

Player Name _____

Character Name 11 Cleric Divine Oracle Epic Destiny 26,000
 Level Class Paragon Path Total XP
 Half-Elf Medium Bahamut
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company or Other Affiliations

INITIATIVE			
SCORE	DEX	1/2 LVL	MISC
6	1	5	
CONDITIONAL MODIFIERS			

DEFENSES							
SCORE	DEFENSE	10 + ARMOR/ 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC
25	AC	15	7			3	
CONDITIONAL BONUS							

MOVEMENT			
SCORE	BASE	ARMOR	ITEM
5	Speed (Squares)	6	-1
SPECIAL MOVEMENT			

ABILITY SCORES		
SCORE	ABILITY	MOD + 1/2 LVL
15	STR Strength	2
15	CON Constitution	2
12	DEX Dexterity	1
11	INT Intelligence	0
19	WIS Wisdom	4
18	CHA Charisma	4

DEFENSES							
SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC
19	FORT	15	2		2		
CONDITIONAL BONUS							

DEFENSES							
SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC
16	REF	15	1				
CONDITIONAL BONUS							

DEFENSES							
SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC
21	WILL	15	4	2			
CONDITIONAL BONUS							

SENSES			
SCORE	PASSIVE SENSE	BASE	SKILL BONUS
21	Passive Insight	10	11
21	Passive Perception	10	11
SPECIAL SENSES Low-light Vision			

SPECIAL SENSES
Low-light Vision

ATTACK WORKSPACE							
ABILITY	Melee Basic Attack using Righteous Mace +2						
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 11	5	2		2		2	
ABILITY: Ranged Basic Attack using Crossbow							
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 8	5	1		2			

HIT POINTS			
MAX HP	BLOODED	HEALING SURGES SURGE VALUE	SURGES/DAY
77	38	19	9
CURRENT HIT POINTS		CURRENT SURGE USES	
77		0	
SECOND WIND 1/ENCOUNTER		USED <input type="checkbox"/>	
TEMPORARY HIT POINTS			
DEATH SAVING THROW FAILURES <input type="checkbox"/>			
SAVING THROW MODS +1 to all saving throws, +2 bonus whenever you have no action points remaining			
RESISTANCES			
CURRENT CONDITIONS AND EFFECTS			

ACTION POINTS		
MILESTONES	ACTION POINTS	
1	0	1
	1	2
	2	3
ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS		

DAMAGE WORKSPACE					
ABILITY	Melee Basic Attack using Righteous Mace +2				
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+5	2		2	1	
ABILITY: Ranged Basic Attack using Crossbow					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+1	1				

RACE FEATURES

Dilettante
 Dual Heritage
 Group Diplomacy

DAMAGE WORKSPACE					
ABILITY	Melee Basic Attack using Righteous Mace +2				
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+5	2		2	1	
ABILITY: Ranged Basic Attack using Crossbow					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+1	1				

DAMAGE WORKSPACE					
ABILITY	Melee Basic Attack using Righteous Mace +2				
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+5	2		2	1	
ABILITY: Ranged Basic Attack using Crossbow					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+1	1				

DAMAGE WORKSPACE					
ABILITY	Melee Basic Attack using Righteous Mace +2				
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+5	2		2	1	
ABILITY: Ranged Basic Attack using Crossbow					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+1	1				

DAMAGE WORKSPACE					
ABILITY	Melee Basic Attack using Righteous Mace +2				
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+5	2		2	1	
ABILITY: Ranged Basic Attack using Crossbow					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+1	1				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
11	vs AC	Righteous Mace +2	1d8+5
8	vs AC	Crossbow	1d8+1
	vs		
	vs		

SKILLS

BONUS	SKILL NAME	ABIL	MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
5	Acrobatics	DEX	6	0	-1	
10	Arcana	INT	5	5	n/a	
6	Athletics	STR	7	0	-1	
9	Bluff	CHA	9	0	n/a	
11	Diplomacy	CHA	9	0	n/a	2
9	Dungeoneering	WIS	9	0	n/a	
6	Endurance	CON	7	0	-1	
14	Heal	WIS	9	5	n/a	
10	History	INT	5	5	n/a	
11	Insight	WIS	9	0	n/a	2
9	Intimidate	CHA	9	0	n/a	
9	Nature	WIS	9	0	n/a	
11	Perception	WIS	9	0	n/a	2
10	Religion	INT	5	5	n/a	
5	Stealth	DEX	6	0	-1	
9	Streetwise	CHA	9	0	n/a	
5	Thievery	DEX	6	0	-1	

CLASS / PATH / DESTINY FEATURES

Channel Divinity
 Healer's Lore
 Healing Word
 Ritual Casting
 Foresight
 Prophetic Action

FEATS

Ritual Caster - Master and perform rituals
 Armor of Bahamut - Use Channel Divinity to invoke armor of Bahamut
 Group Insight - Grant allies +1 to Insight and initiative
 Action Surge - +3 to attacks when you spend an action point
 Stubborn Survivor - +2 to saving throws when you have no action points remaining
 Human Perseverance - +1 to saving throws
 Alertness - No combat advantage when surprised, +2 to Perception
 Great Fortitude - +2 to Fortitude defense

LANGUAGES KNOWN

Common
 Elven
 Goblin

POWER INDEX

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

AT-WILL POWERS

Lance of Faith	<input type="checkbox"/>
Sacred Flame	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

ENCOUNTER POWERS

Furious Smash	<input type="checkbox"/>
Divine Fortune	<input type="checkbox"/>
Turn Undead	<input type="checkbox"/>
Healing Word	<input type="checkbox"/>
Armor of Bahamut	<input type="checkbox"/>
Healing Strike	<input type="checkbox"/>
Daunting Light	<input type="checkbox"/>
Break the Spirit	<input type="checkbox"/>
Prophecy of Doom	<input type="checkbox"/>

DAILY POWERS

Beacon of Hope	<input type="checkbox"/>
Consecrated Ground	<input type="checkbox"/>
Blade Barrier	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

UTILITY POWERS

Cure Light Wounds	<input type="checkbox"/>
Cure Serious Wounds	<input type="checkbox"/>
Mass Cure Light Wounds	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

OTHER EQUIPMENT

Ritual Book
Chainmail
Crossbow
Adventurer's Kit
Crossbow bolts (20)

COINS AND OTHER WEALTH

Money on hand: 50 pp
Stored money:
Residium: 0

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	Righteous Mace +2 (One-hand) (E)	<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
ARMOR	Irrefutable Chainmail +3 (E)	<input type="checkbox"/>
ARMS		<input type="checkbox"/>
FEET		<input type="checkbox"/>
HANDS		<input type="checkbox"/>
HEAD		<input type="checkbox"/>
NECK		<input type="checkbox"/>
RING		<input type="checkbox"/>
RING		<input type="checkbox"/>
WAIST		<input type="checkbox"/>
	Magic Holy Symbol +3 (One-hand)	<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
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		<input type="checkbox"/>

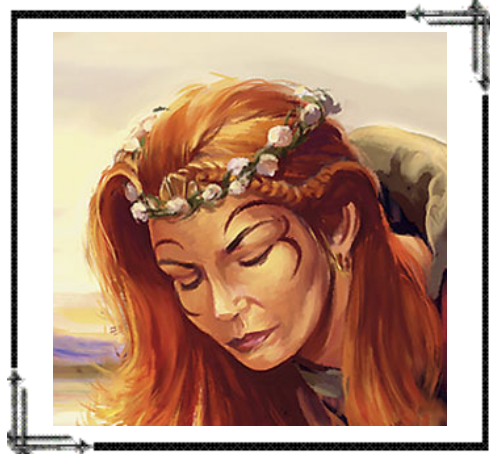
Daily Item Powers Per Day

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

Gentle Repose
Tenser's Floating Disk

CHARACTER PORTRAIT



PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

CHARACTER NAME

PLAYER NAME

RACE Half-Elf CLASS Cleric LEVEL 11

HP 77	15 STR	Fort 19
AC 25	15 CON	Ref 16
Speed 5	12 DEX	Will 21
Init +6	11 INT	21 Passive Insight
	19 WIS	21 Passive Perception
	18 CHA	

CLASS Player Ability LEVEL * PAGE PHB

Action Points

1 Action Points

Once per encounter, you can spend an action point. When you spend an action point, it's gone, but you can earn more.

Most often, you spend an action point to take an extra action during your turn.

If you spend an action point to take an extra action and are within sight of an allied warlord, the warlord's Commanding Presence grants you a benefit.

Instead of taking an extra action when you spend an action point, you can use a paragon path feature or a feat that requires an action point. Whatever you use an action point for, you can only spend 1 per encounter.

SPEND AN ACTION POINT: FREE ACTION

- During Your Turn
- Gain an Extra Action
- Once per Encounter

CLASS Player Ability LEVEL * PAGE PHB

Second Wind

19 Surge Value **9 Surges Per Day**

You can dig into your resolve and endurance to find an extra burst of vitality. In game terms, you spend a healing surge to regain some of your lost hit points, and you focus on defending yourself.

Unless otherwise noted in the statistics block of a monster or a nonplayer character, this action is available only to player characters.

SECOND WIND: STANDARD ACTION

- Spend a Healing Surge
- +2 Bonus to All Defenses
- Once per Encounter
- Minor Action for Dwarves

CLASS Player Ability LEVEL * PAGE PHB

PLAY DATA DUNGEONS & DRAGONS

ACTION POINTS DUNGEONS & DRAGONS

SECOND WIND DUNGEONS & DRAGONS

Lance of Faith

KEYWORDS Divine, Implement, Radiant USED

Standard	5	Ranged 5
ACTION	RANGE	
12 vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Attack: Wisdom vs. Reflex
Hit: 1d8 + Wisdom modifier radiant damage, and one ally you can see gains a +2 power bonus to his or her next attack roll against the target.
Increase damage to 2d8 + Wisdom modifier at 21st level.

Your stats using Magic Holy Symbol +3:
+12 bonus to hit, 1d8+7 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.
+3 to attack rolls if this attack was gained by spending an action point.

CLASS Cleric LEVEL 1 PAGE PHB

Sacred Flame

KEYWORDS Divine, Implement, Radiant USED

Standard	5	Ranged 5
ACTION	RANGE	
12 vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Attack: Wisdom vs. Reflex
Hit: 1d6 + Wisdom modifier radiant damage, and one ally you can see chooses either to gain temporary hit points equal to your Charisma modifier + one-half your level or to make a saving throw.
Increase damage to 2d6 + Wisdom modifier at 21st level.

Your stats using Magic Holy Symbol +3:
+12 bonus to hit, 1d6+7 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.
+3 to attack rolls if this attack was gained by spending an action point.

CLASS Cleric LEVEL 1 PAGE PHB

Furious Smash

KEYWORDS Martial, Weapon USED

Standard	*	Melee weapon
ACTION	RANGE	
11 vs Fort		One creature
ATTACK	DEFENSE	TARGET

Attack: Strength vs. Fortitude
Hit: Deal damage equal to your Strength modifier, and then choose one ally adjacent to either you or the target. This ally applies your Charisma modifier as a power bonus to the attack roll and the damage roll on his or her next attack against the target. If the ally does not attack the target by the end of his or her next turn, the bonus is lost.

Your stats using Righteous Mace +2:
+11 bonus to hit, Deal+3 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.
+3 to attack rolls if this attack was gained by spending an action point.

CLASS Warlord LEVEL 1 PAGE PHB

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

Divine Fortune

KEYWORDS Divine USED

Free Action	Personal
ACTION	RANGE
vs	
ATTACK	DEFENSE
	TARGET

Effect: You gain a +1 bonus to your next attack roll or saving throw before the end of your next turn.
Prerequisite: Channel Divinity, Cleric

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS Cleric LEVEL 1 PAGE PHB

Turn Undead

KEYWORDS Divine, Implement, Radiant USED

Standard	2	Close burst 2 (5 at 11th level, 8 at 21st level)
ACTION	RANGE	
12 vs Will		Each undead creature in burst
ATTACK	DEFENSE	TARGET

Attack: Wisdom vs. Will
Hit: 1d10 + Wisdom modifier radiant damage, and you push the target a number of squares equal to 3 + your Charisma modifier. The target is immobilized until the end of your next turn.
Increase damage to 2d10 + Wisdom modifier at 5th level, 3d10 + Wisdom modifier at 11th level, 4d10 + Wisdom modifier at 15th level, 5d10 + Wisdom modifier at 21st level, and 6d10 + Wisdom modifier at 25th level.
Miss: Half damage, and the target is not pushed or immobilized.
Prerequisite: Channel Divinity, Cleric

Your stats using Magic Holy Symbol +3:
+12 bonus to hit, 1d10+7 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.
+3 to attack rolls if this attack was gained by spending an action point.

CLASS Cleric LEVEL 1 PAGE PHB

Healing Word

KEYWORDS Divine, Healing USED

Minor	5	Close burst 5 (10 at 11th level, 15 at 16th level)
ACTION	RANGE	
vs		You or one ally
ATTACK	DEFENSE	TARGET

Special: You can use this power twice per encounter, but only once per round. At 16th level, you can use this power three times per encounter.
Effect: The target can spend a healing surge and regain an additional 1d6 hit points.
Increase the amount of additional hit points regained to 2d6 at 6th level, 3d6 at 11th level, 4d6 at 16th level, 5d6 at 21st level, and 6d6 at 26th level.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS Cleric LEVEL 1 PAGE PHB

ENCOUNTER POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

Armor of Bahamut

KEYWORDS		Divine	USED
Immediate	Standard	5	Ranged 5
ACTION	ACTION		RANGE
vs			
ATTACK	DEFENSE		TARGET

Trigger: An enemy scores a critical hit on you or an ally
 Effect: Turn the critical hit within 5 squares of you into a normal hit.
 Prerequisite: Channel Divinity, Armor of Bahamut feat

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS Cleric LEVEL * PAGE *PHB*

ENCOUNTER POWER DUNGEONS & DRAGONS

Healing Strike

KEYWORDS		Divine, Healing, Radiant, Weapon	USED
Standard	Standard	*	Melee weapon
ACTION	ACTION		RANGE
11	vs	AC	One creature
ATTACK	DEFENSE		TARGET

Attack: Strength vs. AC
 Hit: 2[W] + Strength modifier radiant damage, and the target is marked until the end of your next turn. In addition, you or one ally within 5 squares of you can spend a healing surge.

Your stats using Righteous Mace +2: +11 bonus to hit, 2d8+5 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.
 +3 to attack rolls if this attack was gained by spending an action

CLASS Cleric LEVEL 1 PAGE *PHB*

ENCOUNTER POWER DUNGEONS & DRAGONS

Daunting Light

KEYWORDS		Divine, Implement, Radiant	USED
Standard	Standard	10	Ranged 10
ACTION	ACTION		RANGE
12	vs	Reflex	One creature
ATTACK	DEFENSE		TARGET

Attack: Wisdom vs. Reflex
 Hit: 2d10 + Wisdom modifier radiant damage.
 Effect: One ally you can see gains combat advantage against the target until the end of your next turn.

Your stats using Magic Holy Symbol +3: +12 bonus to hit, 2d10+7 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.
 +3 to attack rolls if this attack was gained by spending an action

CLASS Cleric LEVEL 3 PAGE *PHB*

ENCOUNTER POWER DUNGEONS & DRAGONS

Break the Spirit

KEYWORDS		Charm, Divine, Implement, Radiant	USED
Standard	Standard	10	Ranged 10
ACTION	ACTION		RANGE
12	vs	Will	One creature
ATTACK	DEFENSE		TARGET

Attack: Wisdom vs. Will
 Hit: 2d8 + Wisdom modifier radiant damage, and the target takes a penalty to attack rolls equal to your Charisma modifier until the end of your next turn.

Your stats using Magic Holy Symbol +3: +12 bonus to hit, 2d8+7 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.
 +3 to attack rolls if this attack was gained by spending an action

CLASS Cleric LEVEL 7 PAGE *PHB*

ENCOUNTER POWER DUNGEONS & DRAGONS

Prophecy of Doom

KEYWORDS		Divine	USED
Standard	Standard	5	Ranged 5
ACTION	ACTION		RANGE
	vs		One creature
ATTACK	DEFENSE		TARGET

Effect: You or an ally who hits the target with an attack can choose to make the attack a critical hit. This power lasts until the end of your next turn or until you or an ally uses it to make an attack a critical hit.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS Cleric LEVEL 11 PAGE *PHB*

ENCOUNTER POWER DUNGEONS & DRAGONS

Beacon of Hope

KEYWORDS		Divine, Healing, Implement	USED
Standard	Standard		Close burst 3
ACTION	ACTION	3	RANGE
12	vs	Will	Each enemy in burst
ATTACK	DEFENSE		TARGET

Attack: Wisdom vs. Will
 Hit: The target is weakened until the end of its next turn.
 Effect: You and all your allies in the burst regain 5 hit points, and your healing powers restore +5 hit points until the end of the encounter.

Your stats using Magic Holy Symbol +3: +12 bonus to hit

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.
 +3 to attack rolls if this attack was gained by spending an action

CLASS Cleric LEVEL 1 PAGE *PHB*

DAILY POWER DUNGEONS & DRAGONS

Consecrated Ground

KEYWORDS		Divine, Healing, Radiant, Zone	USED
Standard	Standard	1	Close burst 1
ACTION	ACTION		RANGE
	vs		
ATTACK	DEFENSE		TARGET

Effect: The burst creates a zone of sanctified ground that lasts until the end of your next turn. You can move the origin square of the zone 3 squares as a move action. Enemies that start their turns within the zone take 1d6 + your Charisma modifier radiant damage. You and any allies who are bloodied and start their turns within the zone regain hit points equal to 1 + your Charisma modifier.
 Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS Cleric LEVEL 5 PAGE *PHB*

DAILY POWER DUNGEONS & DRAGONS

Blade Barrier

KEYWORDS		Conjuration, Divine, Implement	USED
Standard	Standard	10	Area wall 5 within 10 squares
ACTION	ACTION		RANGE
	vs		
ATTACK	DEFENSE		TARGET

Effect: You conjure a wall of contiguous squares filled with spinning blades of astral energy that lasts until the end of your next turn. The wall can be up to 5 squares long and up to 2 squares high. The spaces occupied by the blade barrier are difficult terrain.
 If a creature enters the barrier's space or starts its turn there, it takes 3d6 + Wisdom modifier damage plus ongoing 5 damage (save ends).
 Sustain Minor: The barrier persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS Cleric LEVEL 9 PAGE *PHB*

DAILY POWER DUNGEONS & DRAGONS

Cure Light Wounds

KEYWORDS		Divine, Healing	USED
Standard	Standard	*	Melee touch
ACTION	ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY	

Effect: The target regains hit points as if it had spent a healing surge.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS Cleric LEVEL 2 PAGE *PHB*

UTILITY POWER DUNGEONS & DRAGONS

Cure Serious Wounds

KEYWORDS Divine, Healing USED

Standard * ⬇ ⬆ ⬇ Melee touch

ACTION ⬅ ⬆ ⬇ RANGE

AT-WILL ENCOUNTER DAILY

Effect: The target regains hit points as if it had spent two healing surges.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS Cleric LEVEL 6 PAGE PHB

UTILITY POWER DUNGEONS & DRAGONS

Mass Cure Light Wounds

KEYWORDS Divine, Healing USED

Standard ⬇ ⬆ ⬇ 5 Close burst 5

ACTION ⬅ ⬆ ⬇ 5 RANGE

AT-WILL ENCOUNTER DAILY

Effect: The targets regain hit points as if they had spent a healing surge. Add your Charisma modifier to the hit points regained.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS Cleric LEVEL 10 PAGE PHB

UTILITY POWER DUNGEONS & DRAGONS

Magic Holy Symbol +3

BONUS	+3 Attack rolls and damag	+3d6 damage
ENHANCEMENT		
CRITICAL		

PROPERTIES

KEYWORDS USED

ACTION

AT-WILL ENCOUNTER DAILY

POWER

Item Slot: One-hand

ITEM SLOT/TYPE One-hand LEVEL 11 PRICE 9000 PAGE PHB

MAGIC ITEM DUNGEONS & DRAGONS

Irrefutable Chainmail +3

BONUS	+3 AC	
ENHANCEMENT		
CRITICAL		

PROPERTIES

KEYWORDS USED

ACTION

AT-WILL ENCOUNTER DAILY

POWER

Power (Daily): Free Action. Use this power when you miss with an attack that targets Will defense. Reroll your attack with a power bonus equal to the enhancement bonus of this armor.

ITEM SLOT/TYPE Body LEVEL 12 PRICE 13000 PAGE AV

MAGIC ITEM DUNGEONS & DRAGONS

Righteous Mace +2

BONUS	+2 Attack rolls and damag	+2d6 damage, or +2d8 d
ENHANCEMENT		
CRITICAL		

PROPERTIES

KEYWORDS USED

ACTION

AT-WILL ENCOUNTER DAILY

POWER

Power (Daily): Free Action. Use this power when you hit with the weapon. The target is dazed until the end of your next turn. If the target is evil or chaotic evil, the target is instead dazed (save ends).

ITEM SLOT/TYPE One-hand LEVEL 10 PRICE 5000 PAGE AV

MAGIC ITEM DUNGEONS & DRAGONS