# **Character Sheet**

## Hiradur of Anar Unaligned male Half-Elf Ranger

6'1" Medium Melora 191 Age Height Weight Size Deity

87200 Total XP 99000

### **Defenses**









Conditional Bonuses

### **Action Points**

Action Points	Milestones	Action Points
	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.

## **Hit Points**

Max HP (Bloodied 58 ) **116** 

Temp HP

Current	Hit	<b>Points</b>
carrent	1110	1 011163

## Second Wind (one per encounter)



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

**Death Saving Throw Failures** 

+1 Death Saving Throw Bonus

# **Abilities**

		Check
STR Strength	20	13
CON Constitution	14	10
		i
DEX Dexterity	20	13
INT Intelligence	11	8
WIS Wisdom	16	11
CHA Charisma	9	7

# **Healing Surges**







**Current Conditions:** 

# **Resistances/Vulnerabilities**

Resist 5 Cold, Resist 5 Necrotic

**Saving Throw Mods** 

#### **Current Conditions and Effects**

### **Basic Attacks**

#### Melee

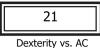
Wicked Fang Longsword +3





#### Ranged

Duelist's Bow Greatbow +4





# Speed

**Initiative** 

Conditional Modifiers:

24 Passive Insight

**Combat Statistics and Senses** 

**Passive Perception** 

26

13

6

Special Senses: Low-light

## Languages

Common, Elven, Giant

#### **Skills**

Acrobatics	Dexterity		13
Arcana	Intelligence		9
Athletics	Strength	<b>✓</b>	17
Bluff	Charisma		8
Diplomacy	Charisma		10
Dungeoneering	Wisdom		12
Endurance	Constitution		10
Heal	Wisdom	<b>√</b>	16
History	Intelligence		9
Insight	Wisdom		14
Intimidate	Charisma		8
Nature	Wisdom	<b>√</b>	16
Perception	Wisdom •	<b>✓</b>	16
Religion	Intelligence		9
Stealth	Dexterity	<b>✓</b>	17
Streetwise	Charisma		8
Thievery	Dexterity		13

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# Hiradur of Anar Character Name

Player Name



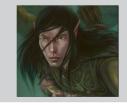
Character Details	Equipment	
Background	Head	
Wandering Mercenary	Exceptional Factotum Helm	Neck
Гћете		Raven Cloak +2
Tuathan	Arms Bracers of Archery (heroic tier)	Hands
	Bracers of Frenchy (nerote tier)	Gauntlets of Blood (heroic tier)
Mannerisms and Appearance	Rings	Rings
		Tungs
	Off H	and st's Short sword +4
Personality Traits	Main Hand	Waist
	Wicked Fang Longsword +3	Waist
		Armor
		Earthhide Armor of Dark Deeds
Adventuring Company		Talla
Elsir Irregulars	Feet	Tattoo
	Winged Boots	Ki Focus
		KI FOCUS
	Other Facilities	
Companions and Allies	Other Equipment  Arrows (60)	Elemental Ward Cloak +4
Kigyar, Hiril, Gloin, Ori, A'shar, Zane	Adventurer's Kit	Raven Cloak +4
	Flute Potion of Healing (2)	Bracers of Archery (paragon tier) Bracers of the Perfect Shot (paragon tier
	Thieves' Tools Trail Rations (20)	Ring of Fey Travel Ring of Circling Fangs
Session and Campaign Notes	Sunrod (2) Assassin's Short sword +2	
Session and Campaign Notes	Augmenting Whetstone (level 6) Firestorm Arrow +1 (4)	
	Ironwood Hound (heroic tier) Riding Horse	
	Climber's Kit Caltrops	
	Greatsword Belt of Sonnlinor Righteousness (heroic to	er)
Other Notes	Potion of Vitality Bracers of Speed	
	Challenge-Seeking Dagger +2 Duelist's Bow Greatbow +4	
	Total Weight (lbs.)	Carrying Capacity
		(lbs.)
	Treasure	Normal 200
	280 pp; 12 gp 0 gp banked	
		Heavy 400
	1	Max 1000

Aaron Vaubel

# Hiradur of Anar

Player Name

Character Name



#### **Racial Features**

#### **Dual Heritage**

Count as elf, half-elf, and human for choosing feats.

#### **Group Diplomacy**

Allies within 10 get +1 to Diplomacy.

#### Half-Elf Power Selection

Select an option for your half-elf character.

#### **Knack for Success**

You have the knack for success power

#### **Class/Other Features**

#### **Continue the Story**

Gain +1 bonus to death saving throws; roll twice when making endurance checks

#### **Fighting Style**

Choose Archer Fighting Style, Two-Blade Fighting Style, Beast Mastery, Marauder Fighting Style, Hunter Fighting Style.

#### **Hunter's Quarry**

Minor action, designate nearest enemy you see as quarry; deal extra damage to quarry once per round.

#### **Prime Shot**

If no allies are closer to target than you, get +1 on ranged attacks against that target.

#### **Tuathan Starting Feature**

Gain either Continue the Story or Shapechanger Physique

#### Two-Blade Fighting Style

Wield one-handed weapon as off-hand weapon; gain Toughness as a bonus feat.

#### The Tables Are Turned

When you use second wind gain combat advantage against flanking enemies and they lose combat advantage against you

#### Tuathan Level 5 Feature

Gain either Heightened Senses or The Tables Are Turned

#### **Heroic Recovery**

When you roll a 20 or higher on death daving throw immediately end any effects and spend a healing surge as normal (if done, stand as free action)

#### Tuathan Level 10 Feature

Gain either Flying Animal Shape or Heroic Recovery

### **Opportunity Fire**

Use bow or loaded crossbow to make opportunity attacks against adjacent creatures; these attacks don't provoke opportunity attacks

#### Rapid-Fire Action

When you spend action point to gain action, make ranged basic attack with bow or crossbow before or after the action

#### Seeking Arrow

No penalty for quarry's concealment or cover; normal penalty for total concealment and superior cover

#### **Feats**

#### **Toughness**

Gain 5 additional hit points, 10 at 11th, 15 at 21st

#### **Lethal Hunter**

Hunter's Quarry damage dice increase to d8s Superior Will

+2/3/4 (by tier) to Will. Additional saving throw vs. dazed or stunned at start of turn, even if condition is not (save ends)

#### **Master at Arms**

+1/2/3 (by tier) to weapon attack rolls. Minor action: sheathe one weapon and draw one weapon

### Weapon Proficiency (Greatbow)

Gain proficiency with the Greatbow.

#### **Superior Reflexes**

+2/3/4 (by tier) to Reflex. Gain combat advantage against all enemies during your first turn in an encounter.

#### **Hunter's Aim**

Ignore quarry's cover or concealment

#### Hidden Sniper

If you have partial concealment against a target, you gain combat advantage against it with your ranged attacks

### **Archery Mastery**

Lose a ranger at-will attack power to gain a power granted by Expert Archer

#### **Defensive Advantage**

+2 AC when you have combat advantage against enemy

### **Imperishable Destiny**

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

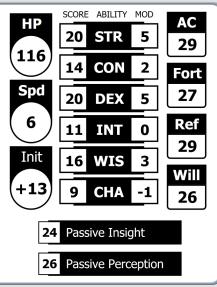






#### **Hiradur of Anar**

Level 17 Half-Elf Ranger



#### Skills

Acrobatics	Dexterity	13	
Arcana	Intelligence	9	
Athletics	Strength	• 17	
Bluff	Charisma	8	
Diplomacy	Charisma	10	
Dungeoneering	Wisdom	12	
Endurance	Constitution	10	
Heal	Wisdom	• 16	
History	Intelligence	9	
Insight	Wisdom	14	
Intimidate	Charisma	8	
Nature	Wisdom	• 16	
Perception	Wisdom	• 16	
Religion	Intelligence	9	
Stealth	Dexterity	• 17	
Streetwise	Charisma	8	
Thievery	Dexterity	13	
• indicates a trained skill.			

### **Action Point**

Base action points: 1

Rapid-Fire Action: When you spend an action point to take an extra action, you can make a ranged basic attack with a bow or a crossbow as a free action before or after taking the extra action.



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.

You take careful aim at a group of enemies

Effect: You make a ranged basic attack with

a weapon against each creature in or

adjacent to a square within the attack's

range. You take a -2 penalty to the attack

before unleashing a succession of arrows.

**Encounter Special Rapid Shot** 

Kevword: Martial

Personal

rolls.

At-Will ♦ Standard Action

# Player Name: Aaron Vaubel

# **Melee Basic Attack**



Wicked Fang Longsword +3: +21 vs. AC, 1d8+8

Duelist's Short sword +4: +22 vs. AC, 1d6+9 damage

Challenge-Seeking Dagger +2: +20 vs. AC, 1d4+7 damage

Melee weapon Target: One creature

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

Kevword: Weapon Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+5) damage.

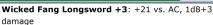
**Level 21:** 2[W] + Str modifier (+5) damage.

#### Additional Effects

- +2d8 to damage once per round (Hunter's Quarry)
- +2 to damage rolls against bloodied targets Gauntlets of Blood (heroic tier).

#### Basic Attack

# Twin Strike At-Will ♦ Standard Action



Duelist's Short sword +4: +22 vs. AC, 1d6+4 damage

Duelist's Bow Greatbow +4: +21 vs. AC, 1d12+6 damage

Challenge-Seeking Dagger +2: +20 vs. AC, 1d4+2 damage

Melee or Ranged Targets: One or two weapon creatures

If the first attack doesn't kill it, the second one might.

Keywords: Martial, Weapon

Requirement: You must be wielding two melee weapons

Attack: Strength vs. AC (melee; main weapon and offhand weapon) or Dexterity vs. AC (ranged), two attacks

Hit: 1[W] damage per attack.

#### Additional Effects

- +2d8 to damage once per round (Hunter's Quarry)
- +2 to damage rolls against bloodied targets Gauntlets of Blood (heroic tier).

#### Ranger Attack 1

## Ranged Basic Attack

1d12+11 damage

Challenge-Seeking Dagger +2: +20 vs. AC,

Ranged weapon Target: One creature

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

Attack: Dexterity vs. AC

damage.

+2d8 to damage once per round (Hunter's Quarry)

**Disruptive Strike** 

- +1 to attack rolls if none of your allies are closer to the target Prime Shot.

damage

damage

1d12+11 damage

1d4+7 damage

Melee or Ranged

At-Will ◆ Standard Action

Duelist's Bow Greatbow +4: +21 vs. AC,

1d4+7 damage

Keyword: Weapon

Hit: 1[W] + Dex modifier (+5) damage.

**Level 21:** 2[W] + Dex modifier (+5)

Additional Effects

- +2 to damage rolls against bloodied targets Gauntlets of Blood (he

#### Basic Attack

## Ranger Attack

Additional Effects

Encounter • Standard Action

**Duelist's Bow Greatbow +4**: +21 vs. AC,

1d12+11 damage

You drive your arrow into an adjacent enemy, pull it out, load it, and fire it at another foe

Requirement: You must be wielding a bow or a crossbow

Primary Target: One creature Primary Attack: Dexterity vs. AC

Hit: 1[W] + Dex modifier (+5) damage, and the target is dazed until the end of your turn. Make a secondary

Secondary Target: One creature other than the primary target in weapon range

Secondary Attack: Dexterity vs. AC

Hit: 2[W] + Dex modifier (+5) damage.

Additional Effects

- +2d8 to damage once per round (Hunter's Quarry)
- +2 to damage rolls against bloodied targets Gauntlets of Blood (heroic tier).

Sharpshooter Attack 11

Used □

# Stab and Shoot











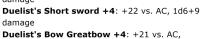














Target: The

attacking creature weapon You thwart an enemy's attack with a timely thrust of your blade

or a quick shot from your bow. Keywords: Martial, Weapon

Trigger: You or an ally is attacked by a creature

Attack: Strength vs. AC (melee) or Dexterity vs. AC (ranged)

Hit: 1[W] + Str modifier (+5) damage (melee) or 1[W] + Dex modifier (+5) damage (ranged). The target takes a penalty to its attack roll for the triggering attack equal to 3 + your Wis

Additional Effects

Ranger Attack 3

- +2d8 to damage once per round (Hunter's Quarry)
- +2 to damage rolls against bloodied targets Gauntlets of Blood (heroic tier).

Used □

### **Pinning Strike**

Encounter • Standard Action

Wicked Fang Longsword +3: +21 vs. AC, 1d8+8 damage

Duelist's Short sword +4: +22 vs. AC, 1d6+9 damage

Duelist's Bow Greatbow +4: +21 vs. AC,

1d12+11 damage

Challenge-Seeking Dagger +2: +20 vs. AC,

1d4+7 damage

Melee or Ranged Targets: One or two creatures weapon

With a well-aimed attack, you pin your foe to the ground or to a

Keywords: Martial, Weapon

Requirement: You must be wielding two melee weapons or a ranged

**Attack:** Strength vs. AC (melee; main weapon and off-hand weapon) or Dexterity vs. AC (ranged), two attacks

Hit: 1[W] + Str modifier (+5) damage (melee) or 1[W] + Dex modifier (+5) damage (ranged) per attack. The target is immobilized until the

#### Additional Effects

damage

3d12+11 damage

3d4+7 damage

Additional Effects

of Blood (heroic tier)

weapon

Melee or Ranged

- +2d8 to damage once per round (Hunter's Quarry)
- +2 to damage rolls against bloodied targets Gauntlets of Blood (heroic tier).

Wicked Fang Longsword +3: +21 vs. AC, 3d8+8

Duelist's Short sword +4: +22 vs. AC, 3d6+9

Duelist's Bow Greatbow +4: +21 vs. AC,

A carefully aimed shot imperils your quarry.

Keywords: Martial, Reliable, Weapon

Challenge-Seeking Dagger +2: +20 vs. AC,

Attack: Strength (melee) or Dexterity (ranged) vs. AC

Hit: 3[W] + Str modifier (+5) (melee) or 3[W] + Dex modifier

(+5) (ranged) damage, and you mark the target until the end

of your next turn. Until the end of the encounter, your Hunter's Quarry deals two extra dice of Hunter's Quarry damage against

+2d8 to damage once per round (Hunter's Quarry)

+2 to damage rolls against bloodied targets - Gauntlets

Target: One

as your quarry

creature designated

Ranger Attack 13

**Marked for Death** 

Used □

Trick Shot

Duelist's Bow Greatbow +4: +21 vs. AC,

Challenge-Seeking Dagger +2: +20 vs. AC,

or three creatures

parts of your foes' bodies, inhibiting the creatures in different ways

Keywords: Martial, Weapon

Effect: Roll a d4 to determine the effect of each attack.

1-You knock the target prone. 2—The target is slowed (save ends).

4-The target is immobilized (save ends).

Additional Effects

- +2d8 to damage once per round (Hunter's Quarry)
- +2 to damage rolls against bloodied targets Gauntle

Ranger Attack 9

#### Used □

# **Hunter's Quarry**

At-Will ◆ Minor Action Effect: You can designate the nearest enemy to you

that you can see as your quarry. Once per round, when you hit your quarry with an attack, the attack deals extra damage based on your level. If you can make multiple attacks in a round, you decide which attack to apply the extra damage to after all the attacks are rolled. If you have dealt Hunter's Quarry damage since the start of your turn, you cannot deal it again until the start of your next turn.

The hunter's quarry effect remains active until the end of the encounter, until the quarry is defeated, or until you designate a different target as your quarry.

You can designate one enemy as your quarry at a time.

Level **Hunter's Quarry Extra Damage** 1st-10th +1d6

11th-20th +2d6 21st-30th +3d6

#### Duelist's Bow Greatbow +4: +21 vs. AC,

Encounter • Standard Action

Suppressing Shots

2d12+11 damage

Challenge-Seeking Dagger +2: +20 vs. AC,

20 squares in the burst

down. Any foes that try to move through the area you threaten will suffer the consequences.

Attack: Dexterity vs. AC

Hit: 2[W] + Dex modifier (+5) damage, and the

a ranged basic attack as an opportunity action against any enemy that moves into the area of the burst during its turn.

#### Additional Effects

- +2d8 to damage once per round (Hunter's Quarry)
- of Blood (heroic tier).

Ranger Attack 17

2d12+11 damage

2d4+7 damage

Ranged weapon Target: One, two,

You take several chaotic shots, which strike various

Attack: Dexterity vs. AC

Hit: 2[W] + Dex modifier (+5) damage.

- 3—The target is dazed (save ends).

- +1 to attack rolls if none of your allies are closer to the target Prime Shot.

Ranger Attack 15

Target: You or one

## Used ☐ Ranger Utility 2 **Agile Escape**

Encounter • Immediate Interrupt

Personal

Nothing can slow you down.

Keyword: Martial

Trigger: You are hit by an attack that makes you slowed, immobilized, restrained, or dazed

defenses against the triggering attack.

Effect: You gain a +4 power bonus to all

Additional Effects

Used ☐ Ranger Utility 10

2d4+7 damage Area burst 1 within

Target: Each enemy

You shower enemies with arrows, pinning them

Keywords: Martial, Weapon

target is immobilized until the end of your next turn.

Effect: Until the end of your next turn, you can make

+2 to damage rolls against bloodied targets - Gauntlets

Used □

3d12+11 damage 3d4+7 damage

Splintering Shot

Daily + Standard Action

Duelist's Bow Greatbow +4: +21 vs. AC. Challenge-Seeking Dagger +2: +20 vs. AC,

Ranged weapon Target: One

creature

Your arrow burrows into flesh and shatters, sending splinters of wood deep into the wound.

Keywords: Martial, Weapon Attack: Dexterity vs. AC

Hit: 3[W] + Dex modifier (+5) damage, and the target takes a -2 penalty to attack rolls until the end of the encounter.

Miss: Half damage, and the target takes a −1 penalty to attack rolls until the end of the encounter.

Additional Effects

- +2d8 to damage once per round (Hunter's Quarry) +1 to attack rolls if none of your allies are closer to the target - Prime Shot.
- +2 to damage rolls against bloodied targets Gauntlets of Blood (heroic

Ranger Attack 5 **Bending Branch** 

Used □

• Immediate Interrupt Personal You resist a foe's attempt to move you, and

snap back, ready to attack

Keyword: Martial

Trigger: You are pulled, pushed, or slid

like a great tree swaying in a storm, you

Effect: You negate the forced movement. In addition, you gain a +2 bonus to your next melee attack roll before the end of your next

Additional Effects

**Knack for Success** 

Encounter • Minor Action

Close burst 5

ally in the burst Your mere presence is enough to tip the balance of fortune for you and your allies.

Effect: Choose one of the following.

\* The target makes a saving throw. \* The target shifts up to 2 squares as a

The target gains a +2 power bonus to his or her next attack roll made before the end of his or her next turn.

\* The target gains a +4 power bonus to his or her next skill check made before the end of his or her next turn.

Additional Effects

Half-Elf Racial Power

Used □

Additional Effects

Hunter's Quarry Power

Perfect Aim Encounter • Minor Action	Begin the Hunt Daily ◆ No Action	Howling Winds Daily ◆ Minor Action
Personal	Personal	Personal
You take the time to line up a deadly shot.  Keywords: Martial, Weapon  Requirement: You must be wielding a ranged weapon.  Effect: Until the end of your next turn, your next ranged attack gains a power bonus to the attack and damage rolls equal to your Wis modifier (+3). If you move or take damage before making a ranged attack, the bonus is lost.	You quickly identify your prey and ready yourself to attack it.  Keyword: Martial  Trigger: You roll initiative  Effect: You gain a +2 bonus to the initiative check, and using your Hunter's Quarry, you designate one creature you can see as your quarry. You gain a +2 power bonus to attack rolls against that creature until it is no longer your quarry.	You call forth the primal spirits of wind and storm, sending them howling over the battlefield to harass your enemies.  Keyword: Primal  Effect: Until the end of the encounter, you are surrounded by howling winds. Once on each of your turns, you can take a free action to slide an enemy within 10 squares of you a number of squares equal to your Wis modifier (+3).
Additional Effects	Additional Effects	Additional Effects
Sharpshooter Utility 12 Used	Ranger Utility 2 Used	Ranger Utility 16 Used [
Ring of Fey Travel Ring → Level 22  Properties Gain a +1 item bonus to speed while wearing light armor or no armor.  Power (Teleportation) □ Daily (Minor Action)  Teleport your speed.	Duelist's Bow Greatbow +4 Weapon • Level 17  Damage: 1d12 Proficiency Bonus: 2 Range: 25/50 Properties: Load Free Enhancement: +4 attack rolls and damage rolls Critical: +1d6 damage per plus  Properties  When you hit an enemy with this weapon, that enemy takes a -2 penalty to ranged and area attack rolls until the end of your next turn.	Bracers of Archery (heroic  Arms Slot Item ◆ Level 6  Properties  Gain a +2 item bonus to damage rolls when attacking with a bow or crossbow.  Power □ Daily (Minor Action)  Ignore cover on your next attack this turn when using a bow or crossbow.
Properties Gain a +4 item bonus to damage rolls when attacking with a bow or crossbow.  Power Daily (Minor Action)  Ignore cover on your next attack this turn when using a bow or crossbow.	Ring of Circling Fangs Ring ◆ Level 20  Property  □ While you are bloodied, you gain an aura of force daggers. Any adjacent creature that attacks you takes 10 force damage.  □ As a minor action, you can cause the daggers to shed dim light to a radius of 5 squares. The light can be extinguished with a free action.  Power (Force) □ Encounter (Standard Action)  Effect: One creature within 3 squares of you takes 20 force damage.	Properties  You gain a +1 item bonus to untrained skill checks.  Utility Power Daily (Minor Action)  Effect: You gain training in one skill until the end of your next turn, or for 1 minute when not in an encounter.

# Elemental Ward Cloak +4

**Enhancement:** +4 Fortitude, Reflex, and Will

#### **Properties**

You gain an item bonus to all defenses against attacks with the acid, fire, cold, thunder, or lightning keywords. The bonus equals the enhancement bonus of this cloak.

# Belt of Sonnlinor...

\*\*\* BUY \*\*\*

#### **Properties**

You gain resist 10 to all damage when you have 0 hit points or fewer.

#### **Power** □ **Daily** (No Action)

Use this power when you would be reduced to 0 hit points by an attack. The attacker takes the same amount of damage that you took from that attack.

#### Duelist's Short sword +4

Weapon ♦ Level 18

Damage: 1d6
Proficiency Bonus: 3
Properties: Off-Hand

Enhancement: +4 attack rolls and

damage rolls

**Critical:** +1d6 damage per plus, +1d8 damage per plus if you have combat

advantage

#### **Power** □ **Daily** (Minor Action)

You have combat advantage against the next creature you attack with this weapon on this turn.

#### Raven Cloak +4

Neck Slot Item A Level 10

**Enhancement:** +4 Fortitude, Reflex, and

#### **Properties**

You gain resist 10 cold and resist 10 necrotic.

#### **Power** □ **Daily** (No Action)

Trigger: You fail a saving throw.Effect: Reroll that saving throw with a+5 bonus. If the saving throw is a death saving throw, you gain a +10 bonus.

## **Gauntlets of Blood (heroic...**

Hands Slot Item ♦ Level 4

#### **Properties**

You gain a +2 bonus to damage rolls against bloodied targets.

# Earthhide Armor of Dark...

Armor Bonus: 3 Check: -1

Special: +1 Fortitude
Enhancement: +3 AC

#### **Properties**

When you attack an enemy that is granting combat advantage to you, you gain concealment until the end of your next turn.

#### Potion of Healing

Consumable ♦ Level 5

# **Power** (Healing) ☐ **Consumable** (Minor Action)

Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.

# Challenge-Seeking Dagger +2

Weapon ♦ Level 6

Damage: 1d4

**Proficiency Bonus:** 3

**Range:** 5/10

**Properties:** Light Thrown, Off-Hand **Enhancement:** +2 attack rolls and

damage rolls

Critical: None

#### **Properties**

You deal 1d6 extra damage when you hit enemies that are at maximum hit points with this weapon.

#### **Winged Boots**

Feet Slot Item ♦ Level 13

#### **Properties**

You take no damage from a fall and always land on your feet.

#### **Power** □ **Daily** (Minor Action)

You gain a fly speed equal to your speed until the end of the encounter.

#### Raven Cloak +2 Augmenting Whetstone... Firestorm Arrow +1 **Enhancement:** +2 Fortitude, Reflex, and Enhancement: +1 attack rolls and damage rolls **Power** □ **Consumable** (Minor Action) **Properties Properties** Touch this whetstone to a melee or ranged weapon you hold. The weapon When you hit an enemy using this You gain resist 5 cold and resist 5 gains a +2 enhancement bonus on attack ammunition, that enemy and each necrotic. rolls and damage rolls until the end of creature adjacent to it take 1d6 extra fire **Power** □ **Daily** (No Action) the encounter. This has no effect on the damage per plus. Trigger: You fail a saving throw. extra damage dice or other special effect Effect: Reroll that saving throw with a applied when the weapon scores a critical +5 bonus. If the saving throw is a death hit. saving throw, you gain a +10 bonus. Ironwood Hound (heroic tier) Wicked Fang Longsword +3 **Bracers of the Perfect Shot...** (Daily Standard) Conjure hound, initiative as Damage: 1d8 conjurer, speed 6, perception +8, low-light **Proficiency Bonus:** 3 **Properties** vision, HP: 15, Bloodied 7, AC: 24, FORT: **Properties:** Versatile 22, REF: 19, WILL: 21 (Free) Spend healing When you hit with a ranged basic attack, **Enhancement:** +3 attack rolls and surge when activating to give equal temps to you gain a +4 item bonus to the damage damage rolls hound. (At-will Standard) Bite: +15 vs. AC, Critical: +1d8 damage per plus 2d6 +3 damage. (At-will Standard) Drive **Properties** Back: +13 vs. FORT, 2d6 +3 damage, target is pushed 2 and hound can shift 2 and must Whenever you use a power with the end shift adjacent to target's new position. weapon keyword that deals ongoing damage, increase that ongoing damage Power (Conjuration) ☐ Daily (Standard by an amount equal to the weapon's Action) enhancement bonus. Use this figurine to conjure a yellow-furred **Power** □ **Daily** (Free Action) hunting hound (see below for statistics). As Use this power when you hit with an a free action, you can spend a healing surge attack with the weapon keyword. In when activating this item to give the addition to the normal effects of the creature temporary hit points equal to your attack, the target takes ongoing 10 healing surge value. damage (save ends). **Bracers of Speed** Assassin's Short sword +2 Potion of Vitality Arms Slot Item ♦ Level 13 Damage: 1d6 **Proficiency Bonus:** 3 **Power** (Healing) □ **Consumable** (Minor **Properties Properties:** Off-Hand Action) You can draw or sheathe a weapon, or **Enhancement:** +2 attack rolls and draw or stow an item, once per round as Drink the potion and spend a healing damage rolls a free action. surge. Instead of the hit points you Critical: Ongoing 15 poison damage would normally regain, you regain 25 hit (save ends) **Power** □ **Daily** (Standard Action) points and make one saving throw **Power** (Poison) □ **Daily** (Free Action) Make a melee basic attack against one or against an effect that a save can end. two creatures. Use this power when you hit with this weapon. The target takes ongoing 5 poison damage and is slowed (save ends both).