

Player Name **Fab Moicano**

 Amos 10 **Fighter** 20,500
 Character Name Level Class
 Dwarf Medium Male Paragon Path Epic Destiny Total XP
 Race Size Age Gender Height Weight Alignment Moradin Anand
 Adventuring Company RPGA Number

INITIATIVE

| SCORE | DEX | 1/2 LVL | MISC |
|----------|-------------------|----------|------|
| 5 | Initiative | 5 | |

DEFENSES

| SCORE | DEFENSE | 10 + 1/2 LVL | ARMOR/ ABIL | CLASS | FEAT | ENH | MISC | MISC |
|-----------|-----------|--------------|-------------|-------|------|----------|------|------|
| 23 | AC | 15 | 6 | | | 2 | | |

MOVEMENT

| SCORE | BASE | ARMOR | ITEM | MISC |
|----------|------------------------|----------|------|------|
| 5 | Speed (Squares) | 5 | | |

ABILITY SCORES

| SCORE | ABILITY | ABIL MOD | MOD + 1/2 LVL |
|-----------|----------------------------|-----------|---------------|
| 16 | STR Strength | 3 | 8 |
| 22 | CON Constitution | 6 | 11 |
| 10 | DEX Dexterity | 0 | 5 |
| 10 | INT Intelligence | 0 | 5 |
| 13 | WIS Wisdom | 1 | 6 |
| 8 | CHA Charisma | -1 | 4 |

| SCORE | DEFENSE | 10 + 1/2 LVL | ARMOR/ ABIL | CLASS | FEAT | ENH | MISC | MISC |
|-----------|-------------|--------------|-------------|----------|------|----------|------|------|
| 25 | FORT | 15 | 6 | 2 | | 2 | | |

CONDITIONAL BONUS

| SCORE | DEFENSE | 10 + 1/2 LVL | ARMOR/ ABIL | CLASS | FEAT | ENH | MISC | MISC |
|-----------|------------|--------------|-------------|-------|------|----------|------|------|
| 17 | REF | 15 | | | | 2 | | |

CONDITIONAL BONUS

| SCORE | DEFENSE | 10 + 1/2 LVL | ARMOR/ ABIL | CLASS | FEAT | ENH | MISC | MISC |
|-----------|-------------|--------------|-------------|-------|------|----------|------|------|
| 18 | WILL | 15 | 1 | | | 2 | | |

CONDITIONAL BONUS

HIT POINTS

| MAX HP | BLOODIED | HEALING SURGES | SURGE VALUE | SURGES/DAY |
|-----------|-----------|----------------|-------------|------------|
| 96 | 48 | 24 | 15 | |

| CURRENT HIT POINTS | CURRENT SURGE USES |
|--------------------|--------------------|
| | |

ACTION POINTS

| Action Points | MILESTONES | ACTION POINTS |
|---------------|------------|---------------|
| | 0 | 1 |
| | 1 | 2 |
| | 2 | 3 |

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Dwarven Weapon Proficiency - Proficient with hammers.

Cast-Iron Stomach - +5 bonus to saving throws against

poison.

Encumbered Speed - Armor or heavy load doesn't reduce

your speed. (Other effects still can.)

Dwarven Resilience - Second wind is minor action.

Stand Your Ground - Can move 1 less when forced to

move. Immediate saving throw to avoid being knocked

prone.

CLASS / PATH / DESTINY FEATURES

Combat Challenge - Mark foes you attack. They get -2 to

attacks not including you. Make basic melee attack against

adjacent marked foe who shifts or makes attack not

including you. Mark lasts until end of your next turn or

marked by other.

Combat Superiority - Add Wis mod to opportunity attacks.

Hit ends foe's movement (if any) this action.

Fighter Talents - Select a Fighter Talent.

Battlerager Vigor - Temp hp (Con mod) with regular

attack; Temp hp (Con mod) when miss with Invigorating

attack; Temp hp (Con mod x 2 + 2) when hit with

invigorating attack; +2 melee and close damage in chainmail

LANGUAGES KNOWN

Common, Dwarven

SENSES

| SCORE | PASSIVE SENSE | BASE | SKILL BONUS |
|-----------|------------------------|-----------|-------------|
| 16 | Passive Insight | 10 | 6 |

| SCORE | PASSIVE SENSE | BASE | SKILL BONUS |
|-----------|---------------------------|-----------|-------------|
| 16 | Passive Perception | 10 | 6 |

SPECIAL SENSES

Low-light Vision

ATTACK WORKSPACE

 ABILITY: **Crushing Surge - Reckless Maul +2**

| ATT BONUS | 1/2 LVL | ABIL | CLASS | PROF | FEAT | ENH | MISC |
|------------|----------|----------|-------|----------|------|----------|----------|
| +13 | 5 | 3 | | 2 | | 2 | 1 |

 ABILITY: **Brash Strike - Reckless Maul +2**

| ATT BONUS | 1/2 LVL | ABIL | CLASS | PROF | FEAT | ENH | MISC |
|------------|----------|----------|-------|----------|------|----------|----------|
| +15 | 5 | 3 | | 2 | | 2 | 3 |

DAMAGE WORKSPACE

 ABILITY: **Crushing Surge - Reckless Maul +2**

| DAMAGE | ABIL | FEAT | ENH | MISC | MISC |
|--------------|----------|------|----------|------|------|
| 2d6+5 | 3 | | 2 | | |

 ABILITY: **Brash Strike - Reckless Maul +2**

| DAMAGE | ABIL | FEAT | ENH | MISC | MISC |
|---------------|----------|------|----------|------|----------|
| 2d6+11 | 3 | | 2 | | 6 |

BASIC ATTACKS

| ATTACK | DEFENSE | WEAPON OR POWER | DAMAGE |
|-----------|--------------|-------------------------|--------------|
| 16 | vs AC | Reckless Maul +2 | 2d6+8 |

FEATS

Dwarf Stoneblood - Add half Con modifier to Battlerager

Vigor temporary hp

Toughness - Gain 5 additional hit points per tier

Melee Training (Constitution) - Use Constitution for

melee basic attacks

Armor Proficiency (Plate) - Training with plate armor

Potent Challenge - Add Con modifier damage to target hit

with attack granted by Combat Challenge

Weapon Expertise (Hammer) - Gain bonus to attack rolls

with hammers.

SKILLS

| BONUS | SKILL NAME | ABIL MOD | TRND | ARMOR | PENALTY | MISC |
|-----------|----------------------|----------|-----------|----------|-----------|----------|
| 4 | Acrobatics | DEX | 5 | 0 | -1 | |
| 5 | Arcana | INT | 5 | 0 | n/a | |
| 12 | Athletics | STR | 8 | 5 | -1 | |
| 4 | Bluff | CHA | 4 | 0 | n/a | |
| 4 | Diplomacy | CHA | 4 | 0 | n/a | |
| 8 | Dungeoneering | WIS | 6 | 0 | n/a | 2 |
| 19 | Endurance | CON | 11 | 5 | -1 | 4 |
| 11 | Heal | WIS | 6 | 5 | n/a | |
| 5 | History | INT | 5 | 0 | n/a | |
| 6 | Insight | WIS | 6 | 0 | n/a | |
| 4 | Intimidate | CHA | 4 | 0 | n/a | |
| 6 | Nature | WIS | 6 | 0 | n/a | |
| 6 | Perception | WIS | 6 | 0 | n/a | |
| 5 | Religion | INT | 5 | 0 | n/a | |
| 4 | Stealth | DEX | 5 | 0 | -1 | |
| 4 | Streetwise | CHA | 4 | 0 | n/a | |
| 4 | Thievery | DEX | 5 | 0 | -1 | |

POWER INDEX

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

AT-WILL POWERS

| | |
|------------------|--------------------------|
| Combat Challenge | <input type="checkbox"/> |
| Crushing Surge | <input type="checkbox"/> |
| Brash Strike | <input type="checkbox"/> |
| | <input type="checkbox"/> |
| | <input type="checkbox"/> |
| | <input type="checkbox"/> |

ENCOUNTER POWERS

| | |
|-----------------|--------------------------|
| Bell Ringer | <input type="checkbox"/> |
| Blinding Smash | <input type="checkbox"/> |
| Come and Get It | <input type="checkbox"/> |
| | <input type="checkbox"/> |
| | <input type="checkbox"/> |
| | <input type="checkbox"/> |

DAILY POWERS

| | |
|------------------|--------------------------|
| Pinning Smash | <input type="checkbox"/> |
| Victorious Surge | <input type="checkbox"/> |
| Comeback Strike | <input type="checkbox"/> |
| | <input type="checkbox"/> |
| | <input type="checkbox"/> |
| | <input type="checkbox"/> |

UTILITY POWERS

| | |
|---------------------|--------------------------|
| Boundless Endurance | <input type="checkbox"/> |
| Settling the Score | <input type="checkbox"/> |
| Strength From Pain | <input type="checkbox"/> |
| | <input type="checkbox"/> |
| | <input type="checkbox"/> |
| | <input type="checkbox"/> |
| | <input type="checkbox"/> |
| | <input type="checkbox"/> |

OTHER EQUIPMENT

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| Heavy Shield |
| Adventurer's Kit |
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COINS AND OTHER WEALTH

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|-------------------------|
| Money on hand: 1.748 gp |
| Stored money: 0 gp |
| Encumbrance: 101 / 160 |

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 | Reckless Maul +2 (E) | <input type="checkbox"/> |
| WEAPON | | <input type="checkbox"/> |
| WEAPON | | <input type="checkbox"/> |
| WEAPON | | <input type="checkbox"/> |
| ARMOR | Dwarven Chainmail +2 (E) | <input type="checkbox"/> |
| ARMS | | <input type="checkbox"/> |
| FEET | | <input type="checkbox"/> |
| HANDS | | <input type="checkbox"/> |
| HEAD | Helm of Opportunity (heroic tier) (E) | <input type="checkbox"/> |
| NECK | Cloak of the Walking Wounded +2 (E) | <input type="checkbox"/> |
| RING | | <input type="checkbox"/> |
| RING | | <input type="checkbox"/> |
| WAIST | Belt of Blood (heroic tier) (E) | <input type="checkbox"/> |
| | | <input type="checkbox"/> |
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Daily Item Powers Per Day

| | | | | | | | |
|-----------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| Heroic (1-10) | <input type="checkbox"/> | Milestone | <input type="checkbox"/> | <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"/> |

RITUALS / ALCHEMY

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CHARACTER PORTRAIT



PERSONALITY TRAITS

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MANNERISMS AND APPEARANCE

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CHARACTER BACKGROUND

Akanûl
Akanûl is a land defined by extreme geography, eldritch beasts, and genasi. A new nation formed in the devastated and warped lands between Chessenta and Chondath, Akanûl has overcome great adversity and is now a name to be respected and feared.

You gain resist 2 cold, resist 2 fire, and resist 2 thunder (or your existing resistance to these damage types increases by 2).

At 11th level, these values improve to resist 3 (or

COMPANIONS AND ALLIES

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SESSION AND CAMPAIGN NOTES

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CHARACTER NAME
Amos

PLAYER NAME
Fab Moicano

RACE Dwarf CLASS Fighter LEVEL 10

| | | |
|-------------------|---------------|-------------------|
| HP 96 | 16 STR | AC 23 |
| Spd 5 | 22 CON | Fort 25 |
| Init +5 | 10 DEX | Ref 17 |
| | 10 INT | Will 18 |
| | 13 WIS | |
| | 8 CHA | |

16 Passive Insight **16** Passive Perception

PLAY DATA DUNGEONS & DRAGONS®



ENCOUNTER SPECIAL DUNGEONS & DRAGONS®

Second Wind

KEYWORDS: Minor, Personal, ACTION, RANGE, vs, Self, ATTACK, DEFENSE, TARGET

Effect: You spend a healing surge and regain 24 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS
Second wind is a minor action for dwarves.

CLASS: Fighter LEVEL: 1 BOOK: PH

ENCOUNTER ACTION DUNGEONS & DRAGONS®

Melee Basic Attack

KEYWORDS: Weapon, USED

Standard * [Melee weapon] Melee weapon
ACTION RANGE

16 vs **AC** One creature
ATTACK DEFENSE TARGET

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+3) damage. Increase damage to 2[W] + Strength modifier (+3) at 21st level.
Special: You can use an unarmed attack as a weapon to make a melee basic attack.

Reckless Maul +2: +16 attack, 2d6+8 damage

ADDITIONAL EFFECTS
+2 Battlerager Vigor bonus to damage rolls whenever you have temporary hit points - Battlerager Vigor.
+1 to attack rolls with opportunity attacks - Combat Superiority.
+1 item bonus to attack rolls with opportunity attacks - Helm of Opportunity (heroic tier).

CLASS: Fighter LEVEL: * BOOK: PH

AT-WILL POWER DUNGEONS & DRAGONS®

Crushing Surge

KEYWORDS: Invigorating, Martial, Weapon, USED

Standard * [Melee weapon] Melee weapon
ACTION RANGE

13 vs **AC** One creature
ATTACK DEFENSE TARGET

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+3) damage. Increase damage to 2[W] + Strength modifier (+3) at 21st level.

Reckless Maul +2: +13 attack, 2d6+5 damage

ADDITIONAL EFFECTS
+2 Battlerager Vigor bonus to damage rolls whenever you have temporary hit points - Battlerager Vigor.

CLASS: Fighter LEVEL: 1 BOOK: MP

AT-WILL POWER DUNGEONS & DRAGONS®

Brash Strike

KEYWORDS: Martial, Weapon, USED

Standard * [Melee weapon] Melee weapon
ACTION RANGE

15 vs **AC** One creature
ATTACK DEFENSE TARGET

Attack: Strength +2 vs. AC
Hit: 1[W] + Strength modifier (+3) damage. Increase damage to 2[W] + Strength modifier (+3) at 21st level.
Weapon: If you're wielding an axe, a hammer, or a mace, the attack deals extra damage equal to your Constitution modifier (+6).
Effect: You grant combat advantage to the target until the start of your next turn.

Reckless Maul +2: +15 attack, 2d6+11 damage

ADDITIONAL EFFECTS
+2 Battlerager Vigor bonus to damage rolls whenever you have temporary hit points - Battlerager Vigor.

CLASS: Fighter LEVEL: 1 BOOK: MP

AT-WILL POWER DUNGEONS & DRAGONS®

Combat Challenge

KEYWORDS: Martial, Weapon, USED

Imm Interr * [Melee] Melee
ACTION RANGE

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: Fighter LEVEL: * BOOK: PH

AT-WILL POWER DUNGEONS & DRAGONS®

Bell Ringer

KEYWORDS: Invigorating, Martial, Weapon, USED

Standard * [Melee weapon] Melee weapon
ACTION RANGE

13 vs **Fort** One creature
ATTACK DEFENSE TARGET

Attack: Strength vs. Fortitude
Hit: The target is dazed until the end of your next turn.
Weapon: If you're wielding an axe, a hammer, or a mace, the attack deals damage equal to your Constitution modifier (+6).

Reckless Maul +2: +13 attack, 6 damage

ADDITIONAL EFFECTS

CLASS: Fighter LEVEL: 1 BOOK: MP

ENCOUNTER POWER DUNGEONS & DRAGONS®

Blinding Smash

KEYWORDS: Invigorating, Martial, Weapon, USED

Standard * [Melee weapon] Melee weapon
ACTION RANGE

13 vs **Fort** One creature
ATTACK DEFENSE TARGET

Attack: Strength vs. Fortitude
Hit: The target is blinded until the end of your next turn.
Weapon: If you're wielding an axe, a hammer, or a mace, the attack deals damage equal to your Constitution modifier (+6).

Reckless Maul +2: +13 attack, 6 damage

ADDITIONAL EFFECTS

CLASS: Fighter LEVEL: 3 BOOK: MP

ENCOUNTER POWER DUNGEONS & DRAGONS®

Come and Get It

KEYWORDS Martial, Weapon USED

| | | |
|---------------|----------------|---------------|
| Standard | 3 | Close burst 3 |
| ACTION | | RANGE |
| 13 | vs | AC |
| ATTACK | DEFENSE | TARGET |

Each enemy in burst you can see

Effect: You pull each target 2 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: 1[W] + Strength modifier (+3) damage.
 Reckless Maul +2: +13 attack, 2d6+5 damage

ADDITIONAL EFFECTS

+2 Battlerager Vigor bonus to damage rolls whenever you have temporary hit points - Battlerager Vigor.

CLASS Fighter LEVEL 7 BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS®

Pinning Smash

KEYWORDS Invigorating, Martial, Weapon USED

| | | |
|---------------|----------------|---------------|
| Standard | * | Melee 1 |
| ACTION | | RANGE |
| 13 | vs | AC |
| ATTACK | DEFENSE | TARGET |

One creature

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+3) damage, and the target is immobilized until you are not adjacent to it.
Weapon: If you're wielding an axe, a hammer, or a mace, the attack deals extra damage equal to your Constitution modifier (+6).
Miss: Half damage, and the target is immobilized until the end of your next turn.
 Reckless Maul +2: +13 attack, 2d6+11 damage

ADDITIONAL EFFECTS

+2 Battlerager Vigor bonus to damage rolls whenever you have temporary hit points - Battlerager Vigor.

CLASS Fighter LEVEL 5 BOOK MP

DAILY POWER DUNGEONS & DRAGONS®

Victorious Surge

KEYWORDS Healing, Martial, Reliable, Weapon USED

| | | |
|---------------|----------------|---------------|
| Standard | * | Melee weapon |
| ACTION | | RANGE |
| 13 | vs | AC |
| ATTACK | DEFENSE | TARGET |

One creature

Attack: Strength vs. AC
Hit: 3[W] + Strength modifier (+3) damage, and you regain hit points as if you had spent a healing surge.
 Reckless Maul +2: +13 attack, 6d6+5 damage

ADDITIONAL EFFECTS

+2 Battlerager Vigor bonus to damage rolls whenever you have temporary hit points - Battlerager Vigor.

CLASS Fighter LEVEL 9 BOOK PH

DAILY POWER DUNGEONS & DRAGONS®

Comeback Strike

KEYWORDS Healing, Martial, Reliable, Weapon USED

| | | |
|---------------|----------------|---------------|
| Standard | * | Melee weapon |
| ACTION | | RANGE |
| 13 | vs | AC |
| ATTACK | DEFENSE | TARGET |

One creature

Attack: Strength vs. AC
Hit: 2[W] + Strength modifier (+3) damage, and you can spend a healing surge.
 Reckless Maul +2: +13 attack, 4d6+5 damage

ADDITIONAL EFFECTS

+2 Battlerager Vigor bonus to damage rolls whenever you have temporary hit points - Battlerager Vigor.

CLASS Fighter LEVEL 1 BOOK PH

DAILY POWER DUNGEONS & DRAGONS®

Settling the Score

KEYWORDS Martial USED

| | | |
|---------------|--|--------------|
| Imm React | | Personal |
| ACTION | | RANGE |

AT-WILL ENCOUNTER DAILY

Trigger: An enemy hits you with an attack
Effect: You gain a +2 power bonus to attack rolls against the triggering enemy until the end of the encounter.

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 6 BOOK MP

UTILITY POWER DUNGEONS & DRAGONS®

Boundless Endurance

KEYWORDS Healing, Martial, Stance USED

| | | |
|---------------|--|--------------|
| Minor | | Personal |
| ACTION | | RANGE |

AT-WILL ENCOUNTER DAILY

Effect: You gain regeneration 2 + your Constitution modifier (+6) when you are bloodied.
 Unarmed: +5 attack

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 2 BOOK PH

UTILITY POWER DUNGEONS & DRAGONS®

Strength From Pain

KEYWORDS Martial USED

| | | |
|---------------|--|--------------|
| Minor | | Personal |
| ACTION | | RANGE |

AT-WILL ENCOUNTER DAILY

Requirement: You must be bloodied.
Effect: You gain a +4 power bonus to melee damage rolls, Athletics checks, and Endurance checks until the end of the encounter or until you are no longer bloodied.
Special: If you are a dragonborn, you instead gain a +5 power bonus.

ADDITIONAL EFFECTS

CLASS Fighter LEVEL 10 BOOK MP

UTILITY POWER DUNGEONS & DRAGONS®

Reckless Maul +2

| | | | |
|----------------------------------|-------------------|--------------|-----------------|
| 2d6 | 2 | Hammer | |
| DAMAGE | PROFICIENT | GROUP | RANGE |
| +2 attack rolls and damage rolls | | 8 | +2d8 damage |
| ENHANCEMENT | | LEVEL | CRITICAL |

PROPERTIES

Melee Basic Attack: +16 attack, 2d6+8 damage

AT-WILL ENCOUNTER DAILY

POWER

Power (At-Will): Free Action. Use this power before making a melee attack against an adjacent target. You gain a power bonus to that attack's damage roll equal to twice this weapon's enhancement bonus. You take a -2 penalty to AC until the end of your next turn.

ITEM SLOT Two-Hands WEIGHT 12 PRICE 3400 BOOK PH

MAGIC WEAPON DUNGEONS & DRAGONS®

Cloak of the Walking Wounded +2

| | | | |
|--------------------------------|--------------|--------------|-----------------|
| | | | 1 |
| AC BONUS | CHECK | SPEED | QUANTITY |
| +2 Fortitude, Reflex, and Will | | 9 | Neck Slot Item |
| ENHANCEMENT | | LEVEL | TYPE |

PROPERTIES

If you use your second wind while bloodied, you can expend two healing surges instead of one (gaining hit points from both).

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT Neck WEIGHT 0 PRICE 4200 BOOK AV

MAGIC ITEM DUNGEONS & DRAGONS®

Belt of Blood (heroic tier)

| AC BONUS | CHECK | SPEED | QUANTITY |
|-------------|-------|-------------|-------------------------|
| | | | 1 |
| ENHANCEMENT | | 10 LEVEL | Waist Slot Item TYPE |

PROPERTIES
Your healing surge value increases by your Constitution modifier (+6) while you are bloodied.

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT Waist WEIGHT 0 PRICE 5000 BOOK AV

MAGIC ITEM DUNGEONS & DRAGONS®

Helm of Opportunity (heroic tier)

| AC BONUS | CHECK | SPEED | QUANTITY |
|-------------|-------|------------|------------------------|
| | | | 1 |
| ENHANCEMENT | | 4 LEVEL | Head Slot Item TYPE |

PROPERTIES
Gain a +1 item bonus to opportunity attack rolls.

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT Head WEIGHT 0 PRICE 840 BOOK AV

MAGIC ITEM DUNGEONS & DRAGONS®

Dwarven Chainmail +2

| AC BONUS | CHECK | SPEED | QUANTITY |
|----------------------|-------|------------|---------------|
| 6 | -1 | -1 | 1 |
| +2 AC ENHANCEMENT | | 7 LEVEL | Armor TYPE |

PROPERTIES
Gain a +2 item bonus to Endurance checks.

AT-WILL ENCOUNTER DAILY

POWER
Power (Daily • Healing): Free Action. Regain hit points as if you had spent a healing surge.

ITEM SLOT Body WEIGHT 40 PRICE 2600 BOOK PH

MAGIC ITEM DUNGEONS & DRAGONS®