: 8

Check: -1

Speed: -1

Enhancement: +3 AC

Properties

Resist 10 cold and resist 10 fire.

Power ☐ Daily (Minor Action)

Until the end of your next turn, any attack that hits and marks an enemy also dazes that enemy (save ends).

Circlet of Revelations

Head Slot Item ♦ Level 10

Property

☐ While you have an eladrin ally within 10 squares of you, you gain a +5 item bonus to saving throws against charm effects.

☐ While you have an elf ally within 10 squares of you, each ally within 5 squares of you gains a +1 item bonus to Perception checks.

☐ While you have a drow ally within 10 squares of you, you gain darkvision.

Gloves of the Healer...

Hands Slot Item ♦ Level 12

Properties

When you use a power that lets one or more creatures spend a healing surge to regain hit points, one target regains an extra 1d6 hit points.

Power (Healing) ☐ Daily (Standard Action)

Spend a healing surge. An adjacent ally regains hit points equal to the value of the healing surge you lost.

Viper Belt

Waist Slot Item ♦ Level 4

Properties

Gain resist 5 poison.

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.

Crowd Killer Shield Light...

Arms Slot Item ♦ Level 14

Armor Bonus: 1

Properties

Any enemy who flanks you grants combat advantage to you.

Boots of Quickness...

Feet Slot Item ♦ Level 18

Properties

Gain a +2 bonus to Reflex defense.

Bracers of Enforced Regret

Arms Slot Item ♦ Level 2

Properties

While you're marked, you gain a +2 bonus to attack rolls and damage rolls against the enemy that marked you.

Potion of Cure Moderate...

Consumable ♦ Level 10

Utility Power (Healing) ☐ Consumable (Minor Action)

Effect: You drink the potion. If you have a healing surge, you must spend one. Instead of the hit points you would normally regain, you regain 2d8 + 10 hit points. If you are bloodied and don't have any healing surges, you still regain the hit points. If neither of these things is true, there is no effect.

Potion of Vitality

Consumable ♦ Level 15

Power (Healing) ☐ Consumable (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 that a save can end.

Life Force Amulet +4

Neck Slot Item ♦ Level 17

Enhancement: +4 Fortitude, Reflex, and Will

Properties

The first time each day that you reduce an enemy to 0 hit points, increase the healing provided by the next use of this item's power by 4 points.

Power (Healing) ☐ Daily (Minor Action)

Target creature within 5 squares of you regains 20 hit points.

Lich Dust

Consumable ♦ Level 15

Power (Poison) ☐ Consumable (Minor Action)

You apply the poison to your melee weapon or one piece of your ammunition. During this encounter, the next creature you hit with a weapon attack using the poisoned item takes 10 extra poison damage, and it is weakened (save ends).

Power (Poison) ☐ Consumable (Minor Action)

You pour the poison into a drink or onto a plate of food. Within the next hour, the first creature to consume the food or drink is weakened until the end of its next extended rest.

Shadowfell Blade...

Weapon ♦ Level 19

Damage: 1d8

Proficiency Bonus: 3

Properties: Versatile

Enhancement: +4 attack rolls and damage rolls

Critical: +1d6 radiant damage per plus

Properties

When this weapon is used against a shadow or undead creature, a successful attack also deals 5 radiant damage and slows the creature until the end of your next turn.

Power ☐ Encounter (Minor Action)

You become insubstantial until the end of your next turn.

Power ☐ Daily (Standard Action)

You shift up to 6 squares and make two basic melee attacks at any time before, during, or after the shift.

Tattoo of the Wolverine...

Wondrous Item ♦ Level 17

Properties

The first time you're bloodied during an encounter, you gain a +1 bonus to your next attack roll and a +4 bonus to your next damage roll before the end of the encounter.

Bracers of Bold Maneuvering...

Arms Slot Item ♦ Level 18

Power ☐ Encounter (Minor Action)

Gain a +4 power bonus to AC against opportunity attacks until the end of your next turn. While this power is in effect, you can make one opportunity attack made against you miss. This must be done before you know whether the attack succeeds.

Holy Water (level 6)

Alchemical Item ♦ Level 6

Attack Power (Radiant) ☐ Consumable (Minor Action)

Attack: Ranged 3/6 (one undead creature or demon); the item's level + 3 vs. Reflex
Hit: 1d10 radiant damage.

Master's Wand of Scorching...

Wand ♦ Level 3

Enhancement: +1 attack rolls and damage rolls

Critical: +1d8 damage per plus

Properties

You deal an additional 1d6 fire damage to a creature occupying the origin square of your scorching burst power.

Power (Arcane, Fire, Implement) ☐ **Encounter** (Standard Action)

As the wizard's scorching burst power.

Elixir of Accuracy (level 18)

Consumable ♦ Level 18

Utility Power ☐ Consumable (Minor Action)

Requirement: Your level must be equal to or lower than the elixir's level + 4.

Effect: You drink the elixir. Once before the end of the encounter, you can use a free action when you make an attack roll and dislike the result. You gain a +2 bonus to that attack roll.

Wallwalkers

Feet Slot Item ♦ Level 10

Properties

If you begin your turn standing on a horizontal surface, you can walk on walls as if they were horizontal surfaces. If you are not on a horizontal surface sufficient to bear your weight at the end of your move, you fall to the ground, taking damage accordingly.

Power ☐ **Daily** (Minor Action)

Walk on walls as if they were horizontal surfaces until the end of the encounter.

Dawn Warrior Chainmail +4

Armor ♦ Level 20

Armor Bonus: 9

Check: -1

Speed: -1

Enhancement: +4 AC

Properties

Resist 10 acid, 10 cold, 10 fire, and 10 lightning.

Power (Radiant) ☐ **Daily** (Minor Action)

Until the end of your next turn, any creature that hits you with a melee attack takes 2d8 + Constitution modifier radiant damage.

Potion of Resistance (heroic...)

Consumable ♦ Level 4

Power ☐ Consumable (Minor Action)

Drink this potion and spend a healing surge. You do not gain hit points as normal. Instead, gain resist 5 to damage of a specific type until the end of the encounter. The damage type (acid, cold, fire, lightning, necrotic, poison, psychic, or thunder) is determined when the potion is created. Only one potion of resistance can be in effect on you at once.

Potion of Cure Light Wounds

Consumable ♦ Level 1

Utility Power (Healing) ☐ Consumable (Minor Action)

Effect: You drink the potion. If you have a healing surge, you must spend one. Instead of the hit points you would normally regain, you regain 1d8 + 1 hit points. If you are bloodied and don't have any healing surges, you still regain the hit points. If neither of these things is true, there is no effect.