

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

M

25

Level

Bluebell

Unaligned female Pixie Bard (Skald)

none Tiny Sehanine
Age Height Weight Size Deity

375000

Total XP

450000

Defenses

37	38	38	42
AC	FORT	REF	WILL

Conditional Bonuses

Action Points

Action Points	Milestones	Action Points
<input type="checkbox"/>	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 4

Resistances/Vulnerabilities

Current Conditions and Effects

Basic Attacks

Melee

Cunning Short sword +3

30	2d6+11
Strength vs. AC	Damage

Ranged

Healing Shortbow +4

31	2d8+17
Dexterity vs. AC	Damage

Languages

Common, Elven



Abilities

Ability	Score	Check
STR Strength	10	12
CON Constitution	12	13
DEX Dexterity	27	20
INT Intelligence	15	14
WIS Wisdom	13	13
CHA Charisma	27	20

Skills

Acrobatics	Dexterity	23
Arcana	Intelligence	✓ 19
Athletics	Strength	15
Bluff	Charisma	✓ 25
Diplomacy	Charisma	✓ 25
Dungeoneering	Wisdom	17
Endurance	Constitution	✓ 17
Heal	Wisdom	17
History	Intelligence	18
Insight	Wisdom	✓ 18
Intimidate	Charisma	24
Nature	Wisdom	19
Perception	Wisdom	✓ 18
Religion	Intelligence	18
Stealth	Dexterity	25
Streetwise	Charisma	24
Thievery	Dexterity	23

Hit Points

Max HP (Bloodied 79)	159	Temp HP
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Current Hit Points

Healing Surges

Surge Value Surges/Day

39 15

Current Conditions:

Combat Statistics and Senses

Initiative 20

Conditional Modifiers:

Speed 6

Fly 6 squares, +1 Speed if you started your turn in dim light or darkness

Passive Insight 28

Passive Perception 28

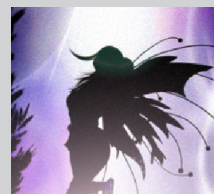
Special Senses: Low-light

M

Bluebell

Player Name

Character Name



Character Details

Background

Theme

Knight Hospitaler

Mannerisms and Appearance

Personality Traits

Adventuring Company

Pillage People

Companions and Allies

Lolrushnoobs

Session and Campaign Notes

INVENTORY: Books about portals and Feywild (Old library Phorros Irrendra), Black Scimitar (Shaalguenyaver, nu bij Simeon). GOLD: 30AD, 29PP (save for Anstruth Harps?)

Other Notes

Equipment

Head

Eagle Eye Goggles (heroic tier)

Neck

Medallion of Death Deferred +4

Arms

Bracers of Archery (heroic tier)

Hands

Gloves of Dimensional Repulsion

Rings

Eladrin Ring of Passage

Rings

Ring of Tenacious Will

Off Hand

Main Hand

Healing Shortbow +4

Waist

Diamond Cincture (paragon tier)

Armor

Stalker's Feyhide Armor +4

Feet

Shadowdancer's Boots

Tattoo

Tattoo of Bloodied Chains...

Ki Focus

Other Equipment

Adventurer's Kit
Sitar of Restfulness
Bell and whistle
Endless Quiver
Handy Haversack
Woundstitch Powder (3)
Potion of Regeneration (heroic tier) (3)
Potion of Vitality (8)
Cunning Short sword +3
Potion of Recovery (2)

Total Weight (lbs.)

63

Carrying Capacity (lbs.)

Treasure

30 ad; 29 pp; 10 gp
0 gp banked

Normal 100

Heavy 200

Max 500



Racial Features

Fey Origin

Your origin is fey, not natural

Pixie Magic

Gain the pixie dust and shrink powers.

Speak with Beasts

You can communicate with natural beasts and fey beasts.

Wee Warrior

You have reach 1, suffer -5 penalty to Str checks to break or open objects and follow weapon rules for small creatures.

Class/Other Features

Deceptive Duelist

Use Cha instead of Str for melee basic attacks with one-handed weapons

Hunter's Quarry

Minor action, designate nearest enemy you see as quarry; deal extra damage to quarry once per round.

Knight Hospitaller Starting Feature

Gain the Shield of Devotion power

Master of Story and Song

Can use no more than three bard daily attack powers per day, no more than one of a particular level.

Skald's Aura

Gain the skald's aura power

Skill Versatility

+1 to untrained skill checks

Song of Rest

At end of short rest, you and each ally spending a healing surge adds + [Cha mod] to hp regained

Versatile Expertise (Bow)

+1/+2/+3 feat bonus to attack rolls with Bows.

Versatile Expertise (Light blade)

+1/+2/+3 feat bonus to attack rolls with Light blades.

Words of Friendship

Gain the words of friendship power

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

Cling to Your Words

Use the aura's healing benefit as an immediate reaction when an ally drops below 1 HP

Skald's Action

Spend an action point to allow an ally in your skald's aura to take a standard action as a free action

Expert Rejuvenation

Whenever you restore HP to a creature with a healing power, the creature regains 4 additional HP

Epic Combatant

Gain a +1 bonus to attack rolls and a +2 bonus to saving throws

Feats

Versatile Expertise

+1/2/3 bonus (per tier) to attacks with weapons and implements of your choice

Hidden Sniper

If you have partial concealment against a target, you gain combat advantage against it with your ranged attacks

Teeny Target

Gain partial cover when in ally's space

Toughness

Gain 5 additional hit points, 10 at 11th, 15 at 21st

Battle Song Expertise

Gain +1/2/3 (by tier) feat bonus to attack rolls with proficient weapons and/or bard implements; push/pull/slide creatures an additional square with bard/bard paragon attacks

Warrior of the Wild

Ranger: skill training, Hunter's Quarry 1/encounter

Improved Defenses

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

Fleet-Footed

+1 to speed

Bard of All Trades

+3 bonus to untrained skill checks

Resilient Focus

You gain a +2 feat bonus to saving throws.

Moonbow Dedicate

Gain shortbow proficiency; usable as arcane or divine implement; +1 to damage, +2 11th, +3 21st

Fated Survival

+4 to Fortitude

Epic Fortitude

No opportunity attacks for entering or leaving an enemy's space

Flitting Harrier

Epic Will

+4 to Will

Bluebell (Marlon)

Level 25 Pixie Bard (Skald)

HP 159	SCORE	ABILITY	MOD	AC 37
	10	STR	0	
Spd 6	12	CON	1	Fort 38
	27	DEX	8	
Init +20	15	INT	2	Ref 38
	13	WIS	1	
	27	CHA	8	Will 42

- 28 Passive Insight
- 28 Passive Perception

Player Name: M

Skills

Acrobatics	Dexterity	23
Arcana	Intelligence	• 19
Athletics	Strength	15
Bluff	Charisma	• 25
Diplomacy	Charisma	• 25
Dungeoneering	Wisdom	17
Endurance	Constitution	• 17
Heal	Wisdom	17
History	Intelligence	18
Insight	Wisdom	• 18
Intimidate	Charisma	24
Nature	Wisdom	19
Perception	Wisdom	• 18
Religion	Intelligence	18
Stealth	Dexterity	25
Streetwise	Charisma	24
Thievery	Dexterity	23

• indicates a trained skill.

Action Point

Base action points: 1

Skald's Action: When you spend an action point on your turn, you can forgo taking an extra action to allow one ally in your skald's aura to take a standard action as a free action.



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

Cunning Short sword +3: +30 vs. AC, 2d6+11 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 (+0) damage.

Level 21: 2[W] + Str modifier (+0) damage.

Additional Effects

+3d6 to damage once per encounter (Hunter's Quarry)

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Healing Shortbow +4: +31 vs. AC, 2d8+17 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 (+8) damage.

Level 21: 2[W] + Dex modifier (+8) damage.

Additional Effects

+3d6 to damage once per encounter (Hunter's Quarry)

Basic Attack

Jinx Shot

At-Will ♦ Standard Action

Healing Shortbow +4: +30 vs. AC, 2d8+17 damage

Ranged weapon **Target:** One creature

Your expert shot renders your foe unaccountably clumsy.

Keywords: Arcane, Weapon

Attack: Charisma vs. AC

Hit: 1[W] + Cha modifier (+8) damage. The first time the target misses with an attack before the end of your next turn, it falls prone.

Level 21: 2[W] + Cha modifier (+8) damage.

Additional Effects

+3d6 to damage once per encounter (Hunter's Quarry)

Bard Attack 1

Staggering Note

At-Will ♦ Standard Action

Healing Shortbow +4: +28 vs. Will, 8 damage

Ranged 10 **Target:** One creature

The sharp sound you create causes your opponent to recoil clumsily.

Keywords: Arcane, Implement, Thunder

Attack: Charisma vs. Will

Hit: Cha modifier (+8) thunder damage, and you push the target 2 squares. As a free action, an ally of your choice can make a melee basic attack against the target before, after, or during this forced movement.

Additional Effects

+3d6 to damage once per encounter (Hunter's Quarry)

Bard Attack 1

Rhyme of the Blood-Seeking

Encounter ♦ Immediate Interrupt

Healing Shortbow +4: +30 vs. Reflex, 1d8+17 damage

Ranged weapon **Target:** The target of the triggering ally's attack

You swiftly loose a shot while chanting of sundered metal, and your foe's armor no longer withstands your friend's strike.

Keywords: Arcane, Weapon

Trigger: An ally misses with a melee attack

Attack: Charisma vs. Reflex

Hit: 1[W] + Cha modifier (+8) damage. The target takes a -4 penalty to all defenses against the triggering ally's attack.

Virtue of Prescience: The target's penalty to all defenses equals 3 + your Wis modifier (+1).

Additional Effects

+3d6 to damage once per encounter (Hunter's Quarry)

Bard Attack 3

Used

Inspiring Success

Encounter ♦ No Action

Special

When you successfully lay waste to an enemy, your allies are bolstered by the inspiring example you set.

Keyword: Martial

Trigger: You hit an enemy with a basic attack using a weapon.

Effect: The enemy takes 2d10 extra damage from the attack. In addition, you and each ally in your skald's aura gain temporary hit points equal to 5 + your Cha modifier (+8) and can make a saving throw against one effect that a save can end.

Additional Effects

Master Skald Attack 11

Used

Greater Echoing Weapon

Encounter ♦ Minor Action

Melee 1

Target: One weapon

Your touch causes vibrations to shoot from one end of the weapon to the other, filling the air with a low rumble.

Keywords: Arcane, Thunder

Effect: Until the end of your next turn, the next weapon attack made with the target weapon deals 3d6 thunder damage to one target of the attack, whether the attack hits or misses.

Additional Effects

Bard Attack 17

Used

True Prescient Warning

Encounter ♦ Immediate Interrupt

Ranged 10

Target: The triggering ally

A few quick words sail backward in time a few seconds, giving your ally timely insight.

Keyword: Arcane

Trigger: An ally within 10 squares of you is hit by an enemy's attack.

Effect: The target can make a basic attack against the attacking enemy as a free action, dealing 3d10 extra damage on a hit.

Additional Effects

Bard Attack 23

Used

Disruptive Words

Daily ♦ Minor Action

Personal

You call out to your enemies with words that distract and confuse them, drawing their attention away at a critical moment and opening them up to your allies' attacks.

Keyword: Martial

Effect: Until the end of the encounter, your skald's aura gains the following effect: Enemies in the aura grant combat advantage. Once before the end of the encounter, when an enemy in the aura takes damage from any source, you can choose for that enemy to be dazed (save ends).

Additional Effects

Bard Attack 1

Used

Stirring Shout

Daily ♦ Standard Action

Healing Shortbow +4: +28 vs. Will, 2d6+17 damage

Ranged 10

Target: One creature

Your shout of wrath stabs into your foe's mind. Each time your allies hit that foe, they draw strength from its weakness.

Keywords: Arcane, Healing, Implement, Psychic

Attack: Charisma vs. Will

Hit: 2d6 + Cha modifier (+8) psychic damage.

Effect: Until the end of the encounter, whenever an ally hits the target, that ally regains hit points equal to your Cha modifier (+8).

Additional Effects

+3d6 to damage once per encounter (Hunter's Quarry)

Bard Attack 1

Used

Song of Discord

Daily ♦ Standard Action

Healing Shortbow +4: +28 vs. Will

Ranged 10

Target: One creature

You foster distrust in one of your foes, causing it to strike out at its allies.

Keywords: Arcane, Charm, Implement

Attack: Charisma vs. Will

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

Effect: The target makes a basic attack against an enemy of your choice as a free action.

Additional Effects

Bard Attack 5

Used

Timeless Trek in...

Daily ♦ Standard Action

Healing Shortbow +4: +28 vs. Will, 2d8+17 damage

Ranged 5

Target: One creature

You tear your foe away from the world and send it on a journey like that of Dourlion, who spent untold days in the timeless Autumn City of the eladrin.

Keywords: Arcane, Implement, Psychic, Teleportation

Attack: Charisma vs. Will

Hit: 2d8 + Cha modifier (+8) psychic damage.

Effect: The target is banished to the Feywild (save ends). While banished, it is removed from play. When the effect ends, the target reappears in the space it last occupied or in the nearest unoccupied space of its choice.

Additional Effects

+3d6 to damage once per encounter (Hunter's Quarry)

Bard Attack 5

Used

Iceshard Shot

Daily ♦ Standard Action

Healing Shortbow +4: +30 vs. AC, 1d8+17 damage

Ranged weapon

Target: One creature

You chant a verse of the northern ice as you draw your bow, and hoarfrost glitters on the arrowhead as it leaps to its target.

Keywords: Arcane, Cold, Weapon

Attack: Charisma vs. AC

Hit: 1[W] + Cha modifier (+8) cold damage.

Miss: Half damage.

Effect: The target takes ongoing 10 cold damage (save ends). If you or an ally hits the target with an attack, it automatically fails its next saving throw against this effect.

Additional Effects

+3d6 to damage once per encounter (Hunter's Quarry)

Bard Attack 15

Used

Fable of Focus

Daily ♦ Minor Action

Personal

You weave a tale that forces your allies to concentrate on the task before them, ensuring that every attack counts.

Keyword: Martial

Effect: Until the end of the encounter, your skald's aura gains the following effect: You and each ally in the aura can reroll any result of 1 or 2 on any damage die, keeping the second result for each die rolled.

Additional Effects

Bard Attack 19

Used

Death March

Daily ♦ Minor Action

Personal

You sing or speak words that exhort your allies not to fail, for death is all that remains for them if they do.

Keyword: Martial

Effect: Until the end of the encounter, your skald's aura gains the following effect: Once per round, you or an ally in your skald's aura can roll twice for an attack roll and use either result.

Additional Effects

Master Skald Attack 20

Used

Virtuoso of Misfortune

Daily ♦ Standard Action

Healing Shortbow +4: +28 vs. Will, 3d6+17 damage

Area burst 2 within 20 squares **Target:** Each enemy in the burst

You manipulate luck like a master musician, turning good fortune to bad and victory to doom.

Keywords: Arcane, Implement, Psychic

Attack: Charisma vs. Will

Hit: 3d6 + Cha modifier (+8) damage, and the target takes a -5 penalty to saving throws (save ends). Until the end of the encounter, whenever the target fails a saving throw, an ally within 5 squares of the target can roll a saving throw.

Miss: Half damage, and the target takes a -5 penalty to saving throws until the end of your next turn.

Additional Effects

+3d6 to damage once per encounter (Hunter's Quarry)

Bard Attack 25

Used

Queen's Clemency

At-Will ♦ Minor Action

Melee 1 **Target:** One ally

Your tune calls across the planes, imploring an archfey ally to pardon your ally and provide an escape.

Keywords: Arcane, Teleportation

Effect: You teleport the target 1 square.

Additional Effects

Bard Utility 22

Hunter's Quarry

Encounter ♦ Minor Action

Effect: Once per encounter, you can designate the nearest enemy to you that you can see as your quarry until the end of your next turn.

Once per round, when you hit your quarry with an attack, the attack deals extra damage based on your level. If you can make multiple attacks in a round, you decide which attack to apply the extra damage to after all the attacks are rolled. If you have dealt Hunter's Quarry damage since the start of your turn, you cannot deal it again until the start of your next turn.

The hunter's quarry effect remains active until the end of the encounter, until the quarry is defeated, or until you designate a different target as your quarry

You can designate one enemy as your quarry at a time.

Level Hunter's Quarry Extra Damage

1st–10th +1d6

11th–20th +2d6

21st–30th +3d6

Additional Effects

Hunter's Quarry Power

Used

Pixie Dust

Encounter ♦ Move Action

Ranged 5 **Target:** One ally

You hurl a bright globe of fey magic that grants your friend the ability to soar through the air for a moment.

Effect: The target can fly up to 6 squares as a free action.

Additional Effects

Pixie Utility

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 (+1) or Cha modifier (+8). 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 (+1) or Cha modifier (+8).

Additional Effects

Knight Hospitaller Utility

Used

Shrink

Encounter ♦ Minor Action

Melee 1 **Target:** One object that is sized for a Medium or Small creature, is not inside a container, does not contain anything, and is not held, worn, or carried by anyone other than you.

At your touch, an object shrinks to your wee size or is restored to its original state.

Effect: The target shrinks to a size appropriate for a Tiny creature's use. The new size ends at the end of your next extended rest unless the shrunken target is on your person. The size also ends if you or another pixie uses this power on the shrunken target. While shrunk, the target keeps its game statistics, such as damage dice and weight. A shrunken weapon, however, becomes an improvised one-handed weapon for a non-Tiny creature.

Additional Effects

Pixie Utility

Used

Skald's Aura

Encounter ♦ Minor Action

Unarmed:

Personal

You chant, sing, or otherwise inspire your allies with your words, allowing them to draw the strength to battle on from your encouragement.

Keywords: Aura, Healing, Martial

Effect: You activate an aura 5 that lasts until the end of the encounter. If the aura ends prematurely for any reason, you can reactivate it during the encounter as a minor action.

Twice per encounter but only once per turn, you or any ally in the aura can use a minor action to spend a healing surge and regain 1d6 additional hit points. Alternatively, you or any ally can use a minor action to allow an adjacent ally to spend a healing surge and regain the additional hit points.

Level 21: 5d6 additional hit points, and the healing can be used three times per encounter.

Additional Effects

Bard Utility

Used

Words of Friendship

Encounter ♦ Minor Action

Personal

You infuse your words with arcane power, turning even the simplest speech into a compelling oration.

Keywords: Arcane, Charm

Effect: You gain a +5 power bonus to the next Diplomacy check you make before the end of your next turn.

Additional Effects

Bard Feature

Used

Moment of Escape

Encounter ♦ Move Action

Ranged 10 **Target:** One ally

You distract your enemies with a quick refrain, giving your embattled ally a chance to get away.

Keyword: Arcane

Effect: You slide the target 4 squares.

Additional Effects

Bard Utility 2

Used

Revitalizing Incantation

Encounter ♦ Minor Action

Unarmed:

Ranged 5

Target: You or one ally

You whisper a few phrases in a secret language, urging your ally's body to mend itself.

Keywords: Arcane, Healing

Effect: The target can spend a healing surge. Additionally, the target gains temporary hit points equal to his or her healing surge value.

Additional Effects

Bard Utility 6

Used

Insightful Riposte

Encounter ♦ Free Action

Personal

You predict how the enemy will react to your strike and account for it.

Trigger: You miss with an attack

Effect: You gain a +3 power bonus to the attack roll.

Prerequisite: You must be trained in Insight.

Additional Effects

Insight Utility 16

Used

Word of Life

Daily ♦ Immediate Reaction

Unarmed:

Close burst 20

Target: The triggering ally in the burst

A single word is sufficient to save an ally from death's grasp while punishing the foe who dealt the deadly blow.

Keywords: Arcane, Healing

Trigger: An enemy attack reduces an ally within 20 squares of you to 0 hit points or fewer

Effect: The target can spend a healing surge. In addition, the attacking enemy takes a -5 penalty to all defenses until the end of your next turn.

Additional Effects

Bard Utility 10

Used

Assured Skill

Daily ♦ Free Action

Close burst 5

Target: The triggering character in the burst

You provide words of advice that can help turn the most difficult task into something that is within your ally's grasp.

Keyword: Martial

Trigger: You or one ally within 5 squares of you makes a skill check.

Effect: The target can choose either to gain a +5 bonus to that skill check or to reroll the skill check and use either result.

Additional Effects

Master Skald Utility 12

Used

Diamond Cincture (paragon...)

Waist Slot Item ♦ Level 20

Properties

This belt holds two diamonds, and you gain a +2 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.

Shadowdancer's Boots

Feet Slot Item ♦ Level 12

Properties

You gain a +1 bonus to speed while you're wearing light armor. This bonus increases to +2 when you start your turn in dim light or darkness.

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.

Healing Shortbow +4

Weapon ♦ Level 19

Damage: 1d8

Proficiency Bonus: 2

Range: 15/30

Properties: Load Free, Small

Enhancement: +4 attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Healing) ♦ **Daily** (Standard Action)

One creature within 20 squares of you and in your line of sight can regain hit points as if it had spent a healing surge.

Gloves of Dimensional...

Hands Slot Item ♦ Level 14

Properties

When you use a teleport power on a target other than yourself, you can increase the distance the target is teleported by 2 squares.

Power (Teleportation) ♦ **Daily** (Standard Action)

Make an attack against an adjacent target: Charisma + 4 vs. Fortitude; on a hit, the target is teleported 10 squares to an unoccupied space of your choosing.

Sitar of Restfulness

Wondrous Item ♦ Level 7

Enhancement: +2 attack rolls and damage rolls

Critical: +2d6 damage

Properties

Bards can use this item as an implement for bard powers and bard paragon path powers. As an implement, it grants a +2 enhancement bonus to attack rolls and damage rolls, and it deals 2d6 extra damage on a critical hit.

Power ♦ Daily (Standard Action)

Standard Action. Use this power during a rest. At the end of the rest, you and each ally who remained within 20 squares of you during the rest gains 6 temporary hit points.

Song of Rest: The temporary hit points equal 9.

Stalker's Feyhide Armor +4

Armor ♦ Level 18

Armor Bonus: 3

Check: -1

Special: +2 Fortitude

Enhancement: +4 AC

Properties

Whenever you have concealment at the start of your turn from a source other than this armor, you remain concealed until the start of your next turn.

Endless Quiver

Wondrous Item ♦ Level 9

Properties

When you attack with a bow or a crossbow, you can reach into the quiver, causing the quiver to produce a nonmagical arrow or bolt for the attack. Ammunition created by the quiver that is not used within 1 round of its creation disappears. For all other ammunition, the quiver works like a normal item of its type.

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.

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.

Cunning Short sword +3

Weapon ♦ Level 13

Damage: 1d6

Proficiency Bonus: 3

Properties: Off-Hand

Enhancement: +3 attack rolls and damage rolls

Critical: +1d8 damage per plus

Properties

When your attack with this weapon delivers an effect that a save can end, the target of the effect takes a -2 penalty to the first saving throw it makes against the effect.

Handy Haversack

Wondrous Item ♦ Level 10

Properties

This backpack can hold up to 1,000 pounds in weight or 100 cubic feet in volume, but it always weighs only 1 pound.

Drawing an item from the backpack is a minor action.

Woundstitch Powder

Wondrous Item ♦ Level 1

Power ♦ (Standard Action)

You sprinkle this dust on an adjacent dying creature. That creature stops making death saving throws until it takes damage, and any untyped ongoing damage on the creature ends.

Tattoo of Bloodied Chains...

Wondrous Item ♦ Level 7

Properties

The first time you're bloodied by an attack during an encounter, the enemy that bloodied you is immobilized (save ends).

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.

Potion of Regeneration...

Consumable ♦ Level 9

Utility Power (Healing) ♦ Consumable (Minor Action)

Effect: You drink this potion and lose a healing surge. You then gain regeneration 5 while you're bloodied until the end of the encounter.

Eagle Eye Goggles (heroic...

Head Slot Item ♦ Level 2

Properties

Gain a +1 item bonus to ranged basic attack rolls.

Medallion of Death Deferred...

Neck Slot Item ♦ Level 19

Enhancement: +4 Fortitude, Reflex, and Will

Power ♦ Daily (No Action)

Use this power when you are reduced to 0 hit points or fewer. You regain hit points equal to 3 per plus of this item.

Bracers of Archery (heroic...

Arms Slot Item ♦ Level 6

Properties

Gain a +2 item bonus to damage rolls when attacking with a bow or crossbow.

Power ♦ Daily (Minor Action)

Ignore cover on your next attack this turn when using a bow or crossbow.