

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA Robert

30

Level

### Abraxus "Red" (Robert)

Unaligned male Dragonborn Barbarian

130 Age 2m Height 120 kg Weight Medium Size Tempus Deity

1000000

Total XP

#### Defenses



Conditional Bonuses

#### Action Points

Action Points	Milestones	Action Points
<input type="text"/>	0	1
	1	2
	2	3

Effect: Gain a standard action this turn.

Special: You are reset to one action point when you take an extended rest. You gain an action point each milestone.

#### Second Wind (one per encounter)

☐ Used

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

#### Death Saving Throw Failures

☐ ☐ ☐

Saving Throw Mods 0

#### Resistances/Vulnerabilities

Resist 10 Fire

#### Current Conditions and Effects

#### Basic Attacks

##### Melee

Vorpal Gouge

35	4d6+18
Strength vs. AC	Damage

##### Ranged

Unarmed

19	2d4+4
Dexterity vs. AC	Damage

#### Languages

Common, Draconic



#### Abilities

		Check
STR	Strength	28 24
CON	Constitution	15 17
DEX	Dexterity	19 19
INT	Intelligence	10 15
WIS	Wisdom	14 17
CHA	Charisma	22 21

#### Skills

Acrobatics	Dexterity	19
Arcana	Intelligence	15
Athletics	Strength	✓ 29
Bluff	Charisma	23
Diplomacy	Charisma	21
Dungeoneering	Wisdom	17
Endurance	Constitution	✓ 24
Heal	Wisdom	17
History	Intelligence	17
Insight	Wisdom	17
Intimidate	Charisma	✓ 28
Nature	Wisdom	17
Perception	Wisdom	19
Religion	Intelligence	15
Stealth	Dexterity	19
Streetwise	Charisma	✓ 26
Thievery	Dexterity	19

#### Hit Points

Max HP (Bloodied 102 ) 204

Temp HP

Current Hit Points

#### Healing Surges

Surge Value 53 Surges/Day 14

Current Conditions:

#### Combat Statistics and Senses

Initiative 19

Conditional Modifiers:

Speed 6

Passive Insight 27

Passive Perception 29

Special Senses: Normal

Robert

Abraxus "Red" (Robert)



Player Name

Character Name

### Character Details

#### Background

High Roller

#### Theme

Sensate

#### Mannerisms and Appearance

#### Personality Traits

#### Adventuring Company

#### Companions and Allies

#### Session and Campaign Notes

War of the Burning Sky

Other Notes

### Equipment

#### Head

Horned Helm (epic tier)

#### Neck

Elemental Ward Cloak +6

#### Arms

Gleaming Diamond Bracers...

#### Hands

Gauntlets of Blood (epic tier)

#### Rings

Eladrin Ring of Passage

#### Rings

Ring of Tenacious Will

#### Off Hand

#### Main Hand

Vorpal Gouge

#### Waist

Diamond Cincture (epic tier)

#### Armor

Marauder's Elderhide Armor +6

#### Feet

Eladrin Boots

#### Tattoo

Demonskin Tattoo (epic tier)

#### Ki Focus

### Other Equipment

Adventurer's Kit  
Elven Chain Shirt (paragon tier)  
Gift of Fire (paragon tier)

Total Weight (lbs.)

72

Carrying Capacity  
(lbs.)

#### Treasure

29 ad; 51 pp; 50 gp  
0 gp banked

Normal

280

Heavy

560

Max

1400

Robert

Player Name

# Abraxus "Red" (Robert)

Character Name



## Racial Features

### Draconic Heritage

Add + [Con mod] to healing surge value

### Dragon Breath

Use dragon breath as an encounter power.

### Dragon Breath Fire

Dragon Breath deals fire damage

### Dragon Breath Strength

Use STR for Dragon Breath

### Dragonborn Fury

+1 to attacks while bloodied.

### Dragonborn Racial Power

Gain a dragonborn racial power.

## Class/Other Features

### Barbarian Agility

Gain +1 AC and Reflex when not wearing heavy armor. (+2 at 11th level, +3 at 21st)

### Feral Might

Choose a Feral Might option.

### Rage Strike

Gain the rage strike power at 5th level

### Rampage

Critical hit grants free melee basic attack; once per round, barbarian attack power only

### Sensate Starting Feature

Gain 1/2 your level in temp hp after using an encounter attack power or daily attack power

### Thaneborn Triumph

Whenever you bloody a foe, add your Cha modifier to the next attack roll against that foe.

### Sensate Level 5 Feature

Gain a +2 power bonus to Endurance and Perception

### Sensate Level 10 Feature

Gain +3 to skill checks when you have temp hp

### Astral Knowledge

Gain new encounter power of 7th level or lower; at 21st, change to power of 13th level or lower

### Astral Luck

If first attack roll with attack power is a natural 20, regain your level in hp

### Prophetic Foresight

Gain +2 to attack rolls after use of action point

### Astral Step

Gain teleport 2 as movement

### Commune with the Pentad

Commune with Mithral Pentad; receive Arcana, Nature, or Religion check /10 answers to questions, 1/day

### Divine Spark

Increase two ability scores by 2 each

### Divine Spark Dexterity

+2 to your Dexterity

### Divine Spark Strength

+2 to your Strength

### Divine Recovery

First time dropped to 0 hp each day, regain hp equal to half your maximum

### Divine Miracle

Regain use of an encounter attack power when you first expend your last encounter power

## Feats

### Deadly Rage

+1 damage while raging

### Cunning Stalker

You gain combat advantage against enemies that have no creatures adjacent to them other than you

### Reckless Charge

-2 to AC for +1 to attack while charging

### Two-Handed Weapon Expertise

+1/2/3 (by tier) to attack rolls with two-handed melee weapons, +1/2/3 (by tier) to damage rolls of charge attacks with two-handed melee weapons

### Weapon Focus (Spear)

Gain +1 damage per tier with Spears.

### Weapon Proficiency (Gouge)

Gain proficiency with the Gouge.

### Improved Defenses

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

### Charging Rampage

Charge when you score a critical hit

### Battle Awareness

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

### Draconic Arrogance

Deal damage to enemies you push or knock prone

### Spear Mastery

Critical hit with spear melee attack roll of 19 or 20

### Surprising Charge

+1[W] damage when charging with light blade or spear

### Armor Specialization (Hide)

+1 to AC with hide armor, reduce check penalty by 1

### Primal Resurgence

Regain primal daily power when bloodied 1/day

### Overpowering Charge

Knock target prone when you hit with a charge attack

### Epic Will

+4 to Will

### Thaneborn Advance

Shift when you use roar of triumph

### Epic Reflexes

+4 to Reflex



## Abraxus "Red" (Robert)

Level 30 Dragonborn Barbarian

HP	SCORE	ABILITY	MOD	AC
204	28	STR	9	46
Spd	15	CON	2	Fort
6	19	DEX	4	48
Init	10	INT	0	Ref
+19	14	WIS	2	45
	22	CHA	6	Will
				44

27 Passive Insight

29 Passive Perception

Player Name: Robert

## Skills

Acrobatics	Dexterity	19
Arcana	Intelligence	15
Athletics	Strength	• 29
Bluff	Charisma	23
Diplomacy	Charisma	21
Dungeoneering	Wisdom	17
Endurance	Constitution	• 24
Heal	Wisdom	17
History	Intelligence	17
Insight	Wisdom	17
Intimidate	Charisma	• 28
Nature	Wisdom	17
Perception	Wisdom	19
Religion	Intelligence	15
Stealth	Dexterity	19
Streetwise	Charisma	• 26
Thievery	Dexterity	19

• indicates a trained skill.

## Action Point

Base action points: 1

**Prophetic Foresight:** When you spend an action point to take an extra action, you gain a +2 bonus to attack rolls until the end of your next turn.

**Demonskin Tattoo (epic tier):** When you spend an action point to take an extra action, choose acid, cold, fire, lightning, or thunder. You gain resist 15 to the chosen damage type until the end of the encounter.

**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

**Vorpal Gouge:** +35 vs. AC, 4d6+18 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 (+9) damage.

**Level 21:** 2[W] + Str modifier (+9) damage.

### Additional Effects

+1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.  
+3 to damage rolls while raging - Deadly Rage.  
+6 to damage rolls against bloodied targets - Gauntlets of Blood (epic tier).  
+3 to damage rolls when you charge - Two-Handed Weapon Expertise.

Basic Attack

## Ranged Basic Attack

At-Will ♦ Standard Action

**Unarmed:** +19 vs. AC, 2d4+4 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 (+4) damage.

**Level 21:** 2[W] + Dex modifier (+4) damage.

### Additional Effects

+1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.  
+3 to damage rolls while raging - Deadly Rage.  
+6 to damage rolls against bloodied targets - Gauntlets of Blood (epic tier).

Basic Attack

## Howling Strike

At-Will ♦ Standard Action

**Vorpal Gouge:** +35 vs. AC, 4d6+3d6+18 damage

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

*With a blood-freezing scream, you throw yourself into the fray.*

**Keywords:** Primal, Weapon

**Requirement:** You must be wielding a melee weapon in two hands.

**Attack:** Strength vs. AC

**Hit:** 1[W] + 1d6 + Str modifier (+9) damage.  
Level 21: 2[W] + 3d6 + Str modifier (+9) damage.

**Special:** When charging, you can use this power in place of a melee basic attack. If you are raging, you can move 2 extra squares as part of the charge.

### Additional Effects

+1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.  
+3 to damage rolls while raging - Deadly Rage.  
+6 to damage rolls against bloodied targets - Gauntlets of Blood (epic tier).

Barbarian Attack 1

## Recuperating Strike

At-Will ♦ Standard Action

**Vorpal Gouge:** +35 vs. AC, 4d6+2d6+18 damage

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

*Nothing restores your will to fight more than slamming your weapon into a foe. Each crushing swing gives you more will to press on.*

**Keywords:** Primal, Weapon

**Requirement:** You must be wielding a melee weapon in two hands.

**Attack:** Strength vs. AC

**Hit:** 1[W] + Str modifier (+9) damage, and you gain temporary hit points equal to your Con modifier (+2). If you are raging, the number of temporary hit points you gain equals 5 + your Con modifier (+2).  
Level 21: 2[W] + 2d6 + Str modifier (+9) damage.

### Additional Effects

+1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.  
+3 to damage rolls while raging - Deadly Rage.  
+6 to damage rolls against bloodied targets - Gauntlets of Blood (epic tier).

Barbarian Attack 1

## Curtain of Steel

Encounter ♦ Immediate Reaction

**Vorpal Gouge:** +35 vs. AC, 6d6+18 damage

**Melee** 1 **Target:** The triggering enemy

*You are the pacing lion, the circling predator. No attack will come toward you without being answered in kind.*

**Keywords:** Primal, Weapon

**Trigger:** An enemy adjacent to you hits or misses you

**Attack:** Strength vs. AC

**Thaneborn Triumph:** You gain a bonus to the attack roll equal to your Cha modifier (+6).

**Hit:** 3[W] + Str modifier (+9) damage.

### Additional Effects

+1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.  
+3 to damage rolls while raging - Deadly Rage.  
+6 to damage rolls against bloodied targets - Gauntlets of Blood (epic tier).

Barbarian Attack 7

Used ☐

## Devastating Blow

Encounter ♦ Standard Action

**Vorpal Gouge:** +35 vs. AC, 8d6+18 damage

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

*Your powerful blow shatters your target's defenses.*

**Keywords:** Primal, Weapon

**Attack:** Strength vs. AC

**Hit:** 4[W] + Str modifier (+9) damage, and the target takes a -2 penalty to AC until the end of your next turn.

**Thaneborn Triumph:** The penalty to AC equals your Cha modifier (+6).

### Additional Effects

+1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.  
+3 to damage rolls while raging - Deadly Rage.  
+6 to damage rolls against bloodied targets - Gauntlets of Blood (epic tier).

Barbarian Attack 17

Used ☐



### Staggering Strike

Encounter ♦ Standard Action

**Vorpal Gouge:** +35 vs. Fortitude, 4d6+18 damage

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

*With a quick, instinctive strike, you knock your opponent senseless.*

**Keywords:** Primal, Weapon

**Attack:** Strength vs. Fortitude

**Hit:** 2[W] + Str modifier (+9) damage, and the target is stunned until the end of your next turn.

#### Additional Effects

+1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.  
+3 to damage rolls while raging - Deadly Rage.  
+6 to damage rolls against bloodied targets - Gauntlets of Blood (epic tier).

Barbarian Attack 23

Used ☐

### Hurricane of Blades

Encounter ♦ Standard Action

**Vorpal Gouge:** +35 vs. AC, 4d6+18 damage

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

*You become a tempest of steel, ripping through your foes in a horrific display of carnage.*

**Keywords:** Primal, Weapon

**Attack:** Strength vs. AC

**Hit:** 2[W] + Str modifier (+9) damage.

**Effect:** Make the attack three more times against the same target or different ones.

#### Additional Effects

+1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.  
+3 to damage rolls while raging - Deadly Rage.  
+6 to damage rolls against bloodied targets - Gauntlets of Blood (epic tier).

Barbarian Attack 27

Used ☐

### Ancestral War Band...

Daily ♦ Standard Action

**Vorpal Gouge:** +35 vs. AC, 8d6+18 damage

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

*You hew at your enemy, and the spirits of ancestral warriors rise up to aid you.*

**Keywords:** Primal, Rage, Weapon

**Attack:** Strength vs. AC

**Hit:** 4[W] + Str modifier (+9) damage.

**Miss:** Half damage.

**Effect:** You enter the rage of the ancestral war band. Until the rage ends, you gain combat advantage against any enemy when making primal melee attacks against it. In addition, whenever you roll a 1 on a damage die for a primal attack, the roll changes to the die's maximum value.

#### Additional Effects

+1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.  
+3 to damage rolls while raging - Deadly Rage.  
+6 to damage rolls against bloodied targets - Gauntlets of Blood (epic tier).

Barbarian Attack 15

Used ☐

### Dimension Strike

Daily ♦ Standard Action

#### Personal

*You ride the waves of the Astral Sea to your opponent and away to safety.*

**Keyword:** Teleportation

**Effect:** You teleport 5 squares and use one of your encounter attack powers. You can use a power you have already expended this encounter, and using it does not expend it. The attack deals +1d10 damage and deals half damage on a miss. After the attack resolves, you can teleport 5 squares.

#### Additional Effects

Mithral Arm Attack 20

Used ☐

### Stone Tempest Rage

Daily ♦ Standard Action

**Vorpal Gouge:** +35 vs. AC, 14d6+18 damage

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

*Like the mighty storms that shake the earth, your attack crashes into your foe and brings it to the ground. As you rage, your fury turns your attacks into devastating wounds.*

**Keywords:** Primal, Rage, Thunder, Weapon

**Attack:** Strength vs. AC

**Hit:** 7[W] + Str modifier (+9) thunder damage, and you knock the target prone.

**Miss:** Half damage.

**Effect:** You enter the rage of the stone tempest. Until the rage ends, you can score a critical hit on a roll of 18–20.

#### Additional Effects

+1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.  
+3 to damage rolls while raging - Deadly Rage.  
+6 to damage rolls against bloodied targets - Gauntlets of Blood (epic tier).

Barbarian Attack 25

Used ☐

### World Serpent Rage

Daily ♦ Standard Action

**Vorpal Gouge:** +35 vs. AC, 14d6+18 damage

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

*You smash your weapon into your foe with all your strength as the spirit of the World Serpent courses through you. As you rage, your spirit's coils keep your enemies close and empower your attacks against them.*

**Keywords:** Primal, Rage, Weapon

**Attack:** Strength vs. AC

**Hit:** 7[W] + Str modifier (+9) damage.

**Miss:** Half damage.

**Effect:** You enter the rage of the World Serpent. Until the rage ends, you can make a melee basic attack as a free action against any enemy adjacent to you that shifts. In addition, on your turn, you gain a +5 bonus to damage rolls against any enemy that was adjacent to you at the start of your turn.

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

#### Additional Effects

+1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.  
+3 to damage rolls while raging - Deadly Rage.  
+6 to damage rolls against bloodied targets - Gauntlets of Blood (epic tier).

Barbarian Attack 29

Used ☐

### Rage Strike

Daily (Special) ♦ Standard Actio

**Vorpal Gouge:** +35 vs. AC, As Above damage

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

*You channel your primal rage into a devastating attack.*

**Keywords:** Primal, Weapon

**Requirement:** You must be raging and have at least one unused rage power.

**Attack:** Strength vs. AC. To make this attack, you expend an unused barbarian rage power.

**Hit:** You deal damage based on the level of the rage power you expend:

1st level 3[W] + Str modifier (+9)  
5th level 4[W] + Str modifier (+9)  
9th level 5[W] + Str modifier (+9)  
15th level 6[W] + Str modifier (+9)  
19th level 7[W] + Str modifier (+9)  
20th level 7[W] + Str modifier (+9)  
25th level 8[W] + Str modifier (+9)  
29th level 9[W] + Str modifier (+9)

**Miss:** Half damage.

**Special:** You can use this power twice per day.

#### Additional Effects

+1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.

Barbarian Feature

Used ☐

### Dragon Breath

Encounter ♦ Minor Action

**Unarmed:** +30 vs. Reflex, 3d6+2 damage

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

*As you open your mouth with a roar, the deadly power of your draconic kin blasts forth to engulf your foes.*

**Keyword:** Varies

**Attack:** Strength, Constitution, or Dexterity vs. Reflex. You gain a +2 bonus to the attack roll.  
Level 21: The bonus increases to +6.

**Hit:** 1d6 + Con modifier (+2) damage.  
Level 21: 3d6 + Con modifier (+2) damage.

**Special:** When you create your character, choose Strength, Constitution, or Dexterity as the ability score you use when making attack rolls with this power. You also choose the power's damage type: acid, cold, fire, lightning, or poison. These two choices remain throughout your character's life and do not change the power's other effects.

#### Additional Effects

+1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.  
+3 to damage rolls while raging - Deadly Rage.  
+6 to damage rolls against bloodied targets - Gauntlets of Blood (epic tier).

Dragonborn Racial Power

Used ☐

### Roar of Triumph

Encounter ♦ Free Action

**Close** burst 5      **Target:** Each enemy in the burst

*Your howl of victory shakes your enemies to the core, as they know your blood thirst is not yet quenched.*

**Keywords:** Fear, Primal

**Trigger:** Your attack reduces an enemy to 0 hit points

**Effect:** Each target takes a -2 penalty to all defenses until the end of your next turn.

#### Additional Effects

Barbarian Feature

Used ☐

### Reactive Surge

Encounter ♦ Immediate Reaction

**Unarmed:**

#### Personal

*The attack was well placed, but you choose not to let it affect you.*

**Keyword:** Healing

**Trigger:** An attack bloodies you

**Effect:** You spend a healing surge.

**Prerequisite:** You must be trained in Endurance.

Additional Effects

+1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.

Endurance Utility 10

Used ☐

### Prophetic Defense

Encounter ♦ Immediate Interrupt

#### Personal

*You see your opponent's attack before it happens and twist away.*

**Keyword:** Teleportation

**Trigger:** You are hit by an attack

**Effect:** You gain a +4 bonus to all defenses against the triggering attack. If the attack misses, you can teleport 6 squares.

Additional Effects

Mithral Arm Utility 12

Used ☐

### Feral Rejuvenation

Daily ♦ Free Action

**Unarmed:**

#### Personal

*You call on the spirits to stitch your wounds, proudly displaying the blood you have spilled in their names.*

**Keywords:** Healing, Primal

**Trigger:** Your attack damages an enemy

**Effect:** You spend a healing surge. If the triggering attack reduced an enemy to 0 hit points, you regain additional hit points equal to one-half your level + your Cha modifier (+6).

Additional Effects

+1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.

Barbarian Utility 2

Used ☐

### Combat Surge

Daily ♦ Free Action

#### Personal

*As your attack goes awry, you react from the heat of your rage, without pause or thought, reversing your weapon and striking again.*

**Keyword:** Primal

**Trigger:** You miss with an attack

**Requirement:** You must be raging.

**Effect:** You reroll the attack.

Additional Effects

Barbarian Utility 6

Used ☐

### Heart Strike

Daily ♦ Minor Action

#### Personal

*You put the weight of your spirit behind every swing of your weapon.*

**Keywords:** Primal, Stance

**Effect:** Until the stance ends, whenever you hit with an at-will attack power, the attack deals extra damage equal to your Cha modifier (+6).

Additional Effects

Barbarian Utility 10

Used ☐

### Primal Instinct

Daily ♦ Minor Action

#### Personal

*You close your eyes and strike, guided more by your instincts than by your senses.*

**Keyword:** Primal

**Effect:** You gain blindsight 10 until the end of the encounter.

Additional Effects

Barbarian Utility 22

Used ☐

### Divine Regeneration

Daily ♦ Minor Action

**Unarmed:**

#### Personal

*You ignite the divine spark that glows within you, unleashing a wave of regenerating energy for a short time.*

**Keyword:** Healing

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

Additional Effects

+1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.

Demigod Utility 26

Used ☐

### Gift of Fire (paragon tier)

Alternative Reward ♦ Level 16

#### Properties

You gain resist 10 fire.

**Power (Fire) ♦ Daily (Minor Action)**

Fire erupts from one weapon you are wielding. Until the end of your next turn, attacks made with that weapon deal 2d6 extra fire damage.

### Vorpal Gouge

Weapon ♦ Level 30

**Damage:** 2d6

**Proficiency Bonus:** 2

**Properties:** Brutal

**Enhancement:** +6 Attack rolls and damage rolls

**Critical:** +1d12 damage per plus

#### 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.

**Power ♦ Daily (Free Action)**

You use this power when you hit with the weapon. The attack deals 3d12 extra damage.

### Diamond Cincture (epic tier)

Waist Slot Item ♦ Level 30

#### Properties

This belt holds three diamonds, and you gain a +3 item bonus to Fortitude.

#### Utility Power (Healing) ♦ At-Will (Minor Action)

*Effect:* You spend a healing surge. One diamond on the belt cracks and darkens, becoming worthless. Each time a diamond is expended in this way, the belt's item bonus is reduced by 1 (to a minimum of 0). If there are no unexpended diamonds on the belt, you can't use this power. After an extended rest, each expended diamond is restored.

### Gleaming Diamond Bracers...

Arms Slot Item ♦ Level 29

#### Properties

These bracers cast bright light in a 5-square radius. You can extinguish the light or restore it as a minor action.

#### Utility Power ♦ Daily (Immediate Reaction Action)

*Trigger:* An attack deals a particular type of damage to you.

*Effect:* You gain resist 15 to that damage type until the end of the encounter.

### Eladrin Ring of Passage

Ring ♦ Level 14

#### Properties

When you teleport, increase the distance of your teleport by 1. If you are an eladrin, increase the distance of your teleport by 2.

#### Power (Teleportation) ♦ Daily (Move Action)

You teleport 6 squares (not including additional distance gained from this item's property).

If you have reached at least one milestone today, you do not need line of sight for this teleport. However, if you attempt to teleport to an occupied space, this power fails to function and is expended.

### Gauntlets of Blood (epic tier)

Hands Slot Item ♦ Level 24

#### Properties

You gain a +6 bonus to damage rolls against bloodied targets.

### Marauder's Elderhide Armor...

Armor ♦ Level 27

**Armor Bonus:** 5

**Check:** -1

**Enhancement:** +6 AC

#### Properties

When you charge, you gain a +3 bonus to AC until the end of your next turn.

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

*Trigger:* You hit with a charge attack.

*Effect:* You make a saving throw with a bonus equal to the armor's enhancement bonus, or you spend a healing surge and regain additional hit points equal to the armor's enhancement bonus.

### Eladrin Boots

Feet Slot Item ♦ Level 16

#### Properties

Add 2 to the maximum range of any teleport you make (other than that provided by these boots).

#### Power (Teleportation) ♦ Daily (Move Action)

Teleport up to 5 squares (or up to 10 if you're an eladrin).

### Ring of Tenacious Will

Ring ♦ Level 21

#### Properties

Use Charisma instead of Constitution to determine the number of healing surges you possess.

#### Power (Healing) ♦ Daily (No Action)

Use this power when you would be reduced to 0 hit points or fewer. You are reduced to 1 hit point instead.

If you've reached at least one milestone today, you also regain a number of hit points equal to your level.

### Horned Helm (epic tier)

Head Slot Item ♦ Level 26

#### Properties

Your charge attacks deal 3d6 extra damage.

### Elven Chain Shirt (paragon...

Wondrous Item ♦ Level 19

#### Properties

You gain a +2 item bonus to AC while wearing this shirt with light armor or no armor.



**Demonskin Tattoo (epic tier)**

Wondrous Item ♦ Level 23

**Properties**

When you spend an action point to take an extra action, choose acid, cold, fire, lightning, or thunder. You gain resist 15 to the chosen damage type until the end of the encounter.

**Elemental Ward Cloak +6**

Neck Slot Item ♦ Level 29

**Enhancement:** +6 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.