

Player Name Oskar Thysell

 Dizzy 8 Ranger
 Character Name Level Class
 Human Medium 33 Male 5'9" 150 lbs Good Kord
 Race Size Age Gender Height Weight Alignment Deity

 Epic Destiny Total XP 13 000
 Dizzy's Dudes
 Adventuring Company RPGA Number

INITIATIVE

| SCORE | DEX | 1/2 LVL | MISC |
|-------|-----|---------|------|
| 13 | 5 | 4 | 4 |

CONDITIONAL MODIFIERS

DEFENSES

| SCORE | DEFENSE | 10 + 1/2 LVL | ARMOR/ ABIL | CLASS | FEAT | ENH | MISC | MISC |
|-------|---------|--------------|-------------|-------|------|-----|------|------|
| 24 | AC | 14 | 8 | | | 2 | | |

 CONDITIONAL BONUSES
 +2 AC against opportunity attacks

MOVEMENT

| SCORE | BASE | ARMOR | ITEM | MISC |
|-------|-----------------|-------|------|------|
| 6 | Speed (Squares) | 6 | | |

SPECIAL MOVEMENT

ABILITY SCORES

| SCORE | ABILITY | ABIL MOD | MOD + 1/2 LVL |
|-------|---------------------|----------|---------------|
| 11 | STR Strength | 0 | 4 |
| 12 | CON Constitution | 1 | 5 |
| 21 | DEX Dexterity | 5 | 9 |
| 10 | INT Intelligence | 0 | 4 |
| 17 | WIS Wisdom | 3 | 7 |
| 8 | CHA Charisma | -1 | 3 |

| SCORE | DEFENSE | 10 + 1/2 LVL | ABIL | CLASS | FEAT | ENH | MISC | MISC |
|-------|---------|--------------|------|-------|------|-----|------|------|
| 18 | FORT | 14 | 1 | 1 | | 1 | 1 | |

CONDITIONAL BONUSES

| SCORE | DEFENSE | 10 + 1/2 LVL | ABIL | CLASS | FEAT | ENH | MISC | MISC |
|-------|---------|--------------|------|-------|------|-----|------|------|
| 22 | REF | 14 | 5 | 1 | | 1 | 1 | |

CONDITIONAL BONUSES

| SCORE | DEFENSE | 10 + 1/2 LVL | ABIL | CLASS | FEAT | ENH | MISC | MISC |
|-------|---------|--------------|------|-------|------|-----|------|------|
| 19 | WILL | 14 | 3 | | | 1 | 1 | |

 CONDITIONAL BONUSES
 +1 Will Defense against charm and fear effects

SENSES

| SCORE | PASSIVE SENSE | BASE | SKILL BONUS |
|-------|-----------------|------|-------------|
| 17 | Passive Insight | 10 | 7 |

| SCORE | PASSIVE SENSE | BASE | SKILL BONUS |
|-------|--------------------|------|-------------|
| 22 | Passive Perception | 10 | 12 |

SPECIAL SENSES

ATTACK WORKSPACE

| ABILITY | ATT BONUS | 1/2 LVL | ABIL | CLASS | PROF | FEAT | ENH | MISC |
|--|-----------|---------|------|-------|------|------|-----|------|
| Ranged Basic Attack - Inescapable Longbow +1 | + 12 | 4 | 5 | | 2 | | 1 | |

ABILITY: Melee Basic Attack - Longsword

| ATT BONUS | 1/2 LVL | ABIL | CLASS | PROF | FEAT | ENH | MISC |
|-----------|---------|------|-------|------|------|-----|------|
| + 7 | 4 | 0 | | 3 | | | |

DAMAGE WORKSPACE

| ABILITY | DAMAGE | ABIL | FEAT | ENH | MISC | MISC |
|--|--------|------|------|-----|------|------|
| Ranged Basic Attack - Inescapable Longbow +1 | 1d10+6 | 5 | | 1 | | |

ABILITY: Melee Basic Attack - Longsword

| DAMAGE | ABIL | FEAT | ENH | MISC | MISC |
|--------|------|------|-----|------|------|
| 1d8 | 0 | | | | |

BASIC ATTACKS

| ATTACK | DEFENSE | WEAPON OR POWER | DAMAGE |
|--------|---------|------------------------|--------|
| 12 | vs AC | Inescapable Longbow +1 | 1d10+6 |
| 7 | vs AC | Longsword | 1d8 |
| 4 | vs AC | Unarmed (Melee) | 1d4 |
| 9 | vs AC | Unarmed (Range) | 1d4+5 |

FEATS

- Improved Initiative** - +4 to initiative checks
- Defensive Mobility** - +2 to AC against opportunity attacks
- Lethal Hunter** - Hunter's Quarry damage dice increase to d8s
- Martial Alacrity** - +2 to initiative and shift quickly during your first turn
- Quick Draw** - Draw a weapon with attack action, +2 to initiative
- Fearless Mind** - +2 to saving throws and +1 Will vs. charm and fear
- Hunter's Aim** - Ignore quarry's cover or concealment

HIT POINTS

| MAX HP | BLOODED | HEALING SURGES | SURGE VALUE | SURGES/DAY |
|--------|---------|----------------|-------------|------------|
| 59 | 29 | 14 | 14 | 7 |

| CURRENT HIT POINTS | CURRENT SURGE USES |
|--------------------|--------------------|
| | |

SECOND WIND 1/ENCOUNTER

| TEMPORARY HIT POINTS | USED |
|----------------------|------|
| | |

DEATH SAVING THROW FAILURES

| SAVING THROW MODS | +2 Feat bonus against charm and fear effects |
|-------------------|--|
| | |

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS

| Action Points | MILESTONES | ACTION POINTS |
|---------------|------------|---------------|
| | 0 | 1 |
| | 1 | 2 |
| | 2 | 3 |

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

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

CLASS / PATH / DESTINY FEATURES

- Fighting Style** - Choose Archer Fighting Style or Two-Blade Fighting Style.
- Archer Fighting Style** - Gain Defensive Mobility as a bonus feat.
- Hunter's Quarry** - Minor action, designate nearest enemy you see as quarry; deal extra damage to quarry once per round.
- Prime Shot** - If no allies are closer to target than you, get +1 on ranged attacks against that target.

LANGUAGES KNOWN

Common, Giant

SKILLS

| BONUS | SKILL NAME | ABIL MOD + 1/2 LVL | TRND (+5) | ARMOR PENALTY | MISC |
|-------|---------------|--------------------|-----------|---------------|------|
| 13 | Acrobatics | DEX | 9 | 5 | -1 |
| 4 | Arcana | INT | 4 | 0 | n/a |
| 8 | Athletics | STR | 4 | 5 | -1 |
| 3 | Bluff | CHA | 3 | 0 | n/a |
| 3 | Diplomacy | CHA | 3 | 0 | n/a |
| 12 | Dungeoneering | WIS | 7 | 5 | n/a |
| 4 | Endurance | CON | 5 | 0 | -1 |
| 7 | Heal | WIS | 7 | 0 | n/a |
| 4 | History | INT | 4 | 0 | n/a |
| 7 | Insight | WIS | 7 | 0 | n/a |
| 3 | Intimidate | CHA | 3 | 0 | n/a |
| 12 | Nature | WIS | 7 | 5 | n/a |
| 12 | Perception | WIS | 7 | 5 | n/a |
| 4 | Religion | INT | 4 | 0 | n/a |
| 13 | Stealth | DEX | 9 | 5 | -1 |
| 3 | Streetwise | CHA | 3 | 0 | n/a |
| 8 | Thievery | DEX | 9 | 0 | -1 |

POWER INDEX

List your powers below.
 Check the box when the power is used.
 Clear the box when the power renews.

AT-WILL POWERS

| | |
|-----------------|--|
| Careful Attack | |
| Hunter's Quarry | |
| Nimble Strike | |
| Twin Strike | |
| | |
| | |

ENCOUNTER POWERS

| | |
|-------------------|--------------------------|
| Fox's Cunning | <input type="checkbox"/> |
| Disruptive Strike | <input type="checkbox"/> |
| Biting Volley | <input type="checkbox"/> |
| | <input type="checkbox"/> |
| | <input type="checkbox"/> |
| | <input type="checkbox"/> |

DAILY POWERS

| | |
|------------------|--------------------------|
| Boar Assault | <input type="checkbox"/> |
| Splintering Shot | <input type="checkbox"/> |
| | <input type="checkbox"/> |
| | <input type="checkbox"/> |
| | <input type="checkbox"/> |
| | <input type="checkbox"/> |

UTILITY POWERS

| | |
|------------------------|--------------------------|
| Yield Ground | <input type="checkbox"/> |
| Weave Through the Fray | <input type="checkbox"/> |
| | <input type="checkbox"/> |
| | <input type="checkbox"/> |
| | <input type="checkbox"/> |
| | <input type="checkbox"/> |
| | <input type="checkbox"/> |

OTHER EQUIPMENT

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|-----------|
| Longsword |
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COINS AND OTHER WEALTH

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|-----------------------|
| Money on hand: 100 gp |
| Stored money: 0 gp |
| Encumbrance: 34 / 110 |

MAGIC ITEM INDEX

List your powers below.
 Check the box when the power is used.
 Clear the box when the power renews.

MAGIC ITEMS

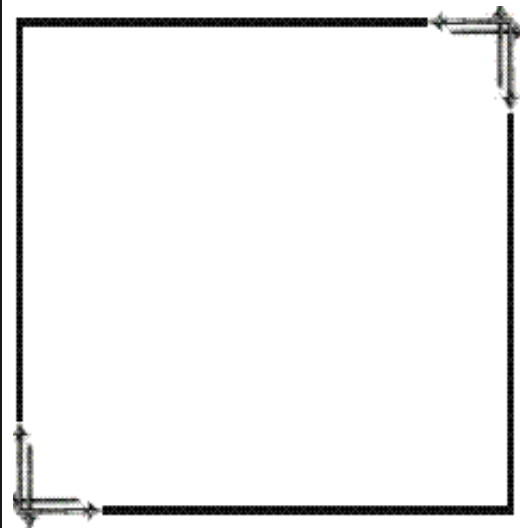
| | | |
|--------|-----------------------------------|--------------------------|
| WEAPON | Inescapable Longbow +1 (E) | <input type="checkbox"/> |
| WEAPON | | <input type="checkbox"/> |
| WEAPON | | <input type="checkbox"/> |
| WEAPON | | <input type="checkbox"/> |
| ARMOR | Delver's Hide Armor +2 (E) | <input type="checkbox"/> |
| ARMS | Bracers of Archery (heroic tier) | <input type="checkbox"/> |
| FEET | Dwarven Greaves (heroic tier) (E) | <input type="checkbox"/> |
| HANDS | | <input type="checkbox"/> |
| HEAD | | <input type="checkbox"/> |
| NECK | Cloak of Resistance +1 (E) | <input type="checkbox"/> |
| RING | | <input type="checkbox"/> |
| RING | | <input type="checkbox"/> |
| WAIST | | <input type="checkbox"/> |
| | | <input type="checkbox"/> |
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Daily Item Powers Per Day

| | | | | | | | | | | | |
|-----------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| Heroic (1-10) | <input type="checkbox"/> | Milestone | <input type="checkbox"/> | / | <input type="checkbox"/> | / | <input type="checkbox"/> | / | <input type="checkbox"/> | | |
| Paragon (11-20) | <input type="checkbox"/> | <input type="checkbox"/> | Milestone | <input type="checkbox"/> | / | <input type="checkbox"/> | / | <input type="checkbox"/> | / | <input type="checkbox"/> | |
| Epic (21-30) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Milestone | <input type="checkbox"/> | / | <input type="checkbox"/> | / | <input type="checkbox"/> | / | <input type="checkbox"/> |

RITUALS / ALCHEMY

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CHARACTER PORTRAIT**PERSONALITY TRAITS**

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MANNERISMS AND APPEARANCE

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CHARACTER BACKGROUND

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COMPANIONS AND ALLIES

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SESSION AND CAMPAIGN NOTES

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CHARACTER NAME

Dizzy

PLAYER NAME

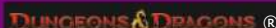
Oskar Thysell

RACE Human CLASS Ranger LEVEL 8

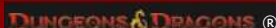
| | | |
|--------------------|---------------|-------------------|
| HP 59 | 11 STR | AC 24 |
| Spd 6 | 12 CON | Fort 18 |
| Init +13 | 21 DEX | Ref 22 |
| | 10 INT | Will 19 |
| | 17 WIS | |
| | 8 CHA | |

| | |
|---------------------------|------------------------------|
| 17 Passive Insight | 22 Passive Perception |
|---------------------------|------------------------------|

PLAY DATA



ENCOUNTER SPECIAL



ENCOUNTER ACTION



Second Wind

KEYWORDS USED

| | | |
|---------------|----------------|---------------|
| Standard | ↑ ↓ ↻ | Personal |
| ACTION | ← → ✖ | RANGE |
| | vs | Self |
| ATTACK | DEFENSE | TARGET |

Effect: You spend a healing surge and regain 14 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK PH

Careful Attack

KEYWORDS Martial, Weapon USED

| | | |
|------------------------|----------------|------------------------|
| Standard | * ↑ ↓ ↻ | Melee or Ranged weapon |
| ACTION | ← → ✖ | RANGE |
| 14 vs AC | | One creature |
| ATTACK | DEFENSE | TARGET |

Requirement: You must be wielding two melee weapons or a ranged weapon.
 Attack: Strength + 2 vs. AC (melee) or Dexterity + 2 vs. AC (ranged).
 Hit: 1[W] damage (melee) or 1[W] damage (ranged).
 Increase damage to 2[W] (melee) or 2[W] (ranged) at 21st level.

Inescapable Longbow +1: +14 attack, 1d10+1 damage

ADDITIONAL EFFECTS
 +1d8 to damage once per round (Hunter's Quarry)
 +1 to attack rolls if none of your allies are closer to the target - Prime Shot.

CLASS Ranger LEVEL 1 BOOK PH

AT-WILL POWER



Hunter's Quarry

KEYWORDS USED

| | | |
|---------------|----------------|---------------|
| Minor | ↑ ↓ ↻ | |
| ACTION | ← → ✖ | RANGE |
| | vs | |
| ATTACK | DEFENSE | TARGET |

You can designate the nearest enemy to you that you can see as your quarry. Once per round, when you hit your quarry with an attack, the attack deals extra damage based on your level. The extra damage is 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

CLASS LEVEL * BOOK PH

AT-WILL POWER



Nimble Strike

KEYWORDS Martial, Weapon USED

| | | |
|------------------------|----------------|---------------|
| Standard | ↑ ↓ ↻ * | Ranged weapon |
| ACTION | ← → ✖ | RANGE |
| 12 vs AC | | One creature |
| ATTACK | DEFENSE | TARGET |

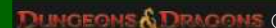
Special: Shift 1 square before or after you attack.
 Attack: Dexterity vs. AC
 Hit: 1[W] + Dexterity modifier (+5) damage.
 Increase damage to 2[W] + Dexterity modifier (+5) at 21st level.

Inescapable Longbow +1: +12 attack, 1d10+6 damage

ADDITIONAL EFFECTS
 +1d8 to damage once per round (Hunter's Quarry)
 +1 to attack rolls if none of your allies are closer to the target - Prime Shot.

CLASS Ranger LEVEL 1 BOOK PH

AT-WILL POWER



Twin Strike

KEYWORDS Martial, Weapon USED

| | | |
|------------------------|----------------|------------------------|
| Standard | * ↑ ↓ ↻ | Melee or Ranged weapon |
| ACTION | ← → ✖ | RANGE |
| 12 vs AC | | One or two creatures |
| ATTACK | DEFENSE | TARGET |

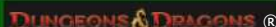
Requirement: You must be wielding two melee weapons or a ranged weapon.
 Attack: Strength vs. AC (melee; main weapon and off-hand weapon) or Dexterity vs. AC (ranged), two attacks
 Hit: 1[W] damage per attack.
 Increase damage to 2[W] at 21st level.

Inescapable Longbow +1: +12 attack, 1d10+1 damage

ADDITIONAL EFFECTS
 +1d8 to damage once per round (Hunter's Quarry)
 +1 to attack rolls if none of your allies are closer to the target - Prime Shot.

CLASS Ranger LEVEL 1 BOOK PH

AT-WILL POWER



Fox's Cunning

KEYWORDS Martial, Weapon USED

| | | |
|---------------|----------------|------------------------|
| Imm React | * ↑ ↓ ↻ | Melee or Ranged weapon |
| ACTION | ← → ✖ | RANGE |
| | vs | |
| ATTACK | DEFENSE | TARGET |

Trigger: An enemy makes a melee attack against you
 Attack: You can shift 1 square, then make a basic attack against the enemy.
 Special: Gain a power bonus to your basic attack roll equal to your Wisdom modifier (+3).

ADDITIONAL EFFECTS

CLASS Ranger LEVEL 1 BOOK PH

ENCOUNTER POWER



Disruptive Strike

KEYWORDS Martial, Weapon USED

| | | |
|------------------------|----------------|------------------------|
| Imm Interr | * ↑ ↓ ↻ | Melee or Ranged weapon |
| ACTION | ← → ✖ | RANGE |
| 12 vs AC | | The attacking creature |
| ATTACK | DEFENSE | TARGET |

Trigger: You or an ally is attacked by a creature
 Attack: Strength vs. AC (melee) or Dexterity vs. AC (ranged)
 Hit: 1[W] + Strength modifier (+0) damage (melee) or 1[W] + Dexterity modifier (+5) damage (ranged). The target takes a penalty to its attack roll for the triggering attack equal to 3 + your Wisdom modifier (+3).

Inescapable Longbow +1: +12 attack, 1d10+6 damage

ADDITIONAL EFFECTS
 +1d8 to damage once per round (Hunter's Quarry)
 +1 to attack rolls if none of your allies are closer to the target - Prime Shot.

CLASS Ranger LEVEL 3 BOOK PH

ENCOUNTER POWER



Biting Volley

KEYWORDS Martial, Weapon USED

| | | | |
|---------------|----------------|---------------|----------------------|
| Standard | | | Ranged weapon |
| ACTION | | | RANGE |
| 12 | vs | Reflex | One or two creatures |
| ATTACK | DEFENSE | TARGET | |

Attack: Dexterity vs. Reflex, two attacks. Each attack can score a critical hit on a roll of 18–20.
Hit: 1[W] + Dexterity modifier (+5) damage per attack.

Inescapable Longbow +1: +12 attack, 1d10+6 damage

ADDITIONAL EFFECTS
+1d8 to damage once per round (Hunter's Quarry)
+1 to attack rolls if none of your allies are closer to the target - Prime Shot.

CLASS Ranger LEVEL 7 BOOK MP

ENCOUNTER POWER DUNGEONS & DRAGONS

Splintering Shot

KEYWORDS Martial, Weapon USED

| | | | |
|---------------|----------------|---------------|---------------|
| Standard | | | Ranged weapon |
| ACTION | | | RANGE |
| 12 | vs | AC | One creature |
| ATTACK | DEFENSE | TARGET | |

Attack: Dexterity vs. AC
Hit: 3[W] + Dexterity modifier (+5) damage, and the target takes a -2 penalty to attack rolls until the end of the encounter.
Miss: Half damage, and the target takes a -1 penalty to attack rolls until the end of the encounter.

Inescapable Longbow +1: +12 attack, 3d10+6 damage

ADDITIONAL EFFECTS
+1d8 to damage once per round (Hunter's Quarry)
+1 to attack rolls if none of your allies are closer to the target - Prime Shot.

CLASS Ranger LEVEL 5 BOOK PH

DAILY POWER DUNGEONS & DRAGONS

Boar Assault

KEYWORDS Martial, Weapon USED

| | | | |
|---------------|----------------|---------------|------------------------|
| Standard | | | Melee or Ranged weapon |
| ACTION | | | RANGE |
| 12 | vs | AC | One creature |
| ATTACK | DEFENSE | TARGET | |

Attack: Strength vs. AC (melee) or Dexterity vs. AC (ranged)
Hit: 2[W] + Strength modifier (+0) damage (melee) or 2 [W] + Dexterity modifier (+5) damage (ranged), and you gain temporary hit points equal to your Wisdom modifier (+3).
Miss: Half damage.
Effect: Until the target is reduced to 0 hit points, you gain temporary hit points equal to your Wisdom modifier (+3) each time you hit the target.

Inescapable Longbow +1: +12 attack, 2d10+6 damage

ADDITIONAL EFFECTS
+1d8 to damage once per round (Hunter's Quarry)
+1 to attack rolls if none of your allies are closer to the target - Prime Shot.

CLASS Ranger LEVEL 1 BOOK MP

DAILY POWER DUNGEONS & DRAGONS

Yield Ground

KEYWORDS Martial USED

| | | | |
|----------------------------------|---|--------------------------------|--------------|
| Imm React | | | Personal |
| ACTION | | | RANGE |
| <input type="checkbox"/> AT-WILL | <input checked="" type="checkbox"/> ENCOUNTER | <input type="checkbox"/> DAILY | |

Trigger: An enemy damages you with a melee attack
Effect: You can shift a number of squares equal to your Wisdom modifier (+3). Gain a +2 power bonus to all defenses until the end of your next turn.

ADDITIONAL EFFECTS

CLASS Ranger LEVEL 2 BOOK PH

UTILITY POWER DUNGEONS & DRAGONS

Weave Through the Fray

KEYWORDS Martial USED

| | | | |
|----------------------------------|---|--------------------------------|--------------|
| Imm Interr | | | Personal |
| ACTION | | | RANGE |
| <input type="checkbox"/> AT-WILL | <input checked="" type="checkbox"/> ENCOUNTER | <input type="checkbox"/> DAILY | |

Trigger: An enemy moves adjacent to you
Effect: You can shift a number of squares equal to your Wisdom modifier (+3).

ADDITIONAL EFFECTS

CLASS Ranger LEVEL 6 BOOK PH

UTILITY POWER DUNGEONS & DRAGONS

Inescapable Longbow +1

| | | | |
|----------------------------------|-------------------|--------------|-----------------|
| 1d10 | 2 | Bow | 20/40 |
| DAMAGE | PROFICIENT | GROUP | RANGE |
| +1 attack rolls and damage rolls | | 3 | +1d6 damage |
| ENHANCEMENT | | LEVEL | CRITICAL |

PROPERTIES
Each time you miss a target with this weapon, you gain a cumulative +1 bonus (up to the weapon's enhancement bonus) to your next attack roll with this weapon against the same target. The bonus ends if you attack a different target or when you hit.
Load Free

Ranged Basic Attack: +12 attack, 1d10+6 damage

| | | |
|----------------------------------|------------------------------------|--------------------------------|
| <input type="checkbox"/> AT-WILL | <input type="checkbox"/> ENCOUNTER | <input type="checkbox"/> DAILY |
|----------------------------------|------------------------------------|--------------------------------|

POWER

ITEM SLOT Two-Hands WEIGHT 3 PRICE 680 BOOK

MAGIC WEAPON DUNGEONS & DRAGONS

Cloak of Resistance +1

| | | | |
|--------------------------------|--------------|----------------|----------|
| AC BONUS | CHECK | SPEED | QUANTITY |
| +1 Fortitude, Reflex, and Will | 2 | Neck Slot Item | 1 |
| ENHANCEMENT | LEVEL | TYPE | |

PROPERTIES

| | | |
|----------------------------------|------------------------------------|---|
| <input type="checkbox"/> AT-WILL | <input type="checkbox"/> ENCOUNTER | <input checked="" type="checkbox"/> DAILY |
|----------------------------------|------------------------------------|---|

POWER

Item Slot: Neck
Power (Daily): Minor Action. Gain resist 5 to all damage until the start of your next turn.

ITEM SLOT Neck WEIGHT 0 PRICE 520 BOOK

MAGIC ITEM DUNGEONS & DRAGONS

Dwarven Greaves (heroic tier)

| | | | |
|--------------------|--------------|-------------|----------|
| AC BONUS | CHECK | SPEED | QUANTITY |
| | | 7 | 1 |
| ENHANCEMENT | LEVEL | TYPE | |

PROPERTIES

| | | |
|----------------------------------|------------------------------------|---|
| <input type="checkbox"/> AT-WILL | <input type="checkbox"/> ENCOUNTER | <input checked="" type="checkbox"/> DAILY |
|----------------------------------|------------------------------------|---|

POWER

Item Slot: Feet
Power (Daily): Immediate Interrupt. You can use this power when you are hit by a power that has a pull, a push, or a slide effect. You negate the forced movement.

ITEM SLOT Feet WEIGHT 0 PRICE 2600 BOOK

MAGIC ITEM DUNGEONS & DRAGONS

Bracers of Archery (heroic tier)

| | | | |
|--------------------|--------------|-------------|----------|
| AC BONUS | CHECK | SPEED | QUANTITY |
| | | 6 | 1 |
| ENHANCEMENT | LEVEL | TYPE | |

PROPERTIES

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

| | | |
|----------------------------------|------------------------------------|---|
| <input type="checkbox"/> AT-WILL | <input type="checkbox"/> ENCOUNTER | <input checked="" type="checkbox"/> DAILY |
|----------------------------------|------------------------------------|---|

POWER

Item Slot: Arms
Power (Daily): Minor Action. Ignore cover on your next attack this turn when using a bow or crossbow.

ITEM SLOT Arms WEIGHT 0 PRICE 1800 BOOK

MAGIC ITEM DUNGEONS & DRAGONS

Delver's Hide Armor +2

| | | | |
|--|--------------|--------------|-----------------|
| 3 | -1 | - | 1 |
| AC BONUS | CHECK | SPEED | QUANTITY |
| +2 AC | | 8 | Armor |
| ENHANCEMENT | LEVEL | TYPE | |
| PROPERTIES | | | |
| <input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input checked="" type="checkbox"/> DAILY | | | |
| POWER | | | |
| Power (Daily): No Action. Gain a +2 power bonus to a saving throw you just rolled; use the new result. | | | |
| ITEM SLOT | WEIGHT | PRICE | BOOK |
| Body | 25 | 3400 | |

MAGIC ITEM

DUNGEONS & DRAGONS®