

Player Name Daniel Anand

Quinn
Character Name
Human
Race
Medium
Size
23
Age
Male
Gender

30
Level
Fighter
Class

Kensei
Paragon Path
Unaligned
Alignment
Kord
Deity

Demigod
Epic Destiny
999.999
Total XP
824269
Adventuring Company
RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
18	Initiative	1	15
2			

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
42	AC	25	11			6		

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
5	Speed (Squares)	6	-1	

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
30	STR Strength	10	25
23	CON Constitution	6	21
12	DEX Dexterity	1	16
12	INT Intelligence	1	16
14	WIS Wisdom	2	17
10	CHA Charisma	0	15

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
227	113	56
	1/2 HP	1/4 HP

CURRENT HIT POINTS	CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS	+2 bonus whenever you have no action points remaining
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RESISTANCES

CURRENT CONDITIONS AND EFFECTS

SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
15	Acrobatics	DEX	16	0	-1
16	Arcana	INT	16	0	n/a
29	Athletics	STR	25	5	-1
15	Bluff	CHA	15	0	n/a
22	Diplomacy	CHA	15	5	n/a 2
17	Dungeoneering	WIS	17	0	n/a
25	Endurance	CON	21	5	-1
22	Heal	WIS	17	5	n/a
16	History	INT	16	0	n/a
17	Insight	WIS	17	0	n/a
17	Intimidate	CHA	15	0	n/a 2
17	Nature	WIS	17	0	n/a
17	Perception	WIS	17	0	n/a
16	Religion	INT	16	0	n/a
15	Stealth	DEX	16	0	-1
20	Streetwise	CHA	15	5	n/a
15	Thievery	DEX	16	0	-1

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Bonus Feat - Choose an extra feat at 1st level.**Bonus Skill** - Trained in one additional class skill.**Bonus At-Will Power** - Know one extra 1st-level attack power from your class.**Human Defense Bonuses** - +1 to Fortitude, Reflex, and Will.

CLASS / PATH / DESTINY FEATURES

Combat Challenge - Mark foes you attack. They get -2 to at**Combat Superiority** - Add Wis mod to opportunity attacks. I**Fighter Talents** - Select a Fighter Talent.**Battlerager Vigor** - Temp hp (Con mod) when hit by me**Kensei Focus** - +1 on attacks with chosen melee weapon**Kensei Focus Execution axe****Kensei Mastery** - +4 damage with Kinsei Focus weapon; if y**Kensei Control Action** - Can spend action point to reroll att**Divine Spark** - Increase two ability scores by 2 each**Divine Spark Strength** - +2 to your Strength**Divine Spark Constitution** - +2 to your Consitution**Divine Recovery** - First time dropped to 0 hp each day, rega**Divine Miracle** - Regain use of an encounter power when yo

LANGUAGES KNOWN

Common, Dwarven

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
27	Passive Insight	10	+ 17

27	Passive Perception	10	+ 17
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SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Vorpall Execution axe +6

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 34	15	10		2		6	1

ABILITY: Melee Basic Attack - Battleaxe

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 27	15	10		2			

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Vorpall Execution axe +6

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
2d12+23	10	3	6		4

ABILITY: Melee Basic Attack - Battleaxe

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
2d10+13	10	3			

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
34	vs AC	Vorpall Execution axe +6	2d12+23
27	vs AC	Battleaxe	2d10+13
27	vs AC	Greataxe	2d12+13
27	vs AC	Handaxe (Melee)	2d6+13

FEATS

Power Attack - +2 damage for -2 to attack**Warborn Fury Style** - Augment at-will exploits (+2 to Reaping**Toughness** - Gain 5 additional hit points per tier**Improved Vigor** - Invigorating powers grant +1 temporary h**Action Surge** - +3 to attacks when you spend an action poin**Weapon Focus (Axe)** - Gain +1 damage per tier with Axes.**Student of Battle** - Warlord: skill training, inspiring word 1/c**Weapon Proficiency (Execution axe)** - Gain proficiency wi**Blood Thirst** - +2 to damage against bloodied foes**Reckless Attacker** - Make a follow-up basic attack after criti**Stubborn Survivor** - +2 to saving throws when you have no**Lightning Reflexes** - +2 to Reflex defense**Martial Mastery** - Regain encounter power when spending a**Timely Revival** - Make death saving throws at the start of yo**Blind-Fight** - Adjacent creatures aren't concealed or invisibl**Axe Mastery** - Critical hit with axe melee attack roll of 19 or**Triumphant Attack** - Target at -2 to attacks and defenses a**Iron Will** - +2 to Will defense**Invigorating Exploit** - Martial attack power becomes invigor

CHARACTER NAME
Quinn

PLAYER NAME
Daniel Anand

RACEHuman

CLASSFighter

LEVEL30

HP

227

STR

30

AC

42

Spd

5

CON

23

Fort

44

Init

+18

DEX

12

Ref

35

INT

12

WIS

14

Will

36

CHA

10

27

Passive Insight

27

Passive Perception

PLAY DATA

ACTION POINT

ENCOUNTER SPECIAL

Second Wind

KEYWORDS

Standard

+

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Personal

ACTION

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RANGE

vs

Self

ATTACK

DEFENSE

TARGET

Effect: You spend a healing surge and regain 56 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOKPH

ENCOUNTER ACTION

Crushing Surge

KEYWORDSInvigorating, Martial, WeaponUSED

Standard

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Melee weapon

ACTION

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RANGE

34

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+10) damage.
Increase damage to 2[W] + Strength modifier (+10) at 21st level.

Vorpal Execution axe +6: +34 attack, 2d12+23 damage

ADDITIONAL EFFECTS
+2 to damage rolls whenever you have temporary hit points - Ba
+3 to attack rolls if this attack was gained by spending an action

CLASSFighter

LEVEL1

BOOKMP

AT-WILL POWER

Reaping Strike

KEYWORDS

Martial, Weapon

USED

Standard

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Melee weapon

ACTION

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RANGE

34

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+10) damage.
Increase damage to 2[W] + Strength modifier (+10) at 21st level.
Miss: Half Strength modifier (+10) damage. If you're wielding a two-handed weapon, you deal damage equal to your Strength modifier (+10).

Vorpal Execution axe +6: +34 attack, 2d12+23 damage

ADDITIONAL EFFECTS
+2 to damage rolls whenever you have temporary hit points - Ba
+3 to attack rolls if this attack was gained by spending an action

CLASSFighter

LEVEL1

BOOKPH

AT-WILL POWER

Brash Strike

KEYWORDS

Martial, Weapon

USED

Standard

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Melee weapon

ACTION

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RANGE

36

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Strength +2 vs. AC
Hit: 1[W] + Strength modifier (+10) damage.
Increase damage to 2[W] + Strength modifier (+10) 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.

Vorpal Execution axe +6: +36 attack, 2d12+29 damage

ADDITIONAL EFFECTS
+2 to damage rolls whenever you have temporary hit points - Ba
+3 to attack rolls if this attack was gained by spending an action

CLASSFighter

LEVEL1

BOOKMP

AT-WILL POWER

Masterstroke

KEYWORDS

Martial, Weapon

USED

Standard

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Melee weapon

ACTION

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RANGE

36

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Strength + 2 vs. AC
Hit: 2[W] + Strength modifier (+10) damage.

Vorpal Execution axe +6: +36 attack, 2d12+23 damage

ADDITIONAL EFFECTS
+2 to damage rolls whenever you have temporary hit points - Ba
+3 to attack rolls if this attack was gained by spending an action

CLASS

LEVEL11

BOOKPH

ENCOUNTER POWER

Buffeting Torque

KEYWORDS

Martial, Weapon

USED

Standard

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Close burst 1

ACTION

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1

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RANGE

34

vs

AC

Each enemy in burst you can see

ATTACK

DEFENSE

TARGET

Requirement: You must be wielding a two-handed weapon.
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+10) damage, and until the start of your next turn, any enemy that enters a square adjacent to you is marked until the end of your next turn and takes 5 damage.
Weapon: If you're wielding an axe, a hammer, or a mace, the attack deals extra damage equal to your Constitution modifier (+6).

ADDITIONAL EFFECTS
+2 to damage rolls whenever you have temporary hit points - Ba
+3 to attack rolls if this attack was gained by spending an action

CLASSFighter

LEVEL17

BOOKMP

ENCOUNTER POWER

Warrior's Urging

KEYWORDS

Martial, Weapon

USED

Standard

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Close burst 4

ACTION

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4

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RANGE

27

vs

AC

Each enemy in burst you can see

ATTACK

DEFENSE

TARGET

Effect: You pull each target 3 squares to a space adjacent to you. You cannot pull a target that cannot end adjacent to you. You then make a close attack targeting each adjacent enemy.
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier (+10) damage.

ADDITIONAL EFFECTS
+3 to attack rolls if this attack was gained by spending an action





CLASSFighter


LEVEL23

BOOKPH





ENCOUNTER POWER

Desperate Strike

KEYWORDS		Martial, Weapon		USED
Standard	*  	Melee weapon		
ACTION	 	RANGE		
34	vs	AC	One creature	
ATTACK	DEFENSE	TARGET		
Attack: Strength vs. AC Hit: 5[W] + Strength modifier (+10) damage, and you take a –2 penalty to attack rolls until the end of your next turn. Special: If you are a human, the attack deals extra damage equal to your Wisdom modifier (+2).				
Vorpal Execution axe +6: +34 attack, 5d12+23 damage				
ADDITIONAL EFFECTS +2 to damage rolls whenever you have temporary hit points - Ba +3 to attack rolls if this attack was gained by spending an action				
CLASS	Fighter	LEVEL	27	BOOK <i>MP</i>





ENCOUNTER POWER 

Inspiring Word

KEYWORDS		Healing, Martial		USED
Minor	 	Close burst 5 (10 at 11th level, 15 at 16th level)		
ACTION	 5 	RANGE		
vs	You or one ally in burst			
ATTACK	DEFENSE	TARGET		
Effect: The target can spend a healing surge and regain an additional 1d6 hit points. The amount of additional hit points regained is 2d6 at 6th level, 3d6 at 11th level, 4d6 at 16th level, 5d6 at 21st level, and 6d6 at 26th level.				
ADDITIONAL EFFECTS +3 to attack rolls if this attack was gained by spending an action				
CLASS	Warlord	LEVEL		BOOK <i>PH</i>





DAILY POWER 

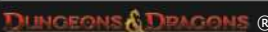
Weaponsoul Dance

KEYWORDS		Martial, Weapon		USED
Standard	*  	Melee weapon		
ACTION	 	RANGE		
34	vs	AC	One creature	
ATTACK	DEFENSE	TARGET		
Primary Target: One creature Attack: Strength vs. AC Hit: 3[W] + Strength modifier damage, and the target is knocked prone and immobilized until the end of your next turn. Effect: You can shift 5 squares, and then make a secondary attack. Secondary Target: One creature other than the primary target Secondary Attack: Strength +2 vs. AC Hit: 2[W] + Strength modifier damage, and the target is knocked prone and immobilized until the end of your next turn. Effect: You can shift 5 squares, and then make a tertiary attack. Tertiary Target: One creature other than the primary and secondary targets Tertiary Attack: Strength +3 vs. AC Hit: 1[W] + Strength modifier damage, and the target is knocked prone and immobilized until the end of your next turn. Vorpal Execution axe +6: +34 attack, 3d12+23 damage Battleaxe: +27 attack, 3d10+13 damage				
ADDITIONAL EFFECTS +2 to damage rolls whenever you have temporary hit points - Ba +3 to attack rolls if this attack was gained by spending an action				
CLASS		LEVEL	20	BOOK <i>PH</i>





DAILY POWER 


Relentless Assailant

KEYWORDS		Healing, Invigorating, Martial, Reliable, Weapon		USED
Standard	*  	Melee weapon		
ACTION	 	RANGE		
34	vs	AC	One creature	
ATTACK	DEFENSE	TARGET		
Attack: Strength vs. AC Hit: 4[W] + Strength modifier (+10) damage, and you can spend a healing surge.				
Vorpal Execution axe +6: +34 attack, 4d12+23 damage				
ADDITIONAL EFFECTS +2 to damage rolls whenever you have temporary hit points - Ba +3 to attack rolls if this attack was gained by spending an action				
CLASS	Fighter	LEVEL	19	BOOK <i>MP</i>





DAILY POWER 

Earthquake Smash

KEYWORDS		Martial, Reliable, Weapon		USED
Standard	*  	Melee weapon		
ACTION	 	RANGE		
24	vs			
ATTACK	DEFENSE	TARGET		
Primary Target: One creature Primary Attack: Strength vs. AC Hit: 3[W] + Strength modifier damage, and the target is knocked prone and dazed until the end of your next turn. Make a secondary attack. Weapon: If you're wielding an axe, a hammer, or a mace, the primary attack deals extra damage equal to your Constitution modifier (+6). Secondary Target: Each enemy within 2 squares of the primary target Secondary Attack: Strength vs. Fortitude Hit: Strength modifier damage, and you knock the secondary target prone. Vorpal Execution axe +6: +24 attack, 3d12+23 damage				
ADDITIONAL EFFECTS +2 to damage rolls whenever you have temporary hit points - Ba +3 to attack rolls if this attack was gained by spending an action				
CLASS	Fighter	LEVEL	25	BOOK <i>MP</i>





DAILY POWER 

Avalanche of Steel

KEYWORDS		Invigorating, Martial, Weapon		USED
Standard	*  	Melee weapon		
ACTION	 	RANGE		
34	vs	AC	One creature	
ATTACK	DEFENSE	TARGET		
Requirement: You must be wielding a two-handed weapon. Attack: Strength vs. AC Hit: 8[W] + Strength modifier (+10) damage. Miss: Half damage. Effect: You grant combat advantage to all enemies until the start of your next turn. Special: When charging, you can use this power in place of a melee basic attack.				
Vorpal Execution axe +6: +34 attack, 8d12+23 damage				
ADDITIONAL EFFECTS +2 to damage rolls whenever you have temporary hit points - Ba +3 to attack rolls if this attack was gained by spending an action				
CLASS	Fighter	LEVEL	29	BOOK <i>MP</i>





DAILY POWER 

Unstoppable

KEYWORDS		Martial		USED
Minor	 	Personal		
ACTION	 	RANGE		
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY		
Effect: You gain temporary hit points equal to 2d6 + your Constitution modifier (+6).				
ADDITIONAL EFFECTS				
CLASS	Fighter	LEVEL	2	BOOK <i>PH</i>





UTILITY POWER 

Settling the Score

KEYWORDS		Martial		USED
Imm React	 	Personal		
ACTION	 	RANGE		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> 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 <i>MP</i>

UTILITY POWER 

Strength from Pain

KEYWORDS		Martial		USED
Minor	 	Personal		
ACTION	 	RANGE		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> 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 <i>MP</i>

UTILITY POWER 

Ultimate Parry

KEYWORDS

Martial

USED

Imm React

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Personal

ACTION

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RANGE

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

Trigger: You take damage from an attack

Effect: Reduce the damage by an amount equal to your level.

ADDITIONAL EFFECTS

CLASS

LEVEL 12

BOOK PH

UTILITY POWER

DUNGEONS & DRAGONS

Inspired Resurgence

KEYWORDS

Healing, Martial

USED

Free Action

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Personal

ACTION

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RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

Trigger: An enemy marked by you is reduced to 0 hit points

Effect: You can spend a healing surge and shift 3 squares.

ADDITIONAL EFFECTS

+3 to attack rolls if this attack was gained by spending an action

CLASS

Fighter

LEVEL 22

BOOK MP

UTILITY POWER

DUNGEONS & DRAGONS

Mantle of Faith +6

BONUS

+6 Fortitude, Reflex, and \

CRITICAL

PROPERTIES

KEYWORDS

USED

ACTION

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

POWER

Item Slot: Neck

Power (Daily • Healing): Immediate Reaction. Use this power when you take damage from an attack. Regain hit points equal to the damage taken up to twice your healing surge value.

ITEM SLOT/TYPE

Neck

LEVEL 29

PRICE 2625000

BOOK MOTP

MAGIC ITEM

DUNGEONS & DRAGONS

Bolstering Stride

KEYWORDS

Martial

USED

Move Action

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Personal

ACTION

↶

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RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

Effect: You can move your speed, ending in a space adjacent to an ally. You then gain temporary hit points equal to 2d8 + your Constitution modifier (+6).

ADDITIONAL EFFECTS

CLASS

Fighter

LEVEL 16

BOOK MP

UTILITY POWER

DUNGEONS & DRAGONS

Vorpal Execution axe +6

BONUS

+6 attack rolls and damag

+6d12 damage

CRITICAL

PROPERTIES

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

KEYWORDS

USED

ACTION

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

POWER

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

ITEM SLOT/TYPE

Two-Hands

LEVEL 30

PRICE 3125000

BOOK AV

MAGIC ITEM

DUNGEONS & DRAGONS

Floorfighter Straps (paragon tier)

BONUS

ENHANCEMENT

CRITICAL

PROPERTIES

While you are prone, you do not grant combat advantage and you can shift. When you stand up, you can shift 1 square as part of the same action.

KEYWORDS

USED

ACTION

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

Item Slot: Feet

ITEM SLOT/TYPE

Feet

LEVEL 15

PRICE 25000

BOOK AV

MAGIC ITEM

DUNGEONS & DRAGONS

Divine Regeneration

KEYWORDS

Healing

USED

Minor

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Personal

ACTION

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RANGE

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

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

ADDITIONAL EFFECTS

+3 to attack rolls if this attack was gained by spending an action

CLASS

LEVEL 26

BOOK PH

UTILITY POWER

DUNGEONS & DRAGONS

Surge Pitmail Armor +6

BONUS

+6 AC

CRITICAL

PROPERTIES

KEYWORDS

USED

ACTION

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

POWER

Power (Daily): Minor Action. Gain a +3 power bonus to all defenses. This bonus is reduced by 1 at the start of each of your turns.

ITEM SLOT/TYPE

Body

LEVEL 28

PRICE 2125000

BOOK AV

MAGIC ITEM

DUNGEONS & DRAGONS

Counterstrike Guards (paragon tier)

BONUS

ENHANCEMENT

CRITICAL

PROPERTIES

KEYWORDS

USED

ACTION

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

POWER

Item Slot: Arms

Power (Encounter): Immediate Reaction. Use this power when a melee attack misses you. You make a melee basic attack against the attacker.

ITEM SLOT/TYPE

Arms

LEVEL 14

PRICE 21000

BOOK AV

MAGIC ITEM

DUNGEONS & DRAGONS

Premonition Ring (paragon tier)

BONUS	ENHANCEMENT	CRITICAL
PROPERTIES Gain a +2 item bonus to initiative and passive Perception checks.		
	KEYWORDS	USED
ACTION		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
POWER Item Slot: Ring Power (Daily): No Action. Use this power when you are surprised. You are not surprised. If you've reached at least one milestone today, you also move 3 squares and take a minor action.		
ITEM SLOT/TYPE Ring	LEVEL 15	PRICE 25000
BOOK AV		
MAGIC ITEM		
DUNGEONS & DRAGONS®		

Circlet of Authority (heroic tier)

BONUS	ENHANCEMENT	CRITICAL
PROPERTIES You gain a +2 item bonus to Diplomacy checks and Intimidate checks.		
	KEYWORDS	USED
ACTION		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
POWER Item Slot: Head		
ITEM SLOT/TYPE Head	LEVEL 7	PRICE 2600
BOOK PH		
MAGIC ITEM		
DUNGEONS & DRAGONS®		

Potion of Recovery (epic tier)

BONUS	ENHANCEMENT	CRITICAL
PROPERTIES		
	KEYWORDS	USED
ACTION		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
POWER Power (Consumable • Healing): Minor Action. Drink the potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 50 hit points and make a saving throw against each effect on you that a save can end.		
ITEM SLOT/TYPE	LEVEL 25	PRICE 25000
BOOK PH		
MAGIC ITEM		
DUNGEONS & DRAGONS®		