

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA

Aaron Vaubel

18

Level

### Ookla the Mok

Lawful Good male Gnoll Rune Priest

24

Age

7'2"

Height

313

Weight

Medium

Size

Moradin

Deity

99000

Total XP

119000

### Defenses

34  
AC31  
FORT29  
REF33  
WILL

Conditional Bonuses

### Hit Points

Max HP  
(Bloodied 56 ) 113

Temp HP

Current Hit Points

### Healing Surges

Surge Value

28

Surges/Day

12

Current Conditions:

### Action Points

Action Points

Milestones

0  
1  
2

Action Points

1  
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

0

### Resistances/Vulnerabilities

Resist 6 OngoingAll: +10 when you have 0 hit points or fewer

### Current Conditions and Effects

### Basic Attacks

#### Melee

Dwarven Thrower Craghammer +4

22

Strength vs. AC

1d10+13

Damage

#### Ranged

Dwarven Thrower Craghammer +4

22

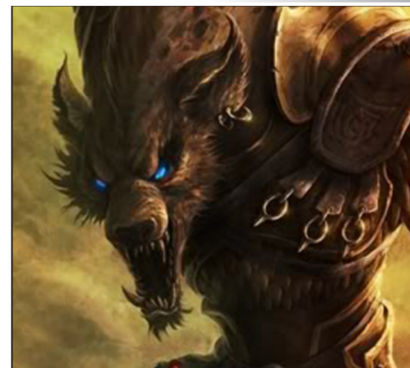
Dexterity vs. AC

1d10+11

Damage

### Languages

Abyssal, Common, Deep Speech, Dwarven



### Abilities

		Check
STR	Strength	21 14
CON	Constitution	16 12
DEX	Dexterity	14 11
INT	Intelligence	11 9
WIS	Wisdom	21 14
CHA	Charisma	9 8

### Skills

Acrobatics	Dexterity	12
Arcana	Intelligence	10
Athletics	Strength	✓ 19
Bluff	Charisma	9
Diplomacy	Charisma	9
Dungeoneering	Wisdom	✓ 21
Endurance	Constitution	16
Heal	Wisdom	✓ 19
History	Intelligence	10
Insight	Wisdom	✓ 21
Intimidate	Charisma	11
Nature	Wisdom	15
Perception	Wisdom	19
Religion	Intelligence	✓ 14
Stealth	Dexterity	12
Streetwise	Charisma	9
Thievery	Dexterity	12

### Combat Statistics and Senses

Initiative

14

Conditional Modifiers:

Speed

6

+2 Speed while you are bloodied

Passive Insight

31

Passive Perception

29

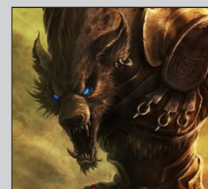
Special Senses: Low-light

Aaron Vaubel

Player Name

Ookla the Mok

Character Name



## Character Details

### Background

East Rift

### Theme

Knight Hospitaller

### Mannerisms and Appearance

Menacing in appearance with coarse charcoal grey fur and dark eyes. Relatively docile and restrained in manner due to dwarven upbringing. Tends to gnash teeth unprovoked, which can seriously disturb onlookers -- perhaps a trait of his bloodline.

### Personality Traits

Prays daily to lesser deity Gorm Gulthyn in respect to his adoptive dwarven father, a Barakor defender of an outer enclave of gold dwarves. Follows the dwarffather Moradin. Very strong value on family, Will instinctively help allies at whatever cost.

### Adventuring Company

Accidental Tourists

### Companions and Allies

Calvin, Wen, Zissren, Zarra, Sithiss, Branwen

### Session and Campaign Notes

combatadvantage.net (<http://groupspaces.com/CombatAdvantage/wiki/Forgotten-Realms>)

Other Notes

## Equipment

Head

Exceptional Factotum Helm...

Neck

Elemental Ward Cloak +4

Arms

Iron Armbands of Power (heroic...

Hands

Gauntlets of Blood (heroic tier)

Rings

Bone Ring of Better Fortune

Rings

Off Hand

Shield of the Barrier Sentinels...

Main Hand

Dwarven Thrower Craghammer...

Waist

Belt of Sonnlino Righteousness...

Armor

Dwarven Wyrmscale Armor +4

Feet

Dragonborn Greaves

Tattoo

Ki Focus

## Other Equipment

Adventurer's Kit  
Climber's Kit  
Sunrod (2)  
Thieves' Tools  
Potion of Regeneration (heroic tier)  
Crowbar  
Potion of Cure Moderate Wounds  
Rope of Climbing  
Potion of Vitality (2)  
Elixir of Fortitude (level 13)

Total Weight (lbs.)

111

Carrying Capacity  
(lbs.)

Treasure

61 pp; 92 gp  
0 gp banked

Normal

210

Heavy

420

Max

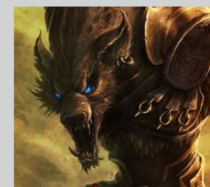
1050

Aaron Vaubel

Player Name

# Ookla the Mok

Character Name



## Racial Features

### Blood Fury

When bloodied, +2 damage (+4 at level 21+)

### Ferocious Charge

Use ferocious charge as an encounter power

### Pack Attack

+2 melee damage to foe with two allies adjacent to it

## Class/Other Features

### Knight Hospitaller Starting Feature

Gain the Shield of Devotion power

### Rune Master

Gain either Rune of Destruction or Rune of Protection rune state

### Rune of Destruction

Allies gain +1 to attack against enemies adjacent to you or others in rune state

### Rune of Mending

Gain rune of mending power

### Rune of Protection

Allies adjacent to you gain resist 2/all, 4/all at 11th level, 6/all at 21st level

### Runic Artistry

Follow path of Defiant Word, way of Wrathful Hammer or tradition of the Serene Blade

### Wrathful Hammer

Proficiency with military hammers and maces; Con modifier bonus to damage after enemy hits you

### Versatile Expertise (Hammer)

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

### Versatile Expertise (Unarmed)

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

### Knight Hospitaller Level 5 Feature

Receive hospitality from allied temples, orders and noble houses

### Knight Hospitaller Level 10 Feature

Use Shield of Devotion 2/encounter

### Avenging Action

Enemies take radiant damage equal to Con modifier when attacking allies within 5 squares after use of action point

### Bloody Vengeance

Enter rune state of vengeance, make melee basic attack against adjacent enemy

### Inescapable Vengeance

+1 to attack and add Con modifier to damage when using Bloody Vengeance feature

## Feats

### Weapon Proficiency (Craghammer)

Gain proficiency with the Craghammer.

### Versatile Expertise

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

### Durable

Increase number of healing surges by 2

### 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)

### Superior Fortitude

Gain +2/3/4 (by tier) to Fortitude, and resist 3/6/9 to ongoing damage

### Battle Awareness

Fighter: training in one skill, immediate interrupt basic attack once per encounter

### Lightning Reflexes

+2 to Reflex defense, +3 at 11th, +4 at 21st

### Weapon Focus (Hammer)

Gain +1 damage per tier with Hammers.

### Ubiquitous Shield

Enemies gain no attack bonus for combat advantage when you are using a shield

### Wary Fighter

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

### Swift Bite

Deal +1d6 + Str mod damage to foe you bloody

## Ookla the Mok

Level 18 Gnoll Rune Priest

HP	SCORE	ABILITY	MOD	AC
113	21	STR	5	34
	16	CON	3	
Spd	14	DEX	2	31
6	11	INT	0	
Init	21	WIS	5	29
+14	9	CHA	-1	
				Will
				33

31 Passive Insight

29 Passive Perception

Player Name: Aaron Vaubel

## Skills

Acrobatics	Dexterity	12
Arcana	Intelligence	10
Athletics	Strength	• 19
Bluff	Charisma	9
Diplomacy	Charisma	9
Dungeoneering	Wisdom	• 21
Endurance	Constitution	16
Heal	Wisdom	• 19
History	Intelligence	10
Insight	Wisdom	• 21
Intimidate	Charisma	11
Nature	Wisdom	15
Perception	Wisdom	19
Religion	Intelligence	• 14
Stealth	Dexterity	12
Streetwise	Charisma	9
Thievery	Dexterity	12

• indicates a trained skill.

## Action Point

Base action points: 1

**Avenging Action:** When you spend an action point to take an extra action, enemies take radiant damage equal to your Constitution modifier when they make attacks while they're within 5 squares of you and damage your allies with those attacks. This effect lasts until the end 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

**Dwarven Thrower Craghammer +4:** +22 vs. AC, 1d10+13 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 (+5) damage.

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

### Additional Effects

+2 to damage rolls while you're bloodied - Blood Fury.  
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).  
+2 to damage rolls against an enemy that has two or more of your allies adjacent to it - Pack Attack.

Basic Attack

## Ranged Basic Attack

At-Will ♦ Standard Action

**Dwarven Thrower Craghammer +4:** +22 vs. AC, 1d10+11 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 (+2) damage.

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

### Additional Effects

+2 to damage rolls while you're bloodied - Blood Fury.  
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Basic Attack

## Word of Diminishment

At-Will ♦ Standard Action

**Dwarven Thrower Craghammer +4:** +22 vs. AC, 1d10+13 damage

**Melee weapon** **Target:** One creature

*Your weapon flares with golden energy as you invoke the rune of diminishment. That energy ripples forth as you strike your enemy.*

**Keywords:** Divine, Runic, Weapon

**Attack:** Strength vs. AC

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

**Rune of Destruction:** Until the end of your next turn, the target has vulnerable 2 to all damage, but vulnerable 5 against opportunity attacks.

Level 11: Vulnerable 4, but 7 against opportunity attacks.

**Rune of Protection:** Until the end of your next turn, the target takes a penalty to damage rolls equal to your Con modifier (+3).

### Additional Effects

+2 to damage rolls while you're bloodied - Blood Fury.  
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).  
+2 to damage rolls against an enemy that has two or more of your allies adjacent to it - Pack Attack.

Rune Priest Attack 1

## Word of Exchange

At-Will ♦ Standard Action

**Dwarven Thrower Craghammer +4:** +22 vs. AC, 1d10+13 damage

**Melee weapon** **Target:** One creature

*The rune of exchange embodies the opposing forces contained within the divine runic alphabet. What one creature gains, another must lose.*

**Keywords:** Divine, Runic, Weapon

**Attack:** Strength vs. AC

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

**Rune of Destruction:** Before the end of your next turn, the next attack against the target from one of your allies deals extra damage to the target equal to your Wis modifier (+5), and the ally gains temporary hit points equal to your Wis modifier (+5).

**Rune of Protection:** The target takes a -2 penalty to all defenses until the end of your next turn, and the next ally to hit the target before the end of your next turn gains a power bonus to AC equal to your Wis modifier (+5). The bonus lasts until the end of your next turn.

### Additional Effects

+2 to damage rolls while you're bloodied - Blood Fury.  
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).  
+2 to damage rolls against an enemy that has two or more of your allies adjacent to it - Pack Attack.

Rune Priest Attack 1

## Flames of Purity

Encounter ♦ Standard Action

**Dwarven Thrower Craghammer +4:** +22 vs. AC, 1d10+11 damage

**Close blast 3** **Target:** Each enemy in the blast

*You strike the ground, marking it with the rune of purifying fire and causing divine flames to wash over your enemies.*

**Keywords:** Divine, Fire, Healing, Runic, Weapon

**Attack:** Strength vs. AC

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

**Rune of Destruction:** Each ally in the blast gains a +3 power bonus to damage rolls until the end of your next turn.

**Rune of Protection:** Each ally in the blast regains 3 hit points.

### Additional Effects

+2 to damage rolls while you're bloodied - Blood Fury.  
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Rune Priest Attack 1

Used ☐

## Avenging Hammer

Encounter ♦ Standard Action

**Dwarven Thrower Craghammer +4:** +22 vs. AC, 2d10+13 damage

**Melee weapon** **Target:** One creature

*Your assault scores a deep wound, and your foe will earn itself another if it continues to harm your friends.*

**Keywords:** Divine, Runic, Teleportation, Weapon

**Attack:** Strength vs. AC

**Hit:** 2[W] + Str modifier (+5) damage. If the target deals damage to any of your allies before the end of your next turn, you regain the use of this power. You can regain the use of this power only once per encounter.

**Rune of Destruction:** If the target hits or misses a bloodied ally before the end of your next turn, you can make a melee basic attack against the target as an immediate reaction.

**Rune of Protection:** If the target hits or misses a bloodied ally before the end of your next turn, you can teleport the target to a square adjacent to you as an immediate reaction.

### Additional Effects

+2 to damage rolls while you're bloodied - Blood Fury.  
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).  
+2 to damage rolls against an enemy that has two or more of your allies adjacent to it - Pack Attack.

Hammer of Vengeance (PH3) Attack... Used ☐

## Words of Fiery Fidelity

Encounter ♦ Standard Action

**Dwarven Thrower Craghammer +4:** +22 vs. Fortitude, 2d10+13 damage

**Melee** weapon      **Target:** One creature

*Your determination to protect your allies burns your enemy and heals your comrades.*

**Keywords:** Divine, Fire, Healing, Runic, Weapon

**Attack:** Strength vs. Fortitude

**Hit:** 2[W] + Str modifier (+5) fire damage, and you and each ally adjacent to the target regain 10 hit points.

**Effect:** The target takes ongoing 5 fire damage (save ends). Each time the target takes this fire damage, your allies adjacent to it regain 5 hit points.

**Rune of Destruction:** Both the ongoing fire damage and the regained hit points increase to 10.

**Rune of Protection:** Allies within 2 squares of the target benefit from this effect.

Additional Effects  
+2 to damage rolls while you're bloodied - Blood Fury.  
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).  
+2 to damage rolls against an enemy that has two or more of your allies adjacent to it - Pack Attack.

Runepriest Attack 13      Used ☐

## Mark of Battle's End

Encounter ♦ Standard Action

**Dwarven Thrower Craghammer +4:** +22 vs. AC, 3d10+13 damage

**Melee** weapon      **Target:** One creature

*As your weapon slams into your foe, the mark of battle's end blazes on the foe. Other enemies stagger away, pushed back by the mark's power.*

**Keywords:** Divine, Runic, Weapon

**Attack:** Strength vs. AC

**Hit:** 3[W] + Str modifier (+5) damage, and you push each enemy within 3 squares of the target 3 squares away from it.

**Rune of Destruction:** You slide each ally within 3 squares of the target 3 squares to a square adjacent to the target.

**Rune of Protection:** You push each ally within 3 squares of the target 3 squares away from it.

Additional Effects  
+2 to damage rolls while you're bloodied - Blood Fury.  
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).  
+2 to damage rolls against an enemy that has two or more of your allies adjacent to it - Pack Attack.

Runepriest Attack 17      Used ☐

## Rune of the Final Act

Daily ♦ Standard Action

**Dwarven Thrower Craghammer +4:** +22 vs. Fortitude, 2d10+13 damage

**Melee** weapon      **Target:** One creature

*You invoke the second of the seven runes that represent the gates of death. The second gate embodies the soul's first step from the body.*

**Keywords:** Divine, Varies, Weapon

**Attack:** Strength vs. Fortitude

**Hit:** 2[W] + Str modifier (+5) necrotic or radiant damage.

**Miss:** Half damage.

**Effect:** The target is affected by a deathly rune (save ends). Until the rune ends, you and your allies gain a +2 power bonus to damage rolls against the target. Whenever you or any of your allies hit the target, the bonus increases by 1.

Additional Effects  
+2 to damage rolls while you're bloodied - Blood Fury.  
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).  
+2 to damage rolls against an enemy that has two or more of your allies adjacent to it - Pack Attack.

Runepriest Attack 5      Used ☐

## Rune of Boundless Fury

Daily ♦ Standard Action

**Dwarven Thrower Craghammer +4:** +22 vs. AC, 2d10+13 damage

**Melee** weapon      **Target:** One creature

*Kord first carved this rune, cutting it into the flesh of a primordial beast. His sacred berserkers, their wrath fired by the bloody symbol, overwhelmed the foe.*

**Keywords:** Divine, Weapon

**Attack:** Strength vs. AC

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

**Miss:** Half damage.

**Effect:** Until the end of your next turn, whenever any ally starts his or her turn adjacent to the target, that ally can make a melee basic attack against the target as a free action.

Additional Effects  
+2 to damage rolls while you're bloodied - Blood Fury.  
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).  
+2 to damage rolls against an enemy that has two or more of your allies adjacent to it - Pack Attack.

Runepriest Attack 9      Used ☐

## Rune of the First...

Daily ♦ Standard Action

**Dwarven Thrower Craghammer +4:** +22 vs. AC, 2d10+11 damage

**Close** burst 3      **Target:** Each enemy in the burst

*The First Fortress was a redoubt built to defend against the primordials' attacks on the Astral Sea. This rune was carved to bolster the fortress's gates.*

**Keywords:** Divine, Weapon, Zone

**Attack:** Strength vs. AC

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

**Miss:** Half damage.

**Effect:** The burst creates a zone that lasts until the end of your next turn. While within the zone, you and your allies gain resist 5 to all damage. Any enemy that willingly enters the zone is immobilized until the end of your next turn.

**Sustain Minor:** The zone persists.

Additional Effects  
+2 to damage rolls while you're bloodied - Blood Fury.  
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Runepriest Attack 15      Used ☐

## Rune of Mending

Encounter (Special) ♦ Minor Action

**Unarmed:**

**Close** burst 5 (10 at 11th level, 15 at 21st level)      **Target:** You or one ally in the burst level)

*The healing rune flares with a cold blue fire as you trace it in the air. The rune then appears on your allies' armor.*

**Keywords:** Divine, Healing, Runic

**Effect:** The target can spend a healing surge.  
Level 16: The target regains 3d6 additional hit points.

**Rune of Destruction:** You and each ally in the burst gain a +2 power bonus to damage rolls (+4 power bonus at 11th level and +6 power bonus at 21st level) until the end of your next turn.

**Rune of Protection:** You and each ally in the burst gain a +1 bonus to all defenses until the end of your next turn.

**Special:** You can use this power twice per encounter, but only once per round. At 16th level, you can use this power three times per encounter, but only once per round.

Additional Effects

Runepriest Feature      Used ☐ ☐ ☐

## Rune of the Astral...

At-Will ♦ Move Action

**Melee** touch      **Target:** One ally

*You place a rune of the astral winds on your ally, allowing him or her to slip by your enemies in safety.*

**Keyword:** Divine

**Effect:** You slide the target 4 squares.

**Special:** You can use this power only once per round.

Additional Effects

Runepriest Utility 10

## Ferocious Charge

Encounter ♦ Standard Action

**Personal**

*You lunge toward the enemy and, with a tirade of curses, unleash the wrath of Yeenoghu upon your hapless foe.*

**Effect:** You charge and deal an extra 2 damage on a successful attack. increase the extra damage to 4 at 11th level and to 6 at 21st level. If you are bloodied, double the extra damage and gain an equal number of temporary hit points.

Additional Effects

Gnoll Racial Power      Used ☐

## Shield of Devotion

Encounter ♦ Immediate Reaction

**Unarmed:**

**Close** burst 5      **Target:** The triggering ally

*With a quick prayer you bestow minor healing on a stricken ally, then prepare yourself to smite the enemy who struck your friend.*

**Keywords:** Divine, Healing

**Trigger:** An ally within 5 squares of you takes damage from an enemy attack.

**Effect:** The target regains hit points equal to your Wis modifier (+5) or Cha modifier (-1). Until the end of your next turn, you gain a +2 power bonus to your next attack roll against the enemy that damaged the target.  
Level 11: The target regains hit points equal to 5 + your Wis modifier (+5) or Cha modifier (-1).

Additional Effects

Knight Hospitaller Utility      Used ☐ ☐

### Shield of Vengeance

Encounter ♦ Immediate Reaction

**Close** burst 5

**Target:** The attacked ally in the burst

*Your enemy attacks your ally, but with a quick prayer, you turn its aggression against it.*

**Keyword:** Divine

**Trigger:** An enemy attacks your ally

**Effect:** The target gains both combat advantage and a +5 bonus to damage rolls against the triggering enemy until the end of your next turn.

Additional Effects

Hammer of Vengeance (PH3) Utility... Used ☐

### Shield of Sacrifice

Daily ♦ Minor Action

**Unarmed:**

**Close** burst 5

**Target:** You or one ally in the burst

*You invoke the rune of sacrifice, ensuring that he or she who gives strength in the name of the gods will also receive their protection.*

**Keywords:** Divine, Healing

**Effect:** The target loses a healing surge. One or two allies within 5 squares of the target regain hit points as if they had each spent a healing surge. The target and each ally who regained hit points gain a +5 power bonus to AC until the end of your next turn.

Additional Effects

Rune Priest Utility 2 Used ☐

### Rune of Meritorious...

Daily ♦ Free Action

**Ranged** sight

**Target:** You and each ally

*As battle begins, you invoke the rune of meritorious alacrity, bringing your friends instantly to readiness.*

**Keyword:** Divine

**Trigger:** You roll initiative

**Effect:** Each target gains a +10 bonus to his or her initiative check.

Additional Effects

Rune Priest Utility 6 Used ☐

### Rune of Reinvigoration

Daily ♦ Minor Action

**Unarmed:**

**Close** burst 5

**Target:** You and each ally in the burst

*This potent symbol infuses you and your allies with energy.*

**Keywords:** Divine, Healing

**Effect:** Each target regains hit points as if he or she had spent a healing surge and gains a +4 power bonus to all defenses until the end of your next turn.

Additional Effects

Rune Priest Utility 16 Used ☐

### 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.

### Shield of the Barrier...

Arms Slot Item ♦ Level 19

**Armor Bonus:** 1

#### Properties

You gain a +2 bonus to AC and Reflex while you are flanked.

### Potion of Regeneration...

Consumable ♦ Level 9

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

**Effect:** You drink this potion and lose a healing surge. You then gain regeneration 5 while you're bloodied until the end of the encounter.

### Elixir of Fortitude (level 13)

Consumable ♦ Level 13

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

Use this power after you drink the elixir. Once during this encounter, you can use an immediate interrupt action when you would be hit by an attack to gain a Fortitude defense of 30 against a single attack. This replaces your normal Fortitude defense for that attack.

### Dragonborn Greaves

Feet Slot Item ♦ Level 12

#### Properties

While you are bloodied, gain a +2 item bonus to speed and a +1 item bonus to AC and Reflex defense.

### Belt of Sonnlino...

Waist Slot Item ♦ Level 6

#### 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.

### Elemental Ward Cloak +4

Neck Slot Item ♦ Level 19

**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.

### Iron Armbands of Power...

Arms Slot Item ♦ Level 6

#### Properties

Gain a +2 item bonus to melee damage rolls.

### 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.

### Gauntlets of Blood (heroic...

Hands Slot Item ♦ Level 4

#### Properties

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

### Dwarven Wyrmscale Armor...

Armor ♦ Level 17

**Armor Bonus:** 10

**Speed:** -1

**Enhancement:** +4 AC

#### Properties

You gain an item bonus to Endurance checks equal to the armor's enhancement bonus.

#### Power (Healing) ☐ Daily (Free Action)

You regain hit points as if you had spent a healing surge.

### Bone Ring of Better Fortune

Ring ♦ Level 18

#### Properties

Reduce by half the necrotic damage you take.

#### Power ☐ Daily (Immediate Interrupt)

Use this power when you are hit by an attack with the necrotic keyword. After applying any resistance, choose either to take no damage or to ignore an effect imposed by that attack, but not both. If you've reached at least one milestone today, you take no damage and ignore any effects imposed by that attack.

### Exceptional Factotum Helm...

Head Slot Item ♦ Level 4

#### 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.

### Dwarven Thrower...

Weapon ♦ Level 17

**Damage:** 1d10

**Proficiency Bonus:** 2

**Range:** 6/12

**Properties:** Versatile, Brutal, Heavy Thrown

**Enhancement:** +4 attack rolls and damage rolls

**Critical:** +1d6 damage per plus

#### Properties

This weapon can be used as a heavy thrown weapon with a range of 6/12.

#### Power ☐ Daily (Free Action)

*Trigger:* You hit a Large or larger creature with an attack using this weapon.

*Effect:* You deal 8 extra damage.

## Rope of Climbing

Wondrous Item ♦ Level 10

### Properties

This 100-foot-long rope has 100 hit points and can hold up to 2,500 pounds (roughly 10 Medium creatures and their gear).

### Power ☐ (Minor Action)

The rope moves up to 10 squares along a horizontal or a vertical surface. As part of the same action, it can tie itself around an object to create a secure point for climbing. It can't tie itself to or otherwise affect a creature.

Anyone holding the rope can activate its power. On command, the rope unties itself as a minor action.