

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

30

Level

Maehren
Good female Elf Invoker

Age Height Weight Medium Amaunator Deity

1000000
Total XP

Defenses

43	40	42	46
AC	FORT	REF	WILL

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 40 Fire, Resist 40 Radiant, Resist 5 All

Current Conditions and Effects

Basic Attacks

Melee

Accurate staff of Ruin +6

29	2d8+15
Strength vs. AC	Damage

Ranged

Unarmed

17	2d4+2
Dexterity vs. AC	Damage

Languages

Common, Elven



Abilities

Ability	Score	Check
STR Strength	16	18
CON Constitution	16	18
DEX Dexterity	14	17
INT Intelligence	21	20
WIS Wisdom	26	23
CHA Charisma	10	15

Skills

Acrobatics	Dexterity	17
Arcana	Intelligence	20
Athletics	Strength	18
Bluff	Charisma	15
Diplomacy	Charisma	20 ✓
Dungeoneering	Wisdom	23
Endurance	Constitution	29 ✓
Heal	Wisdom	23
History	Intelligence	20
Insight	Wisdom	28 ✓
Intimidate	Charisma	15
Nature	Wisdom	25
Perception	Wisdom	25
Religion	Intelligence	25 ✓
Stealth	Dexterity	17
Streetwise	Charisma	15
Thievery	Dexterity	17

Hit Points

Max HP (Bloodied 81) **162** Temp HP

Current Hit Points

Healing Surges

Surge Value	Surges/Day
40	9

Current Conditions:

Combat Statistics and Senses

Initiative 21

Conditional Modifiers:

Speed 6

Passive Insight 38

Passive Perception 35

Special Senses: Low-light



Maehren
Character Name

Player Name

Character Details

Background

Theme

Mannerisms and Appearance

Personality Traits

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Arms

Hands

Rings

Rings

Off Hand

Main Hand

Waist

Armor

Feet

Tattoo

Ki Focus

Other Equipment

Total Weight (lbs.)

96

Carrying Capacity (lbs.)

Treasure

Normal

Heavy

Max

Maehren

Player Name

Character Name



Racial Features

Elven Accuracy

Use elven accuracy as an encounter power.

Elven Weapon Proficiency

Proficient with longbow and shortbow.

Fey Origin

Your origin is fey, not natural

Group Awareness

Non-elf allies within 5 get +1 to Perception.

Wild Step

Ignore difficult terrain when shifting (even when shifting multiple squares).

Class/Other Features

Channel Divinity

Invoke a channel divinity class feature or other power; encounter.

Covenant of Preservation

When you use a divine encounter or daily attack power on your turn, slide an ally within 10 squares 1 square

Divine Covenant

Choose a Divine Covenant option

Knight Hospitaller Starting Feature

Gain the Shield of Devotion power

Ritual Casting

Gain Ritual Caster as a bonus feat.

In addition, you possess a ritual book, and it contains two 1st-level rituals of your choice that you have mastered.

Knight Hospitaller Level 5 Feature

Receive hospitality from allied temples, orders and noble houses

Knight Hospitaller Level 10 Feature

Use Shield of Devotion 2/encounter

Militant Dawn

When you use Channel Divinity power, deal radiant damage equal to Charisma modifier to enemy within 5 squares of you.

Unflagging Energy

When you make action point attack, you can score a critical hit on a 18-20.

Burning Radiance

When you hit with radiant power, target gains vulnerability 10 radiant until end of your next turn.

Starborn

Gain resist radiant and resist fire equal to 10 + lv. Deal extra radiant and fire damage to target granting combat advantage to you.

Starburst

The first time you're reduced to 0hp each day, spend healing surge and deal that much radiant and fire damage to all enemies in burst 3.

Starry Rift

Once per day, move up in initiative order.

Feats

Ritual Caster

Master and perform rituals

Staff Expertise

While using a staff as a weapon or implement: +1/2/3 to attack rolls, ranged attacks don't provoke opportunity attacks, +1 reach

Invoker Defense

+2 AC when you hit nearby enemy

Superior Implement Training (Accurate staff)

Can use Accurate staves

Initiate of the Faith

Cleric: Religion skill, healing word 1/day

Insightful Preservation

Preserver's rebuke grants temporary hp

Improved Defenses

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

Amoth's Grace

Armored by Faith

Gain temporary hit points with Channel Divinity

Invoker's Blaze

+2 damage with fire or radiant divine power (+4 when bloodied)

Armor Proficiency: Scale

Training with scale armor

Devastating Invocation

Deal extra damage to enemies near target when you score critical hit with invoker power

Punishing Radiance

Critical hit increases target's vulnerability to radiant damage

Invoker Implement Expertise

Score critical hit on 19 or 20

Radiant Advantage

Enemies you deal radiant damage to grant combat advantage

Divine Mastery

Regain use of divine encounter power when you spend action point

Glorious Channeler

You can use Channel Divinity twice per encounter

Reactive Healing

Use healing word as reaction to save dying ally

Shared Healing

You or willing ally can spend healing surge in place of the target

Maehren

Level 30 Elf Invoker

HP 162	SCORE	ABILITY	MOD	AC 43
	16	STR	3	
Spd 6	16	CON	3	Fort 40
	14	DEX	2	
Init +21	21	INT	5	Ref 42
	26	WIS	8	
	10	CHA	0	Will 46

38 Passive Insight

35 Passive Perception

Player Name:

Skills

Acrobatics	Dexterity	17
Arcana	Intelligence	20
Athletics	Strength	18
Bluff	Charisma	15
Diplomacy	Charisma	• 20
Dungeoneering	Wisdom	23
Endurance	Constitution	• 29
Heal	Wisdom	23
History	Intelligence	20
Insight	Wisdom	• 28
Intimidate	Charisma	15
Nature	Wisdom	25
Perception	Wisdom	25
Religion	Intelligence	• 25
Stealth	Dexterity	17
Streetwise	Charisma	15
Thievery	Dexterity	17

• indicates a trained skill.

Action Point

Base action points: 1

Unflagging Energy: When you spend an action point to take an extra action to make an attack, that attack is a critical hit on a roll of 18 or higher

Divine Mastery: When you spend an action point to take an extra action, you also regain the use of a divine encounter power you have used during this 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

Accurate staff of Ruin +6: +29 vs. AC, 2d8+15 damage

Aversion Accurate staff +1: +24 vs. AC, 2d8+4 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 (+3) damage.

Level 21: 2[W] + Str modifier (+3) damage.

Additional Effects

+5 damage if the target is granting combat advantage to you - Starborn.
+6 to damage rolls against bloodied targets - Gauntlets of Blood (epic tier).

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Unarmed: +17 vs. AC, 2d4+2 damage

Ranged weapon Target: One creature

You resort to the simple attack you learned when you first picked up a ranged weapon.

Keyword: Weapon

Attack: Dexterity vs. AC

Hit: 1[W] + Dex modifier (+2) damage.

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

Additional Effects

+5 damage if the target is granting combat advantage to you - Starborn.
+6 to damage rolls against bloodied targets - Gauntlets of Blood (epic tier).

Basic Attack

Hand of Radiance

At-Will ♦ Standard Action

Accurate staff of Ruin +6: +33 vs. Reflex, 1d4+28 damage

Aversion Accurate staff +1: +28 vs. Reflex, 1d4+12 damage

Ranged 10 Target: One, two, or three creatures
Level 21: Target an additional creature.

Tendrils of radiance streak from your fingertips across the battlefield. The beams strike your enemies, raining sparks of light on impact.

Keywords: Divine, Implement, Radiant

Attack: Wisdom vs. Reflex

Hit: 1d4 + Wis modifier (+8) radiant damage.

Additional Effects

+6 Feat bonus to damage rolls while you are bloodied - Invoker's Blaze.
+5 damage if the target is granting combat advantage to you - Starborn.
+6 to damage rolls against bloodied targets - Gauntlets of Blood (epic tier).

Invoker Attack 1

Sun Strike

At-Will ♦ Standard Action

Accurate staff of Ruin +6: +33 vs. Reflex, 2d8+28 damage

Aversion Accurate staff +1: +28 vs. Reflex, 2d8+12 damage

Ranged 10 Target: One creature

A beam of radiant energy extends from your hands to bathe a foe in searing light and force it to move.

Keywords: Divine, Implement, Radiant

Attack: Wisdom vs. Reflex

Hit: 1d8 + Wis modifier (+8) radiant damage, and you slide the target 1 square.
Level 21: 2d8 + Wis modifier (+8) radiant damage.

Special: You can use this power as a ranged basic attack.

Additional Effects

+6 Feat bonus to damage rolls while you are bloodied - Invoker's Blaze.
+5 damage if the target is granting combat advantage to you - Starborn.
+6 to damage rolls against bloodied targets - Gauntlets of Blood (epic tier).

Invoker Attack 1

Pure Glow

Encounter ♦ Standard Action

Accurate staff of Ruin +6: +33 vs. Will, 2d8+28 damage

Aversion Accurate staff +1: +28 vs. Will, 2d8+12 damage

Close burst 5 Targets: Each enemy in the burst

With a whispered prayer, a warm, white radiance spreads from you in waves that burn your foes with holy energy.

Keywords: Divine, Implement, Radiant

Attack: Intelligence vs. Will, Wisdom vs. Will, or Charisma vs. Will

Hit: 2d8 + Intelligence, Wisdom, or Cha modifier (+0) radiant damage.

Effect: Until the end of your next turn, enemies that begin their turn in the burst take 10 radiant damage.

Additional Effects

+6 Feat bonus to damage rolls while you are bloodied - Invoker's Blaze.
+5 damage if the target is granting combat advantage to you - Starborn.
+6 to damage rolls against bloodied targets - Gauntlets of Blood (epic tier).

Morninglord Attack 11

Used

Glyph of Radiance

Encounter ♦ Standard Action

Accurate staff of Ruin +6: +33 vs. Will, 2d6+28 damage

Aversion Accurate staff +1: +28 vs. Will, 2d6+12 damage

Area burst 1 within 10 squares Target: Each creature in the burst

You invoke a glyph of radiance, a tool used by the gods both to illuminate the darkest realms and to blind their enemies with the glyph's unyielding light.

Keywords: Divine, Implement, Radiant

Attack: Wisdom vs. Will

Hit: 2d6 + Wis modifier (+8) radiant damage, and the target is blinded until the end of your next turn.

Additional Effects

+6 Feat bonus to damage rolls while you are bloodied - Invoker's Blaze.
+5 damage if the target is granting combat advantage to you - Starborn.
+6 to damage rolls against bloodied targets - Gauntlets of Blood (epic tier).

Invoker Attack 17

Used

Cascade of Five Suns

Encounter ♦ Standard Action

Accurate staff of Ruin +6: +33 vs. Reflex, 4d8+28 damage

Aversion Accurate staff +1: +28 vs. Reflex, 4d8+12 damage

Area burst 2 within 10 squares **Target:** Each creature in the burst

You invoke the power of the five suns—a group of stars the gods used to navigate the Astral Sea when the primordials threatened to extinguish all light—to sear your enemies with radiant energy.

Keywords: Divine, Implement, Radiant

Attack: Wisdom vs. Reflex. Make a number of attack rolls equal to the number of targets, and then assign each roll to a target.

Hit: 4d8 + Wis modifier (+8) radiant damage.

Additional Effects

+6 Feat bonus to damage rolls while you are bloodied - Invoker's Blaze.
+5 damage if the target is granting combat advantage to you - Starborn.
+6 to damage rolls against bloodied targets - Gauntlets of Blood (epic tier).

Invoker Attack 23

Used

Compel Action

Encounter ♦ Standard Action

Accurate staff of Ruin +6: +33 vs. Will

Aversion Accurate staff +1: +28 vs. Will

Close blast 5 **Target:** Each creature in the blast

You force your enemies to act as you command for a moment. Controlling them requires much of your attention.

Keywords: Charm, Divine, Implement

Attack: Wisdom vs. Will

Hit: The target is dominated until the end of your next turn.

Covenant of Preservation: The target gains a +2 bonus to attack rolls until the domination ends.

Effect: You grant combat advantage until the start of your next turn.

Additional Effects

Invoker Attack 27

Used

Eye of Dawn

Daily ♦ Standard Action

Accurate staff of Ruin +6: +33 vs. Fortitude, 4d6+28 damage

Aversion Accurate staff +1: +28 vs. Fortitude, 4d6+12 damage

Area burst 2 within 10 **Target:** Each enemy in the burst

A light like the morning sun burns amid your foes, causing them to flinch away—and find themselves elsewhere.

Keywords: Divine, Implement, Radiant, Teleportation

Attack: Wisdom vs. Fortitude

Hit: 4d6 + Wis modifier (+8) radiant damage, and you teleport the target to any other space in or adjacent to the burst.

Miss: Half damage, and you teleport the target 1 square.

Effect: You teleport each ally in the burst to any other space in or adjacent to the burst.

Additional Effects

+6 Feat bonus to damage rolls while you are bloodied - Invoker's Blaze.
+5 damage if the target is granting combat advantage to you - Starborn.
+6 to damage rolls against bloodied targets - Gauntlets of Blood (epic tier).

Invoker Attack 15

Used

Lance of Dawn

Daily ♦ Standard Action

Accurate staff of Ruin +6: +33 vs. Will, 3d10+28 damage

Aversion Accurate staff +1: +28 vs. Will, 3d10+12 damage

Ranged 10 **Target:** One creature

With eye-burning brilliance, a nimbus of radiant power streaks into your foe, filling your enemy with holy energy.

Keywords: Divine, Implement, Radiant

Attack: Intelligence vs. Will, Wisdom vs. Will, or Charisma vs. Will

Hit: 3d10 + Intelligence, Wisdom, or Cha modifier (+0) radiant damage.

Effect: Ongoing 5 radiant damage (save ends). Each time the target fails the saving throw against this ongoing damage, increase the ongoing damage by 5.

Additional Effects

+6 Feat bonus to damage rolls while you are bloodied - Invoker's Blaze.
+5 damage if the target is granting combat advantage to you - Starborn.
+6 to damage rolls against bloodied targets - Gauntlets of Blood (epic tier).

Morninglord Attack 20

Used

Eye of the Sun

Daily ♦ Standard Action

Accurate staff of Ruin +6: +33 vs. Reflex, 4d8+28 damage

Aversion Accurate staff +1: +28 vs. Reflex, 4d8+12 damage

Ranged 10

You conjure a glimmering ball of radiant energy, which expands into a diminutive sun. It can sear enemies and protect allies.

Keywords: Conjunction, Divine, Implement, Radiant

Effect: You conjure a radiant sphere in an unoccupied square within range. The sphere occupies 1 square, and it lasts until the end of your next turn. Any enemy that starts its turn adjacent to the sphere takes 1d8 + your Wis modifier (+8) radiant damage. While adjacent to the sphere, any ally gains a +2 power bonus to all defenses. As a move action, you can move the sphere 8 squares. When the sphere appears, it makes the following attack.

Target: One creature adjacent to the sphere

Attack: Wisdom vs. Reflex

Hit: 4d8 + Wis modifier (+8) radiant damage, and the target cannot attack bloodied creatures until the end of its next turn.

Sustain Minor: The sphere persists, and you can make another attack with it as a standard action.

Additional Effects

+6 Feat bonus to damage rolls while you are bloodied - Invoker's Blaze.
+5 damage if the target is granting combat advantage to you - Starborn.
+6 to damage rolls against bloodied targets - Gauntlets of Blood (epic tier).

Invoker Attack 25

Used

Fires of the Silver Gate

Daily ♦ Standard Action

Accurate staff of Ruin +6: +33 vs. Will, 7d6+28 damage

Aversion Accurate staff +1: +28 vs. Will, 7d6+12 damage

Ranged 20 **Target:** One creature

You invoke the power of the Silver Gate, a prison that holds a primordial whose name is long forgotten. The gate's radiance pours forth, consuming your foe and marking it as anathema. Only a fool lingers near it as you consign its soul to the gods.

Keywords: Divine, Implement, Radiant

Attack: Wisdom vs. Will

Hit: 7d6 + Wis modifier (+8) radiant damage.

Miss: Half damage.

Effect: The target takes ongoing 10 radiant damage (save ends). Until the target saves against this ongoing damage, any enemy takes 10 radiant damage when it ends its turn within 5 squares of the target.

Additional Effects

+6 Feat bonus to damage rolls while you are bloodied - Invoker's Blaze.
+5 damage if the target is granting combat advantage to you - Starborn.
+6 to damage rolls against bloodied targets - Gauntlets of Blood (epic tier).

Invoker Attack 29

Used

Rebuke Undead

Encounter (Special) ♦ Standard Action

Accurate staff of Ruin +6: +33 vs. Will, 6d10+28 damage

Aversion Accurate staff +1: +28 vs. Will, 6d10+12 damage

Close blast 5 **Target:** Each undead creature in the blast

Undead flee and then cower in your presence, their bodies seared by divine light.

Keywords: Divine, Implement, Radiant

Channel Divinity: You can use only one channel divinity power per encounter.

Attack: Wisdom vs. Will

Hit: 1d10 + Wis modifier (+8) radiant damage. You push the target 2 squares, and it is dazed until the end of your next turn.

Level 25: 6d10 + Wis modifier (+8) radiant damage.

Miss: Half damage.

Additional Effects

+6 Feat bonus to damage rolls while you are bloodied - Invoker's Blaze.
+5 damage if the target is granting combat advantage to you - Starborn.
+6 to damage rolls against bloodied targets - Gauntlets of Blood (epic tier).

Invoker Feature

Used

Amoth's Grace

Encounter ♦ Immediate Reaction

Unarmed:

Ranged 5

Through Amoth's power, you channel strength to your allies, allowing them to stand fast against evil.

Keywords: Divine, Healing

Channel Divinity: You may only use one Channel Divinity power per encounter.

Trigger: You or an ally within range of you are either subject to a critical hit or bloodied by an attack

Effect: The triggering creature can spend a healing surge.

Special: You must take the Amoth's Grace feat to use this power.

Additional Effects

Feat Utility

Used

Elven Accuracy

Encounter ♦ Free Action

Personal

With an instant of focus, you take careful aim at your foe and strike with the legendary accuracy of the elves.

Trigger: You make an attack roll and dislike the result.

Effect: Reroll the attack roll. Use the second roll, even if it's lower.

Additional Effects

Elf Racial Power

Used

Preserver's Rebuke

Encounter ♦ Immediate Reaction

Personal

You call upon the gods to punish the enemy that dares harm those entrusted to your care.

Keyword: Divine

Channel Divinity: You can use only one channel divinity power per encounter.

Trigger: An enemy within 10 squares of you hits your ally

Effect: Before the end of your next turn, you gain a bonus to your next attack roll against the triggering enemy equal to your Int modifier (+5).

Additional Effects

Covenant of Preservation Power Used

Shield of Devotion

Encounter ♦ Immediate Reaction

Unarmed:

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

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

Keywords: Divine, Healing

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

Effect: The target regains hit points equal to your Wis modifier (+8) or Cha modifier (+0). Until the end of your next turn, you gain a +2 power bonus to your next attack roll against the enemy that damaged the target.

Level 21: The target regains hit points equal to 10 + your Wis modifier (+8) or Cha modifier (+0).

Additional Effects

Knight Hospitaller Utility Used

Death's Denial

Encounter ♦ Standard Action

Unarmed:

Close burst 5

Your utterance prevents death from claiming new victims.

Keywords: Divine, Healing, Zone

Effect: The burst creates a zone of divine power that lasts until the end of your next turn. When a nonbloodied ally within the zone becomes bloodied or drops to 0 hit points or fewer, that creature can spend a healing surge.

Additional Effects

Invoker Utility 2 Used

Demand Justice

Encounter ♦ Immediate Interrupt

Ranged 10

Target: The triggering creature

Whether an ally labors under a deadly effect or a foe seeks to escape the just end wrought by your magic, you tilt fate in your favor.

Keyword: Divine

Trigger: A creature within 10 squares of you makes a saving throw

Effect: The target rerolls the saving throw and must use the new result.

Additional Effects

Invoker Utility 6 Used

Shield of Justice

Encounter ♦ Immediate Interrupt

Ranged 10

Target: The triggering enemy

You invoke the justice of the gods, shielding your ally while calling doom upon your foe.

Keyword: Divine

Trigger: An enemy within 10 squares of you makes an attack roll against your ally

Effect: The target takes a -4 penalty to the triggering attack roll. Until the end of your next turn, any attacker gains a +2 power bonus to attack rolls against the target.

Additional Effects

Invoker Utility 16 Used

Healing Word

Daily ♦ Minor Action

Unarmed:

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

You utter a soothing word that mends wounds of the body and spirit.

Keyword: Healing

Effect: The target can spend a healing surge and regain 1d6 additional hit points.

Level 26: 6d6 additional hit points.

Additional Effects

Cleric Utility Used

Covenant of Endurance

Daily ♦ Minor Action

Personal

You offer your life energy on your friends' behalf.

Keyword: Divine

Effect: Until the end of the encounter, whenever an ally within 10 squares of you has an opportunity to spend a healing surge, you can spend a healing surge on that ally's behalf as a free action. You spend the healing surge but regain no hit points, and the ally regains hit points as if he or she had spent a healing surge.

Additional Effects

Invoker Utility 10 Used

Rising Sun

Daily ♦ Minor Action

Unarmed:

Close burst 5 **Targets:** You and each ally in the burst

Radiance emanating from you soothes the spirits and wounds of your allies, knitting rent flesh and granting them the strength they need to continue the fight.

Keywords: Divine, Healing

Effect: You and your allies regain hit points equal to 5 + your Cha modifier (+0).

Sustain Minor: Bloodied allies within 5 squares regain hit points equal to your Cha modifier (+0).

Additional Effects

Morninglord Utility 12 Used

Invoke Heroism

Daily ♦ Minor Action

Ranged 20

Target: One ally

The greatest heroes of the gods fought with the fury of two. You grant an ally such might.

Keyword: Divine

Effect: The target can take an extra standard action during his or her next turn.

Additional Effects

Invoker Utility 22 Used

Star Flesh

Daily ♦ Standard Action

Personal

With a flare of starfire, you ignite with eye-searing flame. Your foes find it difficult to target you, and your starfire burns away many attacks that would have otherwise found you.

Keywords: Arcane, Fire, Implement, Radiant

Effect: All spaces within 20 squares of you are lit with bright light. You gain a bonus equal to your Int modifier (+5) to all defenses.

If a ranged, area, or close attack hits you, roll a saving throw. If you succeed, the radiance and fire of your form incinerate the attack, and you are unharmed.

Your star flesh lasts until the end of the encounter.

Additional Effects

Radiant One 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.

Healer's Sash (epic tier)

Waist Slot Item ♦ Level 21

Utility Power (Healing) ♦ Daily (Minor Action)

Effect: Close burst 10 (you and two allies in the burst, or three allies in the burst). One of the targets loses a healing surge, and then two other targets regains hit points equal to his or her healing surge value.

Time-Jumping Boots

Feet Slot Item ♦ Level 27

Properties

You gain a +2 item bonus to Reflex.

Power ♦ Daily (Move Action)

You disappear until the start of your next turn. Until that time, you don't have line of sight or line of effect to any creature, and creatures don't have line of sight or line of effect to you. You also ignore negative ongoing effects, take no damage, and don't need to make saving throws (though you can still do so if you wish). You can take one standard action and two minor actions. At the start of your next turn, you reappear in the space you last occupied or in the nearest unoccupied space of your choice, and you are dazed until the end of your turn.

Potion of Life

Consumable ♦ Level 30

Power (Healing) ♦ Consumable (Standard Action)

If this potion is administered to a character who died since the end of your last turn, that character is restored to life at 50 hit points.

If consumed by a living creature, this potion instead functions as a potion of recovery.

Gauntlets of Blood (epic tier)

Hands Slot Item ♦ Level 24

Properties

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

Accurate staff of Ruin +6

Staff ♦ Level 28

Proficiency Bonus: 2

Properties: Accurate

Enhancement: +6 Attack rolls and damage rolls

Critical: +1d10 damage per plus

Dragonshard: Siberys Shard of Radiance (epic tier)

Property

♦ Whenever you make an attack using this staff, you gain an item bonus to the attack's damage rolls equal to the staff's enhancement bonus.

♦ You gain a +5 bonus to damage rolls with radiant attacks that use the augmented weapon.

♦ When not affixed to a weapon, this dragon shard illuminates a 10-square radius with bright light.

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.

Executioner's Bracers (epic tier)

Arms Slot Item ♦ Level 23

Properties

When you score a critical hit, the attack deals 3d6 extra damage.

Aversion Accurate staff +1

Staff ♦ Level 2

Proficiency Bonus: 2

Properties: Accurate

Enhancement: +1 attack rolls and damage rolls

Critical: +1d8 damage per plus

Properties

You gain a +2 item bonus to all defenses against attacks from enemies that are subject to effects caused by you.

Ring of the Radiant Storm

Ring ♦ Level 17

Properties

When you hit an enemy with a lightning or radiant power and deal damage to it, you can roll the damage twice and use either result.

Power ♦ Daily (Free Action)

Trigger: You attack an enemy with an encounter lightning or radiant power and miss every target.

Effect: You regain the use of the power. If you've reached at least one milestone today, a daily lightning or radiant power can trigger this power instead.

Brooch of Vitality +6

Neck Slot Item ♦ Level 30

Enhancement: +6 Fortitude, Reflex, and Will

Properties

Increase your maximum hit points by 20.

Clearsense Powder (level 11)

Alchemical Item ♦ Level 11

Power ♦ Consumable (Minor Action)

You or an adjacent ally can make a saving throw against a blinded or deafened condition that a save can end. The source of the condition must be 15th level or lower.

Dwarven Dragonscale Armor...

Armor ♦ Level 27

Armor Bonus: 12

Speed: -1

Special: +2 Fortitude

Enhancement: +6 AC

Properties

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

Power (Healing) ♦ Daily (Free Action)

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

Woundpatch (epic tier)

Alchemical Item ♦ Level 23

Power (Healing) ♦ Consumable (Minor Action)

Place the woundpatch on yourself or another living creature. Until the end of the encounter, the next time the creature spends a healing surge, it regains 15 extra hit points.

Ring of Free Time

Ring ♦ Level 29

Properties

You gain resist 5 to all damage.

Power ♦ Encounter (Free Action)

You can take an additional minor action on your turn. If you've reached at least one milestone today, you can use this power at will once per round.

Circlet of Indomitability...

Head Slot Item ♦ Level 28

Properties

Gain a +3 bonus to Will defense.

Resurgence Tattoo

Wondrous Item ♦ Level 27

Properties

When a nonminion enemy scores a critical hit against you and deals damage, you regain the use of an encounter attack power that you have already used during this encounter.