

Player Name

Adel d'Tavin 12 Avenger Covenant Agent 38,999  
 Character Name Level Class Paragon Path Total XP  
 Human Medium Male 6'1" 200 lbs. Unaligned The Traveler Epic Destiny  
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
9	3	6	

CONDITIONAL MODIFIERS

### DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
26	AC	16	3			3		4

CONDITIONAL BONUSES

### 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	6
11	CON Constitution	0	6
16	DEX Dexterity	3	9
14	INT Intelligence	2	8
23	WIS Wisdom	6	12
9	CHA Charisma	-1	5

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
22	FORT	16		1	1	3	1	

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
25	REF	16	3	1	1	3	1	

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
30	WILL	16	6	1	1	3	2	1

CONDITIONAL BONUSES

+2 Will Defense while you are bloodied

### 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

- Armor of Faith** - Gain +3 bonus to AC while wearing cloth or leather armor.
- Avenger's Censure** - Gain an avenger's censure power.
- Censure of Unity**
- Channel Divinity** - Invoke a channel divinity class feature once per day.
- Oath of Enmity** - Gain the oath of enmity power.
- Bleeding Defeat Action** - Target takes ongoing 10 radiant damage.
- Shadow of the Gods** - Enemy takes penalty to next saving throw.
- Versatile Expertise (Heavy Blade)** - +1 to attack rolls with heavy blades.
- Versatile Expertise (Light Blade)** - +1 to attack rolls with light blades.

### LANGUAGES KNOWN

Common, Quori

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
27	Passive Insight	10	+

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
27	Passive Perception	10	+

SPECIAL SENSES

### ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Dread Greatsword +3

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+13	6	0		3	1	3	

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+6	6	0					

### DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Dread Greatsword +3

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10+3	0		3		

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4	0				

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
13	vs AC	Dread Greatsword +3	1d10+3
6	vs AC	Unarmed (Melee)	1d4
9	vs AC	Unarmed (Range)	1d4+3
	vs		

### FEATS

- Action Surge** - +3 to attacks when you spend an action point.
- Mark of Fear**
- Divine Distraction** - Allies gain bonus to damage your oath of enmity target when you are adjacent to target.
- Improved Armor of Faith** - Increases armor of faith bonus to AC.
- Power of Trickery** - +2 to Thievery.
- Shadow Initiate**
- Nightmare Killer** - Gain +2 bonus to damage rolls with fear powers.
- Avenging Surge** - Gain temporary hit points when ally hits your oath of enmity target.
- Versatile Expertise** - Bonus to attacks with weapons and implements of your choice.
- Paragon Defenses** - +1 to Fortitude, Reflex, and Will.
- Vengeful Shade** - Choose to have your shrouds deal radiant damage when using a divine attack power.

### SKILLS

BONUS	SKILL NAME	ABIL	MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
14	Acrobatics	DEX	9	5	n/a	0
8	Arcana	INT	8	0	n/a	0
11	Athletics	STR	6	5	n/a	0
5	Bluff	CHA	5	0	n/a	0
5	Diplomacy	CHA	5	0	n/a	0
12	Dungeoneering	WIS	12	0	n/a	0
6	Endurance	CON	6	0	n/a	0
12	Heal	WIS	12	0	n/a	0
8	History	INT	8	0	n/a	0
17	Insight	WIS	12	5	n/a	0
5	Intimidate	CHA	5	0	n/a	0
12	Nature	WIS	12	0	n/a	0
17	Perception	WIS	12	5	n/a	0
13	Religion	INT	8	5	n/a	0
14	Stealth	DEX	9	5	n/a	0
5	Streetwise	CHA	5	0	n/a	0
11	Thievery	DEX	9	0	n/a	2



CHARACTER NAME  
**Adel d'Tavin**

PLAYER NAME

RACE Human CLASS Avenger LEVEL 12

SCORE	ABILITY	MOD
11	STR	+0
11	CON	+0
16	DEX	+3
14	INT	+2
23	WIS	+6
9	CHA	-1

HP 91 AC 26

Spd 6 Fort 22

Init +9 Ref 25

Will 30

27 Passive Insight 27 Passive Perception

Skills

14	Acrobatics	DEX	(Trained)
8	Arcana	INT	
11	Athletics	STR	(Trained)
5	Bluff	CHA	
5	Diplomacy	CHA	
12	Dungeoneering	WIS	
6	Endurance	CON	
12	Heal	WIS	
8	History	INT	
17	Insight	WIS	(Trained)
5	Intimidate	CHA	
12	Nature	WIS	
17	Perception	WIS	(Trained)
13	Religion	INT	(Trained)
14	Stealth	DEX	(Trained)
5	Streetwise	CHA	
11	Thievery	DEX	

ADDITIONAL EFFECTS

Action Point

ADDITIONAL EFFECTS

**Action Surge:** You gain a +3 bonus to attack rolls you make during any action you gain by spending an action point.

**Bleeding Defeat Action:** When you spend an action point to make an attack, if that attack hits and deals damage, the target also takes ongoing 10 radiant and necrotic damage (save ends).

**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.

PLAY DATA

Second Wind

KEYWORDS Standard, Personal

ACTION: Standard, Personal

AT-WILL  ENCOUNTER  DAILY

Effect: You spend a healing surge and regain 22 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS Avenger LEVEL 1 BOOK PH

UTILITY POWER

Radiant Vengeance

KEYWORDS Divine, Implement, Radiant

ACTION: Standard, Ranged 10

ATTACK: 12 vs Reflex

DEFENSE: Reflex

TARGET: One creature

**Attack:** Wisdom vs. Reflex  
**Hit:** 1d8 + Wisdom modifier (+6) radiant damage, and you gain temporary hit points equal to your Wisdom modifier (+6).  
Level 21: 2d8 + Wisdom modifier (+6) damage.

Unarmed: +12 attack, 1d8+6 damage

ADDITIONAL EFFECTS  
+3 to damage rolls against your oath of enmity target for each ally adjacent to that target - Censure of Unity.  
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

CLASS Avenger LEVEL 1 BOOK PH

AT-WILL POWER

PLAY DATA

Overwhelming Strike

KEYWORDS Divine, Weapon

ACTION: Standard, Melee weapon

ATTACK: 19 vs AC

DEFENSE: AC

TARGET: One creature

**Attack:** Wisdom vs. AC  
**Hit:** 1[W] + Wisdom modifier (+6) damage. You shift 1 square and slide the target 1 square into the space you occupied.  
Level 21: 2[W] + Wisdom modifier (+6) damage.

Dread Greatsword +3: +19 attack, 1d10+9 damage

ADDITIONAL EFFECTS  
+3 to damage rolls against your oath of enmity target for each ally adjacent to that target - Censure of Unity.  
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

CLASS Avenger LEVEL 1 BOOK PH2

AT-WILL POWER

Assassin's Shroud

KEYWORDS Shadow

ACTION: Free, Close burst 10

ATTACK: 10 vs

DEFENSE: Reflex

TARGET: One enemy you can see in burst

**Effect:** You subject the target to your shroud. If any of your shrouds are already on the target, you subject it to an additional shroud, up to a maximum of four. The shrouds last until you use this power against a different enemy or until the end of the encounter.  
Before you make an attack roll against the target, you choose to invoke either all your shrouds on it or none of them. If you invoke your shrouds, the attack deals 1d6 damage per shroud, minus one shroud if the attack misses, and all your shrouds then vanish from the target. This damage roll never benefits from bonuses to damage rolls, and is in addition to the attack's damage, if any.  
Level 11: 1d6 + 3 damage per shroud.  
Level 21: 1d6 + 6 damage per shroud.

**Special:** You can use this power only on your turn and only once per turn. You can use it no more than twice each encounter.

ADDITIONAL EFFECTS

CLASS Assassin LEVEL 1 BOOK Dragon 379

AT-WILL POWER

ENCOUNTER SPECIAL

Leading Strike

KEYWORDS Divine, Weapon

ACTION: Standard, Melee weapon

ATTACK: 19 vs AC

DEFENSE: AC

TARGET: One creature

**Attack:** Wisdom vs. AC  
**Hit:** 1[W] + Wisdom modifier (+6) damage. One ally adjacent to you or to the target gains a bonus to his or her next damage roll against the target equal to your Intelligence modifier (+2).  
Level 21: 2[W] + Wisdom modifier (+6) damage.

Dread Greatsword +3: +19 attack, 1d10+9 damage

ADDITIONAL EFFECTS  
+3 to damage rolls against your oath of enmity target for each ally adjacent to that target - Censure of Unity.  
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

CLASS Avenger LEVEL 1 BOOK DP

AT-WILL POWER

Oath of Enmity

KEYWORDS Divine

ACTION: Minor, Close burst 10

ATTACK: 10 vs

DEFENSE: Reflex

TARGET: One enemy you can see in burst

**Effect:** When you make a melee attack against the target and the target is the only enemy adjacent to you, you make two attack rolls and use either result. This effect lasts until the end of the encounter or until the target drops to 0 hit points, at which point you regain the use of this power. If another effect lets you roll twice and use the higher result when making an attack roll, this power has no effect on that attack. If an effect forces you to roll twice and use the lower result when making an attack roll, this power has no effect on that attack either.  
If an effect lets you reroll an attack roll and you rolled twice because of this power, you reroll both dice.

ADDITIONAL EFFECTS

CLASS Avenger LEVEL 1 BOOK PH2

ENCOUNTER POWER

### Rictus Grin

KEYWORDS		Divine, Fear, Weapon	USED
Standard	* ↓ ↗	Melee weapon	
ACTION	↶ ↷	RANGE	
19	vs	AC	One creature
ATTACK	DEFENSE	TARGET	

**Attack:** Wisdom vs. AC  
**Hit:** 2[W] + Wisdom modifier (+6) damage. Until the end of your next turn, any enemy adjacent to you takes a -2 penalty to attack rolls.

Dread Greatsword +3: +19 attack, 2d10+11 damage

ADDITIONAL EFFECTS  
+3 to damage rolls against your oath of enmity target for each ally adjacent to that target - Censure of Unity.  
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

CLASS	Avenger	LEVEL	1	BOOK	Dragon 380
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ENCOUNTER POWER

### Abjure Undead

KEYWORDS		Divine, Implement, Radiant	USED
Standard	↓ ↗	Close burst 5	
ACTION	5 ↶ ↷	RANGE	
12	vs	Will	One undead creature in burst
ATTACK	DEFENSE	TARGET	

**Channel Divinity:** You can use only one channel divinity power per encounter  
**Attack:** Wisdom vs. Will  
**Hit:** 3d10 + Wisdom modifier (+6) radiant damage, and you pull the target a number of squares equal to 1 + your Wisdom modifier (+6). The target is also immobilized until the end of your next turn.  
Level 5: 4d10 + Wisdom modifier (+6) damage.  
Level 11: 5d10 + Wisdom modifier (+6) damage.  
Level 15: 6d10 + Wisdom modifier (+6) damage.  
Level 21: 7d10 + Wisdom modifier (+6) damage.  
Level 25: 8d10 + Wisdom modifier (+6) damage.  
**Miss:** Half damage, and you pull the target 1 square.

Unarmed: +12 attack, 5d10+6 damage

ADDITIONAL EFFECTS  
+3 to damage rolls against your oath of enmity target for each ally adjacent to that target - Censure of Unity.  
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

CLASS	Avenger	LEVEL		BOOK	PH2
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ENCOUNTER POWER

### Divine Guidance

KEYWORDS		Divine	USED
Imm Interr	↓ ↗	Close burst 10	
ACTION	10 ↶ ↷	RANGE	
	vs		The triggering ally
ATTACK	DEFENSE	TARGET	

**Channel Divinity:** You can use only one channel divinity power per encounter  
**Trigger:** An ally within 10 squares of you makes an attack roll against your oath of enmity target  
**Effect:** The target makes a second attack roll and uses either result.

ADDITIONAL EFFECTS

CLASS	Avenger	LEVEL		BOOK	PH2
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ENCOUNTER POWER

### Enmity's Reach

KEYWORDS		Divine, Implement, Thunder	USED
Standard	* ↓ ↗	Close burst 5	
ACTION	5 ↶ ↷	RANGE	
12	vs	Fort	One creature in burst
ATTACK	DEFENSE	TARGET	

**Attack:** Wisdom vs. Fortitude  
**Hit:** 1d10 + Wisdom modifier (+6) thunder damage, and you pull the target 2 squares. The target is slowed until the end of your next turn.

Unarmed: +12 attack, 1d10+6 damage

ADDITIONAL EFFECTS  
+3 to damage rolls against your oath of enmity target for each ally adjacent to that target - Censure of Unity.  
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

CLASS	Avenger	LEVEL	3	BOOK	PH2
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ENCOUNTER POWER

### Chains of Censure

KEYWORDS		Divine, Weapon	USED
Standard	* ↓ ↗	Melee weapon	
ACTION	↶ ↷	RANGE	
19	vs	AC	One creature
ATTACK	DEFENSE	TARGET	

**Attack:** Wisdom vs. AC  
**Hit:** 2[W] + Wisdom modifier (+6) damage. You choose to immobilize either the target or an enemy within 5 squares of it until the end of your next turn.

**Censure of Pursuit:** If no other creatures are adjacent to you or to the target, the attack deals extra damage equal to your Dexterity modifier (+3).

Dread Greatsword +3: +19 attack, 2d10+9 damage

ADDITIONAL EFFECTS  
+3 to damage rolls against your oath of enmity target for each ally adjacent to that target - Censure of Unity.  
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

CLASS	Avenger	LEVEL	7	BOOK	DP
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ENCOUNTER POWER

### Withering Onslaught

KEYWORDS		Divine, Necrotic, Radiant, Shadow, Weapon	USED
Standard	* ↓ ↗	Melee weapon	
ACTION	↶ ↷	RANGE	
16	vs	AC	One enemy
ATTACK	DEFENSE	TARGET	

**Attack:** Dexterity vs. AC  
**Hit:** 3[W] + Dexterity modifier (+3) necrotic and radiant damage.  
**Effect:** You can choose to either place your oath of enmity effect on the target (in addition to any other creature that is already on the target of your oath of enmity) or subject the target to one additional shroud (as per your assassin's shroud power).

Dread Greatsword +3: +16 attack, 3d10+6 damage

ADDITIONAL EFFECTS  
+3 to damage rolls against your oath of enmity target for each ally adjacent to that target - Censure of Unity.  
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

CLASS	Covenant Agent	LEVEL	11	BOOK	Dragon 386
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ENCOUNTER POWER

### Strength of Many

KEYWORDS		Divine, Weapon	USED
Standard	* ↓ ↗	Melee weapon	
ACTION	↶ ↷	RANGE	
19	vs	AC	One creature
ATTACK	DEFENSE	TARGET	

**Effect:** Whenever you make a damage roll before the end of your next turn, you gain a +2 bonus for each ally within 2 squares of you.  
**Attack:** Wisdom vs. AC  
**Hit:** 3[W] + Wisdom modifier (+6) damage.  
**Miss:** Half damage.

Dread Greatsword +3: +19 attack, 3d10+9 damage

ADDITIONAL EFFECTS  
+3 to damage rolls against your oath of enmity target for each ally adjacent to that target - Censure of Unity.  
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

CLASS	Avenger	LEVEL	1	BOOK	DP
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DAILY POWER

### Menacing Presence

KEYWORDS		Divine, Fear, Weapon	USED
Standard	* ↓ ↗	Melee weapon	
ACTION	↶ ↷	RANGE	
19	vs	AC	One creature
ATTACK	DEFENSE	TARGET	

**Attack:** Wisdom vs. AC  
**Hit:** 3[W] + Wisdom modifier (+6) damage.  
**Miss:** Half damage.  
**Effect:** Until the end of the encounter, any enemy that starts its turn adjacent to you takes a -2 penalty to AC until the end of its next turn.

Dread Greatsword +3: +19 attack, 3d10+11 damage

ADDITIONAL EFFECTS  
+3 to damage rolls against your oath of enmity target for each ally adjacent to that target - Censure of Unity.  
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

CLASS	Avenger	LEVEL	5	BOOK	DP
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DAILY POWER

### Blade of Repulsion

KEYWORDS		Divine, Weapon	USED
Standard	* ↓ ↗	Melee weapon	
ACTION	↶ ↷	RANGE	
19	vs	AC	One creature
ATTACK	DEFENSE	TARGET	

**Attack:** Wisdom vs. AC  
**Hit:** 3[W] + Wisdom modifier (+6) damage.  
**Miss:** Half damage.  
**Effect:** Until the end of the encounter, when any enemy that is not your oath of enmity target ends its turn adjacent to you, you can push that enemy 3 squares as a free action. In addition, if the target of your oath of enmity ends its turn adjacent to you, it is slowed until the end of its next turn.

Dread Greatsword +3: +19 attack, 3d10+9 damage

ADDITIONAL EFFECTS  
+3 to damage rolls against your oath of enmity target for each ally adjacent to that target - Censure of Unity.  
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

CLASS	Avenger	LEVEL	9	BOOK	Dragon 382
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DAILY POWER

### Righteous Pursuit

KEYWORDS Divine USED

Imm React    Personal

**ACTION**    **RANGE**

AT-WILL  ENCOUNTER  DAILY

**Trigger:** Your oath of enmity target ends its turn in a square not adjacent to you  
**Effect:** You shift a number of squares equal to your Wisdom modifier (+6) and must end this movement as close to your oath of enmity target as possible.

ADDITIONAL EFFECTS

CLASS Avenger LEVEL 2 BOOK DP

UTILITY POWER **DUNGEONS & DRAGONS**

### Aspect of Majesty

KEYWORDS Divine, Stance USED

Minor    Personal

**ACTION**    **RANGE**

AT-WILL  ENCOUNTER  DAILY

**Effect:** Until the stance ends, you gain a +1 bonus to Will, and your melee reach increases by 1.

ADDITIONAL EFFECTS

CLASS Avenger LEVEL 6 BOOK DP

UTILITY POWER **DUNGEONS & DRAGONS**

### River of Life

KEYWORDS Divine, Healing USED

Minor    Personal

**ACTION**    **RANGE**

AT-WILL  ENCOUNTER  DAILY

**Effect:** You gain regeneration 5 until the end of the encounter.

Unarmed: +6 attack

ADDITIONAL EFFECTS

CLASS Avenger LEVEL 10 BOOK PH2

UTILITY POWER **DUNGEONS & DRAGONS**

### Precision Gait

KEYWORDS Divine, Shadow, Stance USED

Move

**ACTION**    **RANGE**

AT-WILL  ENCOUNTER  DAILY

**Effect:** You shift a number of squares equal to your speed and enter the prevision gait stance. Until the stance ends, you can shift your speed as a move action.

ADDITIONAL EFFECTS

CLASS Covenant Agent LEVEL 12 BOOK Dragon 386

UTILITY POWER **DUNGEONS & DRAGONS**

### Dread Greatsword +3

1d10	3	Heavy Blade	
DAMAGE	PROFICIENT	GROUP	RANGE
+3 attack rolls and damage rolls	13	+3d6 damage	
ENHANCEMENT	LEVEL	CRITICAL	

PROPERTIES

On a critical hit the target takes the weapon's enhancement bonus as a penalty to defenses and checks until the end of your next turn.

Melee Basic Attack: +13 attack, 1d10+3 damage

AT-WILL  ENCOUNTER  DAILY

POWER

**Power (Daily • Fear):** Free Action. Use this power when you hit with this weapon. The target takes the weapon's enhancement bonus as a penalty to defenses and checks until the end of your next turn.

ITEM SLOT Two-Hands WEIGHT 8 PRICE 17000 BOOK PH

MAGIC WEAPON **DUNGEONS & DRAGONS**

### Indomitable Resolve Vestments Githwe

0	-	-	1
AC BONUS	CHECK	SPEED	QUANTITY
+3 AC	12	Armor	
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

Special: +1 Will  
While you are bloodied, you gain a +2 item bonus to Will.

AT-WILL  ENCOUNTER  DAILY

POWER

ITEM SLOT Body WEIGHT 2 PRICE 13000 BOOK AV

MAGIC ITEM **DUNGEONS & DRAGONS**

### Amulet of Protection +3

			1
AC BONUS	CHECK	SPEED	QUANTITY
+3 Fortitude, Reflex, and Will	11	Neck Slot Item	
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

AT-WILL  ENCOUNTER  DAILY

POWER

ITEM SLOT Neck WEIGHT 0 PRICE 9000 BOOK PH

MAGIC ITEM **DUNGEONS & DRAGONS**

### Cirlet of Indomitability (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
	8	Head Slot Item	
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

Gain a +1 bonus to Will defense.

AT-WILL  ENCOUNTER  DAILY

POWER

ITEM SLOT Head WEIGHT 0 PRICE 3400 BOOK AV

MAGIC ITEM **DUNGEONS & DRAGONS**

### Bracers of Defense (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
	7	Arms Slot Item	
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

AT-WILL  ENCOUNTER  DAILY

POWER

**Power (Daily):** Immediate Interrupt. You can use this power when you are hit by a melee attack. Reduce the damage dealt to you by the attack by 10.

ITEM SLOT Arms WEIGHT 0 PRICE 2600 BOOK PH

MAGIC ITEM **DUNGEONS & DRAGONS**

Gauntlets of Blood (heroic tier)			
AC BONUS	CHECK	SPEED	QUANTITY
		4	1
ENHANCEMENT		LEVEL	TYPE
			Hands Slot Item
<small>PROPERTIES</small> You gain a +2 bonus to damage rolls against bloodied targets.			
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY			
<small>POWER</small>			
ITEM SLOT	WEIGHT	PRICE	BOOK
Hands	0	840	AV2
MAGIC ITEM			

Boots of Free Movement (heroic tier)			
AC BONUS	CHECK	SPEED	QUANTITY
		6	1
ENHANCEMENT		LEVEL	TYPE
			Feet Slot Item
<small>PROPERTIES</small> Gain a +2 item bonus to saving throws against effects that apply the slowed, immobilized, or restrained condition.			
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY			
<small>POWER</small> <b>Power (Encounter):</b> Minor Action. Make a saving throw against a slow, immobilize, or restrain effect that a save can end.			
ITEM SLOT	WEIGHT	PRICE	BOOK
Feet	0	1800	AV
MAGIC ITEM			