

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

Level

Benedictus XVII (a.k.a. Ben)

Unaligned male Wilden Monk

32 Age 80 kilo Height Weight Medium Size Deity

Total XP

Defenses

48	42	45	45
AC	FORT	REF	WILL

Conditional Bonuses

Action Points

Action Points	Milestones	Action Points
<input type="text" value=""/>	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

+2 Saving Throws against ongoing damage

Resistances/Vulnerabilities

Resist 10 Fire, Resist 10 Acid, Resist 10 Cold, Resist 10 Lightning

Current Conditions and Effects

Basic Attacks

Melee

Unarmed

<input type="text" value="19"/>	<input type="text" value="2d4+10"/>
Strength vs. AC	Damage

Ranged

Mighty Ki Focused Shuriken

<input type="text" value="36"/>	<input type="text" value="2d4+15"/>
Dexterity vs. AC	Damage

Languages

Common, Elven



Abilities

Ability	Score	Check
STR Strength	<input type="text" value="18"/>	<input type="text" value="19"/>
CON Constitution	<input type="text" value="17"/>	<input type="text" value="18"/>
DEX Dexterity	<input type="text" value="28"/>	<input type="text" value="24"/>
INT Intelligence	<input type="text" value="15"/>	<input type="text" value="17"/>
WIS Wisdom	<input type="text" value="26"/>	<input type="text" value="23"/>
CHA Charisma	<input type="text" value="16"/>	<input type="text" value="18"/>

Skills

Acrobatics	Dexterity	<input checked="" type="checkbox"/>	<input type="text" value="31"/>
Arcana	Intelligence		<input type="text" value="19"/>
Athletics	Strength		<input type="text" value="21"/>
Bluff	Charisma		<input type="text" value="20"/>
Diplomacy	Charisma		<input type="text" value="20"/>
Dungeoneering	Wisdom		<input type="text" value="25"/>
Endurance	Constitution		<input type="text" value="20"/>
Heal	Wisdom		<input type="text" value="25"/>
History	Intelligence		<input type="text" value="19"/>
Insight	Wisdom		<input type="text" value="25"/>
Intimidate	Charisma		<input type="text" value="22"/>
Nature	Wisdom		<input type="text" value="27"/>
Perception	Wisdom	<input checked="" type="checkbox"/>	<input type="text" value="32"/>
Religion	Intelligence		<input type="text" value="19"/>
Stealth	Dexterity	<input checked="" type="checkbox"/>	<input type="text" value="33"/>
Streetwise	Charisma		<input type="text" value="20"/>
Thievery	Dexterity	<input checked="" type="checkbox"/>	<input type="text" value="31"/>

Hit Points

Max HP (Bloodied 97)

Current Hit Points

Healing Surges

Surge Value	Surges/Day	
<input type="text" value="48"/>	<input type="text" value="12"/>	<input type="text" value=""/>

Current Conditions:

Combat Statistics and Senses

Initiative

Conditional Modifiers:

Speed

Passive Insight

Passive Perception

Special Senses: Darkvision

Bram

Player Name

Benedictus XVII (a.k.a. Ben)

Character Name



Character Details

Background

Theme

Mannerisms and Appearance

Personality Traits

Adventuring Company

De Buffels

Companions and Allies

Session and Campaign Notes

Stash: super mega custom robe(600gp), eikenboom in kasteel + superluxe bed, Let op: +5 Damage ivm siberys shard. Na iedere attack slide 2, daarna combat advantage, dan + 6 damage. Crit damage +3d10 door feat

Other Notes

Equipment

Head

Clockwork Cowl

Neck

Brooch of Vitality +6

Arms

Iron Armbands of Power (epic...

Hands

Gauntlets of Destruction

Rings

Sorrowsworn Ring

Rings

Ring of Guarded Will

Off Hand

Main Hand

Waist

Sash of Vitality Ceaseless

Armor

Dawn Warrior Cloth Armor...

Feet

Sandals of Avandra

Tattoo

Demonskin Tattoo (epic tier)

Ki Focus

The Ineffable Secret of Death...

Other Equipment

Adventurer's Kit
Potion of Healing (4)
Tent
Ioun's Revelation (level 13)
Potion of Vitality (6)
Silk Rope (50 ft.)
Cloaked Shuriken +2
Potion of Recovery (4)
Potion of Resistance (epic tier)
Elven Chain Shirt (paragon tier)
Deathspawn Potion
Magic Ki Focus +6
Potion of Heal (2)
Siberys Shard of the Mage (epic tier)
Potion of Regeneration (paragon tier) (5)

Total Weight (lbs.)

63

Carrying Capacity (lbs.)

Treasure

0 gp
934.700 gp banked

Normal 180

Heavy 360

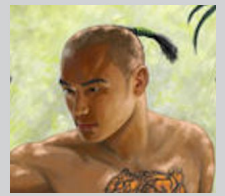
Max 900

Bram

Player Name

Benedictus XVII (a.k.a.)

Character Name



Racial Features

Aspect of the Ancients

Gain voyage of the ancients power.

Aspect of the Destroyer

Gain wrath of the destroyer power.

Aspect of the Hunter

Gain pursuit of the hunter power.

Fey Origin

Your origin is fey, not natural

Hardy Form

Choose Fortitude, Reflex, or Will defense. You gain a +1 racial bonus to your chosen defense.

Hardy Form Reflex

Nature's Aspect

Choose after an extended rest.

Class/Other Features

Centered Breath

Centered Flurry of Blows and Mental Equilibrium

Monastic Tradition

Choose a Flurry of Blows and become more resilient

Unarmed Combatant

Gain Monk Unarmed Strike +3 attack, 1d8 damage

Unarmored Defense

+2 AC in cloth or no armor

Blindless Sight

Trueseer Action

Action point spent (extra action): any enemy you can see grants combat advantage to you until your next turn's end

Medani Targeting

Uncanny Prowess

+2 to Dexterity score, and +2 to any other ability score

Wisdom

+2 to your Wisdom

Steal Back the Soul

Steal the intangible and cheat death. An hour after dying, your body and possessions disappear. You reappear alive, healthy, and safe 24 hours later.

Impossible Theft

You're no longer bound by reality's rules; nothing can thwart your thievery. Gain the Impossible Theft power.

Undetectable Thief

Be seen only when it suits you; gain a passive Stealth score equal to 10+ your Stealth modifier.

Feats

Unarmored Agility

+2 AC while wearing cloth armor or no armor

Ki Focus Expertise

+1/2/3 (by tier) to implement/weapon attack rolls made w/ ki focus. +1/2/3 (by tier) to dmg rolls of attacks made w/ ki focus vs. bloodied enemy

Fluid Motion

+1 to speed

Durable

Increase number of healing surges by 2

Mark of Detection

Roll two d20s on Perception checks, sense magic, perform certain rituals

Spring Step

Shift 1 square when you stand up

Secret of Escape

Teleport to ally when you drop to 0 hp

Eyes in the Back of Your Head

You don't grant combat advantage from being flanked

Improved Defenses

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

Plant's Sap

Ignore need for food, gain extended rest in 4 hours, +2 to saving throws for ongoing damage

Brutal Flurry

Single target of your Flurry of Blows takes extra damage

Unarmed Mastery

Crit on 19-20 when making melee attack with unarmed strike

Secret of Enduring Vigor

Spend healing surge when reduced to 0 hp or fewer 1/day

Long Step

Add 1 square to any shift you make

Epic Resurgence

Regain encounter attack power on critical hit

Deadly Draw

Combat advantage against enemy you pull or slide adjacent

Superior Implement Training (Mighty ki focus)

Can use Mighty ki focuss

Simple Precision

+1 to at-will attacks after you hit with at-will attack or melee basic attack

Benedictus XVII (a.k.a. Ben)

Level 30 Wilden Monk

HP 194	SCORE	ABILITY	MOD	AC 48
	18	STR	4	
Spd 10	17	CON	3	Fort 42
	28	DEX	9	
Init +30	15	INT	2	Ref 45
	26	WIS	8	
	16	CHA	3	Will 45

35 Passive Insight

42 Passive Perception

Player Name: Bram

Skills

Acrobatics	Dexterity	•	31
Arcana	Intelligence		19
Athletics	Strength		21
Bluff	Charisma		20
Diplomacy	Charisma		20
Dungeoneering	Wisdom		25
Endurance	Constitution		20
Heal	Wisdom		25
History	Intelligence		19
Insight	Wisdom		25
Intimidate	Charisma		22
Nature	Wisdom		27
Perception	Wisdom	•	32
Religion	Intelligence		19
Stealth	Dexterity	•	33
Streetwise	Charisma		20
Thievery	Dexterity	•	31

• indicates a trained skill.

Action Point

Base action points: 1

Trueseer Action: When you spend an action point to take an extra action, any enemy you can see grants combat advantage to you 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

Unarmed: +19 vs. AC, 2d4+10 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 (+4) damage.

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

Additional Effects

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Mighty Ki Focused Shuriken: +36 vs. AC, 2d4+15 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 (+9) damage.

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

Additional Effects

+3 to damage rolls against a bloodied enemy - Ki Focus Expertise.
+6 damage against a target granting combat advantage to you - The Ineffable Secret of Death +6.

Basic Attack

Dragon's Tail

At-Will ♦ Standard Action

The Ineffable Secret of Death Mighty ki focus +6: +33 vs. Fortitude, 2d6+21 damage

Melee touch **Target:** One creature

Your hand lashes out like a dragon's tail, and with the lightest touch unleashes power that knocks your foe to the ground.

Keywords: Full Discipline, Implement, Psionic

Attack: Dexterity vs. Fortitude

Hit: 1d6 + Dex modifier (+9) damage, and you knock the target prone.
Level 21: 2d6 + Dex modifier (+9) damage.

Additional Effects

+3 to damage rolls against a bloodied enemy - Ki Focus Expertise.
+6 damage against a target granting combat advantage to you - The Ineffable Secret of Death +6.

Monk Attack 1

Five Storms

At-Will ♦ Standard Action

The Ineffable Secret of Death Mighty ki focus +6: +34 vs. Reflex, 2d8+15 damage

Close burst 1 **Target:** Each enemy you can see in the burst

You move like a whirlwind, spinning as you unleash an array of kicks and punches, which slam into your foes like a storm crashing onto the shore.

Keywords: Full Discipline, Implement, Psionic

Attack: Dexterity vs. Reflex

Hit: 1d8 + Dex modifier (+9) damage.
Level 21: 2d8 + Dex modifier (+9) damage.

Additional Effects

+3 to damage rolls against a bloodied enemy - Ki Focus Expertise.
+6 damage against a target granting combat advantage to you - The Ineffable Secret of Death +6.

Monk Attack 1

Medani True Strike

Encounter ♦ Standard Action

Unarmed: +27 vs. Reflex

Ranged 10 **Target:** One creature

Your Mark of Detection flares, sending out darts of energy to hunt down hidden foes and reveal their locations.

Effect: You can see invisible creatures within 10 squares of you and within your line of sight until you hit or miss with this power.

Attack: Charisma or Wisdom + 4 vs. Reflex. The attack ignores any cover and any concealment if the target is within 10 squares of you.

Hit: 2d10 + Charisma or Wis modifier (+8).

Additional Effects

Medani Trueseer Attack 11

Used

Step Between the Worlds

Encounter ♦ Standard Action

The Ineffable Secret of Death Mighty ki focus +6: +33 vs. Will, 3d6+21 damage

Melee touch **Target:** One creature

You slip underneath the fabric of the world, emerging to fall upon your enemy with a kick, sending it through the passage you emerged from.

Keywords: Full Discipline, Implement, Psionic, Teleportation

Attack: Dexterity vs. Will

Hit: 3d6 + Dex modifier (+9) damage, and you teleport the target a number of squares equal to your Wis modifier (+8).

Additional Effects

+3 to damage rolls against a bloodied enemy - Ki Focus Expertise.
+6 damage against a target granting combat advantage to you - The Ineffable Secret of Death +6.

Monk Attack 13

Used

Blazing Scourge

Encounter ♦ Standard Action

The Ineffable Secret of Death Mighty ki focus
+6: +34 vs. Reflex, 3d8+15 damage

Ranged 5

Target: One, two, or three creatures

Hot tendrils unfurl from your outstretched hand to ensnare your foes. The fire you command makes enemies think twice about stopping you and adds intensity to your other fire attacks.

Keywords: Elemental, Fire, Full Discipline, Implement, Psionic

Attack: Dexterity vs. Reflex

Hit: 3d8 + Dex modifier (+9) fire damage, and the target is immobilized until the end of your next turn.

Additional Effects

+3 to damage rolls against a bloodied enemy - Ki Focus Expertise.
+6 damage against a target granting combat advantage to you - The Ineffable Secret of Death +6.

Monk Attack 23

Used

Loose the Screaming Gale

Encounter ♦ Standard Action

The Ineffable Secret of Death Mighty ki focus
+6: +33 vs. Fortitude, 3d8+15 damage

Close blast 5

Target: Each creature in the blast

An unnatural wind comes to life, following on the heels of your swift attacks and hammering into your foes. The same gale lifts you into the air.

Keywords: Elemental, Full Discipline, Implement, Psionic

Attack: Dexterity vs. Fortitude

Hit: 3d8 + Dex modifier (+9) damage, you slide the target up to 3 squares, and it is immobilized until the end of your next turn.

Additional Effects

+3 to damage rolls against a bloodied enemy - Ki Focus Expertise.
+6 damage against a target granting combat advantage to you - The Ineffable Secret of Death +6.

Monk Attack 27

Used

Twin Fountain Strike

Daily ♦ Standard Action

The Ineffable Secret of Death Mighty ki focus
+6: +34 vs. Reflex, 2d10+21 damage

Melee touch

As you tumble past your enemies, your attack draws forth a blood-red mist that shrouds them and fills other foes with fear.

Keywords: Fear, Implement, Psionic

Effect: You shift your speed + 2 and make the following attack against one or two creatures during this movement.

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 2d10 + Dex modifier (+9) damage, and ongoing 10 damage (save ends). Until this ongoing damage ends, the target's space and each square adjacent to it are lightly obscured. Any enemy not immune to fear takes a -2 penalty to attack rolls while it can see squares lightly obscured by this power.

Additional Effects

+3 to damage rolls against a bloodied enemy - Ki Focus Expertise.
+6 damage against a target granting combat advantage to you - The Ineffable Secret of Death +6.

Monk Attack 19

Used

Disruptive Premonition

Daily ♦ Immediate Interrupt

Mighty Ki Focused Shuriken: +35 vs. Reflex, 3d10+14 damage

Ranged 10

Target: The triggering enemy

Before your enemy can strike, you let loose a debilitating sting that inhibits its defenses and ability to attack.

Keyword: Weapon

Trigger: An enemy within 10 squares of you hits or misses you or an ally

Attack: Charisma or Wisdom vs. Reflex

Hit: 3d10 + Charisma or Wis modifier (+8) damage, and the target takes a -4 penalty to attack rolls against you (save ends).

Miss: Half damage.

Effect: The target grants combat advantage to you until the end of your next turn.

Additional Effects

+3 to damage rolls against a bloodied enemy - Ki Focus Expertise.
+6 damage against a target granting combat advantage to you - The Ineffable Secret of Death +6.

Medani Trueseer Attack 20

Used

Phoenix Dance

Daily ♦ Standard Action

The Ineffable Secret of Death Mighty ki focus
+6: +33 vs. Fortitude, 3d10+21 damage

Melee 1

You focus your psionic energy and project it outward as a halo of golden flame. You rampage among your foes, burning them as you unleash a series of kicks and punches.

Keywords: Fire, Implement, Psionic, Radiant

Effect: You shift your speed and make the following attack once against each enemy you move adjacent to during the shift.

Target: One enemy

Attack: Dexterity vs. Fortitude

Hit: 3d10 + Dex modifier (+9) damage, and you knock the target prone.

Miss: Half damage.

Effect: The target takes fire and radiant damage equal to 5 + your Str modifier (+4).

Additional Effects

+3 to damage rolls against a bloodied enemy - Ki Focus Expertise.
+6 damage against a target granting combat advantage to you - The Ineffable Secret of Death +6.

Monk Attack 25

Used

Adamantine Hurricane

Daily ♦ Standard Action

The Ineffable Secret of Death Mighty ki focus
+6: +34 vs. Reflex, 2d10+15 damage

Close burst 1

You are a blur as you move and attack, laying into foes around you with a destructive force equal to that of the mightiest weapons.

Keywords: Implement, Psionic

Effect: You gain a +2 power bonus to all defenses until the end of your next turn.

Primary Target: Each enemy you can see in the burst

Primary Attack: Dexterity vs. Reflex

Hit: 2d10 + Dex modifier (+9) damage, and the primary target takes ongoing 10 damage (save ends). If the primary target is already taking ongoing damage, that ongoing damage increases by 10.

Effect: You move your speed + 2. Any enemy that misses you with an opportunity attack provoked by this movement takes 10 damage and falls prone. Make a secondary attack that is a close burst 1.

Secondary Target: Each enemy you can see in the burst other than the primary targets

Secondary Attack: Dexterity vs. Reflex

Hit: 2d10 + Dex modifier (+9) damage, and the secondary target takes ongoing 10 damage (save ends). If the secondary target is already taking ongoing damage, that ongoing damage increases by 10.

Additional Effects

+3 to damage rolls against a bloodied enemy - Ki Focus Expertise.
+6 damage against a target granting combat advantage to you - The Ineffable Secret of Death +6.

Monk Attack 29

Used

Centered Flurry of...

At-Will ♦ No Action

Melee 1

Target: One creature
Level 11: One or two creatures
Level 21: Each enemy adjacent to you

Your fists become a blur as you follow up your initial attack with another, shifting your foes' positions to your advantage.

Keyword: Psionic

Trigger: You hit with an attack during your turn

Effect: The target takes damage equal to 2 + your Wis modifier (+8), and you slide it 1 square to a square adjacent to you, or 1 square in any direction if the target wasn't targeted by the triggering attack.

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

Brutal Flurry: Whenever you target only one creature with your Flurry of Blows power, the creature takes 2 extra damage. The extra damage increases to 4 at 21st level.

Additional Effects

Monk Feature

Dragon's Tail...

At-Will ♦ Move Action

Melee 1

Target: One ally or one prone enemy

Your hand lashes out like a dragon's tail, and with the lightest touch unleashes power that knocks your foe to the ground.

Keywords: Full Discipline, Psionic

Effect: You swap places with the target.

Additional Effects

Five Storms...

At-Will ♦ Move Action

Personal

You move like a whirlwind, spinning as you unleash an array of kicks and punches, which slam into your foes like a storm crashing onto the shore.

Keywords: Full Discipline, Psionic

Effect: You shift 2 squares.

Additional Effects

Agile Recovery

At-Will ♦ Minor Action

With a quick leap, you are back on your feet and ready to act.

Effect: You stand up.

Prerequisite: You must be trained in Acrobatics.

Additional Effects

Acrobatics Utility 2

Wind Walker

At-Will ♦ Move Action

Personal

You step through the air, relying on your focus and psionic power to fly with the same ease others walk.

Keyword: Psionic

Effect: You fly your speed. If you don't land at the end of this movement, you fall.

Additional Effects

Monk Utility 22

Blazing Scourge [Movement...]

Encounter ♦ Move Action

Personal

Keywords: Elemental, Fire, Full Discipline, Psionic

Effect: You shift up to your speed. Until the end of your next turn, you gain a +4 power bonus to fire damage rolls.

Additional Effects

Used

Loose the Screaming Gale...

Encounter ♦ Move Action

Personal

Keywords: Elemental, Full Discipline, Psionic

Effect: You fly up to a number of squares equal to your speed + 4. If you do not land at the end of this movement, you land safely in the nearest unoccupied square at the start of your next turn.

Additional Effects

Used

Pursuit of the Hunter

Encounter ♦ Immediate Reaction

Personal

Your prey tries to maneuver away, but there is no escape.

Trigger: An enemy within 2 squares of you moves on its turn

Effect: You shift 3 squares. Until the end of your next turn, you deal 1d6 extra damage to the triggering enemy when you hit it, and you don't take the -2 penalty to attack rolls for attacking it when it has cover or concealment.

Additional Effects

Wilden Racial Power

Used

Step Between the Worlds...

Encounter ♦ Move Action

Personal

You slip underneath the fabric of the world, emerging to fall upon your enemy with a kick, sending it through the passage you emerged from.

Keywords: Full Discipline, Psionic, Teleportation

Effect: You teleport a number of squares equal to 2 + your Wis modifier (+8).

Additional Effects

Used

Voyage of the Ancients

Encounter ♦ Free Action

Personal

Using the cover of your assault, you vanish and leave a bewildered foe in your wake.

Keyword: Teleportation

Trigger: You hit an enemy with a close or area attack

Effect: You teleport 3 squares. Choose a single enemy you hit with the attack. You and one ally you can see gain combat advantage against that enemy until the end of your next turn.

Additional Effects

Wilden Racial Power

Used

Wrath of the Destroyer

Encounter ♦ Immediate Reaction

Personal

The destroyer aspect responds with deadly force to an attack, taking your battered enemy aback with your savagery.

Trigger: A bloodied enemy attacks you or your ally adjacent to you

Effect: You either make a melee basic attack against the triggering enemy or charge it. If your attack hits, the enemy is also dazed until the end of your next turn.

Additional Effects

Wilden Racial Power

Used

Iron Dragon Defense

Encounter ♦ Immediate Interrupt

Personal

You quiet your mind and shrug off the pain inflicted upon you.

Keyword: Psionic

Trigger: You take damage

Effect: The damage is reduced by 10 + your Wis modifier (+8).

Additional Effects

Monk Utility 10

Used

Medani Foretelling

Encounter ♦ Free Action

Personal

The power of your dragon mark allows you to take a quick glance into the future to help you decide what to do.

Effect: You roll a d20. If you attack during this turn, you can choose to use this roll as the first attack roll of the attack.

Additional Effects

Medani Trueseer Utility 12

Used

Centered Defense

Daily ♦ Minor Action

Personal

You breathe deeply. With your center strong, you calmly avoid enemy attacks.

Keywords: Psionic, Stance

Effect: Until the stance ends, you gain a +2 power bonus to all defenses.

Additional Effects

Monk Utility 6

Used

Meditative Solace

Daily ♦ Minor Action

Personal

By focusing your mind, you banish your ills.

Keywords: Psionic, Stance

Effect: Until the stance ends, once per round you can use a minor action to make a saving throw.

Additional Effects

Monk Utility 16

Used

Impossible Theft

Daily ♦ Standard Action

Melee touch

Target: One unattended object or vehicle

You deftly lay your hand upon the object of your desire and it vanishes, whisked away to the place you determine.

Keyword: Teleportation

Effect: You teleport the target to a safe location that you determine, which must be a place where you have been and on the same plane. This effect cannot harm any creature or the target.

Additional Effects

Thief of Legend Utility 26

Used

Potion of Heal

Consumable ♦ Level 30

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 4d8 + 30 hit points. If you are bloodied and don't have any healing surges, you still regain the hit points. In addition, you can make a saving throw against each effect on you that a save can end. If neither of these things is true, there is no effect.

Gauntlets of Destruction

Hands Slot Item ♦ Level 18

Properties

When rolling damage on melee attacks, reroll all 1s until they come up as something other than a 1.

Iron Armbands of Power...

Arms Slot Item ♦ Level 26

Properties

Gain a +6 item bonus to melee damage rolls.

Dawn Warrior Cloth Armor...

Armor ♦ Level 30

Armor Bonus: 2

Enhancement: +6 AC

Properties

Resist 10 acid, 10 cold, 10 fire, and 10 lightning.

Power (Radiant) ♦ Daily (Minor Action)

Until the end of your next turn, any creature that hits you with a melee attack takes 4d8 + Constitution modifier radiant damage.

Potion of Healing

Consumable ♦ Level 5

Power (Healing) ♦ Consumable (Minor Action)

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

Sandals of Avandra

Feet Slot Item ♦ Level 25

Properties

Gain a +2 item bonus to speed

Power ♦ (Move Action)

Shift a number of squares equal to half your speed.

Power ♦ Encounter (Minor Action)

Until the end of your next turn, your movement does not provoke opportunity attacks.

Ring of Guarded Will

Ring ♦ Level 26

Properties

You gain a +2 item bonus to Will.

Power (Psychic) ♦ Daily (Immediate Reaction Action)

Trigger: An enemy hits you with an attack that targets Will.

Effect: The triggering enemy takes ongoing 10 psychic damage (save ends).

If you've reached at least one milestone today, the triggering enemy instead takes ongoing 15 psychic damage (save ends).

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.

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.

Sorrowsworn Ring

Ring ♦ Level 25

Properties

Gain darkvision and a +4 item bonus to Intimidate checks.

Power ♦ Daily (Free Action)

Use this power when you reduce a creature to 0 or fewer hit points. You gain a number of temporary hit points equal to your healing surge value.

If you've reached at least one milestone today, this power can be used as an immediate interrupt when you would be reduced to 0 or fewer hit points. Gain a number of temporary hit points equal to your healing surge value.

Clockwork Cowl

Head Slot Item ♦ Level 26

Properties

Gain a +4 item bonus to initiative checks.

Power ♦ Daily (Minor Action)

Gain two extra standard actions that cannot be used as attacks.

Potion of Resistance (epic...)

Consumable ♦ Level 24

Power ♦ Consumable (Minor Action)

Drink this potion and spend a healing surge. You do not gain hit points as normal. Instead, gain resist 15 to damage of a specific type until the end of the encounter. The damage type (acid, cold, fire, lightning, necrotic, poison, psychic, or thunder) is determined when the potion is created. Only one potion of resistance can be in effect on you at once.

Potion of Regeneration...

Consumable ♦ Level 19

Utility Power (Healing) ♦ Consumable (Minor Action)

Effect: You drink this potion and lose a healing surge. You then gain regeneration 10 while you're bloodied until the end of the encounter.

Sash of Vitality Ceaseless

Waist Slot Item ♦ Level 14

Properties

When you spend a healing surge while you're bloodied, you regain additional hit points equal to your Wisdom modifier.

Cloaked Shuriken +2

Weapon ♦ Level 8

Damage: 1d4

Proficiency Bonus: 3

Range: 6/12

Properties: Light Thrown

Enhancement: +2 attack rolls and damage rolls

Critical: +1d6 damage per plus

Properties

This weapon is invisible to everyone but the creature possessing it. As the wielder of the weapon, you gain combat advantage with melee attacks made using the weapon until you successfully hit, at which point the weapon becomes visible to everyone. A cloaked weapon turns invisible again after being sheathed for a short rest (5 minutes).

The Ineffable Secret of...

Ki Focus ♦ Level 30

Properties: Empowered Crit, Unerring

Enhancement: +6 Attack rolls and damage rolls

Critical: +1d10 necrotic damage per plus

Properties

Any attack you make with this implement against a target granting combat advantage to you deals extra necrotic damage to that target. The damage equals this item's enhancement bonus.

Attack Power ♦ Daily (No Action)

Trigger: You use assassin's strike on a bloodied target.

Effect: The damage from assassin's strike is maximized.

Utility Power ♦ Encounter (Free Action)

Trigger: You reduce a creature adjacent to you to 0 hit points with an attack using this implement.

Effect: You are insubstantial and phasing until the end of your next turn.

Utility Power ♦ Daily (Minor Action)

Effect: Your next attack this turn is made against the target's lowest defense.

Brooch of Vitality +6

Neck Slot Item ♦ Level 30

Enhancement: +6 Fortitude, Reflex, and Will

Properties

Increase your maximum hit points by 20.

Ioun's Revelation (level 13)

Alternative Reward ♦ Level 13

Properties

Gain a +2 item bonus to skill checks.

Power ♦ Daily (Minor Action)

Until the end of the encounter, you and your allies gain a +3 bonus to skill checks with a single skill of your choice.

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.

Magic Ki Focus +6

Ki Focus ♦ Level 26

Enhancement: +6 Attack rolls and damage rolls

Critical: +1d6 damage per plus

Potion of Recovery

Consumable ♦ Level 25

Power ♦ Consumable (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.

Deathspawn Potion

Consumable ♦ Level 25

Power ♦ Consumable (Minor Action)

Consume this potion and spend a healing surge. You do not regain hit points as normal. Instead, gain resist 15 necrotic and resist 15 poison until the end of the encounter. You also gain a +5 power bonus to your next Endurance check against any disease of level 25 or lower.