

Player Name **Miranda**

Ariella Lior 11 Cleric Warpriest 26,000
 Character Name Level Class Paragon Path Total XP
Halfling Small Female 4' 80lbs Unaligned Sahanee Nasty Midnighters
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
11	2	5	4

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
24	AC	15	6			2		1

CONDITIONAL BONUSES
+2 AC against opportunity attacks

MOVEMENT

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

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
17	STR Strength	3	8
14	CON Constitution	2	7
15	DEX Dexterity	2	7
12	INT Intelligence	1	6
18	WIS Wisdom	4	9
20	CHA Charisma	5	10

FORT

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
19	FORT	15	3			1		

CONDITIONAL BONUSES

REF

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
18	REF	15	2			1		

CONDITIONAL BONUSES

WILL

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
23	WILL	15	5	2		1		

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
19	Passive Insight	10	+ 9

PASSIVE PERCEPTION

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
19	Passive Perception	10	+ 9

SPECIAL SENSES

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
		SURGE VALUE SURGES/DAY
76	38	19 11
	1/2 HP	1/4 HP

CURRENT HIT POINTS

CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS +5 Racial bonus against fear

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS

ACTION POINTS	MILESTONES	ACTION POINTS
1	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

- Bold** - +5 to saving throws against fear.
- Second Chance** - Use second chance as an encounter power.
- Nimble Reaction** - +2 AC against opportunity attacks.

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 8	5	3					

ABILITY:

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

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Holy Healer's Mace +1

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+4	3		1		

ABILITY: Righteous Brand - Holy Healer's Mace +1

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+4	3		1		

ABILITY: Healing Strike - Holy Healer's Mace +1

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
2d8+4	3		1		

ABILITY: Avenging Flame - Holy Healer's Mace +1

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
2d8+4	3		1		

ABILITY: Strengthen the Faithful - Holy Healer's Mace +1

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
2d8+4	3		1		

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+3	3				

SKILLS

BONUS	SKILL NAME	DEX	INT	STR	CHA	CON	WIS	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
8	Acrobatics							7	0	-1	2
11	Arcana							6	5	n/a	0
7	Athletics							8	0	-1	0
10	Bluff							10	0	n/a	0
15	Diplomacy							10	5	n/a	0
9	Dungeoneering							9	0	n/a	0
6	Endurance							7	0	-1	0
11	Heal							9	0	n/a	2
6	History							6	0	n/a	0
9	Insight							9	0	n/a	0
10	Intimidate							10	0	n/a	0
9	Nature							9	0	n/a	0
9	Perception							9	0	n/a	0
11	Religion							6	5	n/a	0
6	Stealth							7	0	-1	0
10	Streetwise							10	0	n/a	0
13	Thievery							7	5	-1	2

CLASS / PATH / DESTINY FEATURES

- Channel Divinity** - Invoke a channel divinity class feature or other power; encounter.
- Healer's Lore** - Add Wis modifier to hp healed on cleric healing powers.
- Healing Word** - Use healing word as an encounter (special) power; minor action.
- Ritual Casting** - Gain Ritual Caster as a bonus feat.
- Warpriest's Strategy** - Encounter; your or adjacent ally rerolls 1 on melee or close attack
- Warpriest's Training** - +1 AC in heavy armor
- Extra Damage Action** - When you spend action point to take action, add 1/2 level to damage with standard action attacks this turn

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
8	vs AC	Unarmed (Melee)	1d4+3
7	vs AC	Unarmed (Range)	1d4+2
	vs		

FEATS

- Ritual Caster** - Master and perform rituals
- Durable** - Increase number of healing surges by 2
- Improved Initiative** - +4 to initiative checks
- Greater Turning** - On a miss with turn undead, target is pushed Cha squares
- Battle Healer** - Regain hit points when you use healing word
- Rigged Chance**
- Defensive Healing Word** - Bonus to recipient's defenses when you use healing word

CHARACTER NAME
Ariella Lior

PLAYER NAME
Miranda

RACE Halfling CLASS Cleric LEVEL 11

SCORE	ABILITY	MOD
HP	STR	+3
76	CON	+2
Spd	DEX	+2
5	INT	+1
Init	WIS	+4
+11	CHA	+5

AC	24
Fort	19
Ref	18
Will	23

19 Passive Insight 19 Passive Perception

Skills


8	Acrobatics	DEX
11	Arcana	INT (Trained)
7	Athletics	STR
10	Bluff	CHA
15	Diplomacy	CHA (Trained)
9	Dungeoneering	WIS
6	Endurance	CON
11	Heal	WIS
6	History	INT
9	Insight	WIS
10	Intimidate	CHA
9	Nature	WIS
9	Perception	WIS
11	Religion	INT (Trained)
6	Stealth	DEX
10	Streetwise	CHA
13	Thievery	DEX (Trained)

ADDITIONAL EFFECTS

Action Point

ADDITIONAL EFFECTS

Extra Damage Action: When you spend an action point to take an extra action, you also add one-half your level to the damage dealt by any of your standard action attacks this turn.



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 DUNGEONS & DRAGONS

PLAY DATA DUNGEONS & DRAGONS

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Second Wind

KEYWORDS Standard, Personal, ACTION, RANGE, AT-WILL, ENCOUNTER, DAILY

Effect: You spend a healing surge and regain 19 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK PH

Melee Basic Attack

KEYWORDS Weapon, ACTION, RANGE, ATTACK, DEFENSE, TARGET

11 vs AC One creature

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+3) damage. Increase damage to 2[W] + Strength modifier (+3) at 21st level.
Special: You can use an unarmed attack as a weapon to make a melee basic attack.

Holy Healer's Mace +1: +11 attack, 1d8+4 damage
Unarmed: +8 attack, 1d4+3 damage

FLAVOR TEXT
You resort to the simple attack you learned when you first picked up a melee weapon.

CLASS LEVEL * BOOK PH

Ranged Basic Attack

KEYWORDS Weapon, ACTION, RANGE, ATTACK, DEFENSE, TARGET

7 vs AC One creature

Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier (+2) damage. Increase damage to 2[W] + Dexterity modifier (+2) at 21st level.
Special: Weapons with the heavy thrown property use Strength instead of Dexterity for attack rolls and damage rolls. Warlocks can use eldritch blast as a ranged basic attack, and wizards can use magic missile as a ranged basic attack.

Unarmed: +7 attack, 1d4+2 damage

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

CLASS LEVEL * BOOK PH

UTILITY POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

Sacred Flame

KEYWORDS Divine, Implement, Radiant, ACTION, RANGE, ATTACK, DEFENSE, TARGET

11 vs Reflex One creature

Attack: Wisdom vs. Reflex
Hit: 1d6 + Wisdom modifier (+4) radiant damage, and one ally you can see chooses either to gain temporary hit points equal to your Charisma modifier (+5) + one-half your level or to make a saving throw. Increase damage to 2d6 + Wisdom modifier (+4) at 21st level.

Moon Disk of Sehanine +2: +11 attack, 1d6+6 damage
Holy Symbol: +9 attack, 1d6+4 damage
Unarmed: +9 attack, 1d6+4 damage

FLAVOR TEXT
Sacred light shines from above, searing a single enemy with its radiance while at the same time aiding an ally with its beneficent power.

CLASS Cleric LEVEL 1 BOOK PH

Righteous Brand

KEYWORDS Divine, Weapon, ACTION, RANGE, ATTACK, DEFENSE, TARGET

11 vs AC One creature

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+3) damage, and one ally within 5 squares of you gains a +3 power bonus to melee attack rolls against the target until the end of your next turn. Increase damage to 2[W] + Strength modifier (+3) at 21st level.

Holy Healer's Mace +1: +11 attack, 1d8+4 damage
Unarmed: +8 attack, 1d4+3 damage

FLAVOR TEXT
You smite your foe with your weapon and brand it with a ghostly, glowing symbol of your deity's anger. By naming one of your allies when the symbol appears, you add divine power to that ally's attacks against the branded foe.

CLASS Cleric LEVEL 1 BOOK PH

Second Chance

KEYWORDS Imm Interr, Personal, ACTION, RANGE, ATTACK, DEFENSE, TARGET

Effect: When an attack hits you, force an enemy to roll the attack again. The enemy uses the second roll, even if it's lower.

FLAVOR TEXT
Luck and small size combine to work in your favor as you dodge your enemy's attack.

CLASS Racial Power LEVEL * BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

Divine Fortune		
KEYWORDS	Divine	USED
Free		Personal
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET
<p>Channel Divinity: You can use only one channel divinity power per encounter</p> <p>Effect: You gain a +1 bonus to your next attack roll or saving throw before the end of your next turn.</p>		
<p>FLAVOR TEXT</p> <p><i>In the face of peril, you hold true to your faith and receive a special boon.</i></p>		
CLASS	Cleric	LEVEL BOOK PH

ENCOUNTER POWER

Turn Undead		
KEYWORDS	Divine, Implement, Radiant	USED
Standard		Close burst 2 (5 at 11th level, 8 at 15th level)
ACTION	2	RANGE
11 vs Will		Each undead creature in burst
ATTACK	DEFENSE	TARGET
<p>Channel Divinity: You can use only one channel divinity power per encounter</p> <p>Attack: Wisdom vs. Will</p> <p>Hit: 1d10 + Wisdom modifier (+4) radiant damage, and you push the target a number of squares equal to 3 + your Charisma modifier (+5). The target is immobilized until the end of your next turn.</p> <p>Increase damage to 2d10 + Wisdom modifier (+4) at 5th level, 3d10 + Wisdom modifier (+4) at 11th level, 4d10 + Wisdom modifier (+4) at 15th level, 5d10 + Wisdom modifier (+4) at 21st level, and 6d10 + Wisdom modifier (+4) at 25th level.</p> <p>Miss: Half damage, and the target is not pushed or immobilized.</p> <p>Moon Disk of Sehanine +2: +11 attack, 3d10+6 damage</p> <p>Holy Symbol: +9 attack, 3d10+4 damage</p> <p>Unarmed: +9 attack, 3d10+4 damage</p>		
<p>FLAVOR TEXT</p> <p><i>You sear undead foes, push them back, and root them in place.</i></p>		
CLASS	Cleric	LEVEL BOOK PH

ENCOUNTER POWER

Healing Word		
KEYWORDS	Divine, Healing	USED
Minor		Close burst 5 (10 at 11th level, 15 at 15th level)
ACTION	5	RANGE
vs		You or one ally
ATTACK	DEFENSE	TARGET
<p>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.</p> <p>Effect: The target can spend a healing surge and regain an additional 1d6 hit points.</p> <p>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.</p> <p>Defensive Healing Word: The target also gains a power bonus to all defenses equal to your Charisma modifier (+5) against the next attack made against him or her before the end of your next turn.</p> <p>Unarmed: +5 attack</p> <p>regain an additional 1 hit points.</p>		
<p>FLAVOR TEXT</p> <p><i>You whisper a brief prayer as divine light washes over your target, helping to mend its wounds.</i></p>		
CLASS	Cleric	LEVEL BOOK PH

ENCOUNTER POWER

Healing Strike		
KEYWORDS	Divine, Healing, Radiant, Weapon	USED
Standard	*	Melee weapon
ACTION		RANGE
11 vs AC		One creature
ATTACK	DEFENSE	TARGET
<p>Attack: Strength vs. AC</p> <p>Hit: 2[W] + Strength modifier (+3) 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.</p> <p>Holy Healer's Mace +1: +11 attack, 2d8+4 damage</p> <p>Unarmed: +8 attack, 2d4+3 damage</p>		
<p>FLAVOR TEXT</p> <p><i>Divine radiance gleams from your weapon. When you smite your enemy, your deity bestows a minor blessing in the form of healing for you or one of your allies.</i></p>		
CLASS	Cleric	LEVEL 1 BOOK PH

ENCOUNTER POWER

Daunting Light		
KEYWORDS	Divine, Implement, Radiant	USED
Standard		Ranged 10
ACTION		RANGE
11 vs Reflex		One creature
ATTACK	DEFENSE	TARGET
<p>Attack: Wisdom vs. Reflex</p> <p>Hit: 2d10 + Wisdom modifier (+4) radiant damage.</p> <p>Effect: One ally you can see gains combat advantage against the target until the end of your next turn.</p> <p>Moon Disk of Sehanine +2: +11 attack, 2d10+6 damage</p> <p>Holy Symbol: +9 attack, 2d10+4 damage</p> <p>Unarmed: +9 attack, 2d10+4 damage</p>		
<p>FLAVOR TEXT</p> <p><i>A burning column of light engulfs your foe. Its brilliance burns and hinders your foe's defense for a short time.</i></p>		
CLASS	Cleric	LEVEL 3 BOOK PH

ENCOUNTER POWER

Strengthen the Faithful		
KEYWORDS	Divine, Healing, Weapon	USED
Standard	*	Melee weapon
ACTION		RANGE
11 vs AC		One creature
ATTACK	DEFENSE	TARGET
<p>Attack: Strength vs. AC</p> <p>Hit: 2[W] + Strength modifier (+3) damage, and you and each ally adjacent to the target can spend a healing surge. Add your Charisma modifier (+5) to the hit points regained.</p> <p>Holy Healer's Mace +1: +11 attack, 2d8+4 damage</p> <p>Unarmed: +8 attack, 2d4+3 damage</p>		
<p>FLAVOR TEXT</p> <p><i>You utter a solemn prayer as you bring your weapon down upon your foe, invoking the power of your deity to physically bolster you and nearby allies.</i></p>		
CLASS	Cleric	LEVEL 7 BOOK PH

ENCOUNTER POWER

Battle Cry		
KEYWORDS	Divine, Healing, Weapon	USED
Standard		Close burst 1
ACTION	1	RANGE
12 vs Fort		Each enemy in burst
ATTACK	DEFENSE	TARGET
<p>Attack: Wisdom vs. Fortitude</p> <p>Hit: 2[W] + Wisdom modifier (+4) damage.</p> <p>Effect: You and each bloodied ally within 10 squares of you can spend a healing surge.</p> <p>Holy Healer's Mace +1: +12 attack, 2d8+5 damage</p> <p>Unarmed: +9 attack, 2d4+4 damage</p>		
<p>FLAVOR TEXT</p> <p><i>You attack every enemy next to you, shouting a revitalizing battle cry that inspires your allies.</i></p>		
CLASS	Warpriest	LEVEL 11 BOOK PH

ENCOUNTER POWER

Avenging Flame		
KEYWORDS	Divine, Fire, Weapon	USED
Standard	*	Melee weapon
ACTION		RANGE
11 vs AC		One creature
ATTACK	DEFENSE	TARGET
<p>Attack: Strength vs. AC</p> <p>Hit: 2[W] + Strength modifier (+3) damage, and ongoing 5 fire damage (save ends).</p> <p>Miss: Half damage, and no ongoing fire damage.</p> <p>Special: If the target attacks on its turn, it can't attempt a saving throw against the ongoing damage.</p> <p>Holy Healer's Mace +1: +11 attack, 2d8+4 damage</p> <p>Unarmed: +8 attack, 2d4+3 damage</p>		
<p>FLAVOR TEXT</p> <p><i>You slam your weapon into your foe, who bursts into flame. Divine fire avenges each attack your enemy dares to make.</i></p>		
CLASS	Cleric	LEVEL 1 BOOK PH

DAILY POWER

Revealing Light		
KEYWORDS	Divine, Implement, Radiant	USED
Standard		Ranged 10
ACTION		RANGE
11 vs Reflex		One creature
ATTACK	DEFENSE	TARGET
<p>Attack: Wisdom vs. Reflex. The attack ignores concealment and cover.</p> <p>Hit: 3d6 + Wisdom modifier (+4) radiant damage.</p> <p>Effect: The target takes ongoing 5 radiant damage and cannot become hidden (save ends both).</p> <p>Moon Disk of Sehanine +2: +11 attack, 3d6+6 damage</p> <p>Holy Symbol: +9 attack, 3d6+4 damage</p> <p>Unarmed: +9 attack, 3d6+4 damage</p>		
<p>FLAVOR TEXT</p> <p><i>A narrow beam of brilliant blue-white light lances down to illuminate a foe that seeks the shadows.</i></p>		
CLASS	Cleric	LEVEL 5 BOOK DP

DAILY POWER

Blade Barrier

KEYWORDS	Conjuration, Divine, Implement	USED
Standard	10	Area wall 5 within 10 squares
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET
<p>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.</p> <p>If a creature enters the barrier's space or starts its turn there, it takes 3d6 + Wisdom modifier (+4) damage plus ongoing 5 damage (save ends).</p> <p>Sustain Minor: The barrier persists.</p>		
<p><small>FLAVOR TEXT</small> A barrier of whirling blades appears, slashing at those who come too close or try to pass through.</p>		
CLASS	Cleric	LEVEL 9 BOOK PH
DAILY POWER		

Holy Vestments

KEYWORDS	Divine	USED
Standard		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
<p>Effect: Choose acid, cold, fire, lightning, poison, or thunder. Until the end of the encounter, you gain resist 5 to that damage type, and any ally who ends a move adjacent to you gains resist 5 to that damage type until the start of his or her next turn.</p>		
<p><small>ADDITIONAL EFFECTS</small> Glowing sigils blossom over your armor, forming a protective web.</p>		
CLASS	Cleric	LEVEL 2 BOOK DP
UTILITY POWER		

Spirit of Healing

KEYWORDS	Conjuration, Divine, Healing	USED
Minor	10	Ranged 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
<p>Effect: You conjure a spirit of healing in 1 square within range. The spirit lasts until the end of your next turn. When an ally in the spirit's square or adjacent to it hits an enemy, that ally regains hit points equal to your Wisdom modifier (+4). As a move action, you can move the spirit 4 squares.</p> <p>Sustain Minor: The spirit persists.</p>		
<p>Unarmed: +5 attack</p>		
<p><small>ADDITIONAL EFFECTS</small> A glowing figure appears at your command, casting an aura of health over your allies.</p>		
CLASS	Cleric	LEVEL 6 BOOK DP
UTILITY POWER		

Mass Cure Light Wounds

KEYWORDS	Divine, Healing	USED
Standard		Close burst 5
ACTION	5	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
<p>Targets: You and each ally in burst</p> <p>Effect: The targets regain hit points as if they had spent a healing surge. Add your Charisma modifier (+5) to the hit points regained.</p>		
<p>Unarmed: +5 attack</p>		
<p><small>ADDITIONAL EFFECTS</small> With a wave of your hand, healing motes of silver light engulf you and all nearby allies.</p>		
CLASS	Cleric	LEVEL 10 BOOK PH
UTILITY POWER		

Morningstar

1d10	2	Mace	
DAMAGE	PROFICIENT	GROUP	RANGE
<p><small>PROPERTIES</small> Simple two-handed melee weapon Cost: 10 gp Damage: 1d10 Proficient: +2 Weight: 8 lb.</p>			
NOTES			
ITEM SLOT	Two-Hands	WEIGHT 8	PRICE 10 BOOK PH
WEAPON			

Ritual Book

			1
AC BONUS	CHECK	SPEED	QUANTITY
<p><small>PROPERTIES</small> Ritual casters use a ritual book to store the rituals they have mastered.</p>			
NOTES			
ITEM SLOT		WEIGHT 3	PRICE 50 BOOK PH
ITEM			

Gentle Repose

			1
AC BONUS	CHECK	SPEED	QUANTITY
<p><small>PROPERTIES</small> This ritual is performed on an adjacent corpse. It quintuples the time the corpse can lie dead and still be affected by Raise Dead or a similar ritual. Gentle Repose also protects the corpse from being raised as an undead creature for 150 days.</p>			
NOTES			
ITEM SLOT		WEIGHT 0	PRICE BOOK PH
ITEM			

Holy Symbol

			1
AC BONUS	CHECK	SPEED	QUANTITY
<p><small>PROPERTIES</small> This is a finely crafted symbol of precious metal that clerics and paladins use as a focus for their prayers. Using a nonmagical holy symbol confers no benefit. You can purchase a magic holy symbol to gain an enhancement bonus to attack rolls and damage rolls when using your divine powers.</p>			
NOTES			
ITEM SLOT	Off-hand	WEIGHT 1	PRICE 10 BOOK PH
ITEM			

Adventurer's Kit

			1
AC BONUS	CHECK	SPEED	QUANTITY
<p><small>PROPERTIES</small> This kit includes: a backpack, a bedroll, flint and steel, a belt pouch, two sunrods, ten days' worth of trail rations, 50 feet of hempen rope, and a waterskin.</p>			
NOTES			
ITEM SLOT		WEIGHT 33	PRICE 15 BOOK PH
ITEM			

Brew Potion

AC BONUS	CHECK	SPEED	QUANTITY
			1
ENHANCEMENT 5 Head Slot Item LEVEL TYPE			
<small>PROPERTIES</small> You create a potion of your level or lower. The ritual's component cost is equal to the price of the potion you create.			
<small>NOTES</small>			
ITEM SLOT	WEIGHT 0	PRICE	BOOK PH

ITEM **MAGIC WEAPON**

Holy Healer's Mace +1

1d8	2	Mace	RANGE
DAMAGE	PROFICIENT	GROUP	RANGE
+1 attack rolls and damage rolls	2	+1d6 damage	
ENHANCEMENT		LEVEL	CRITICAL
<small>PROPERTIES</small> Add this weapon's enhancement bonus to the amount healed by your healing word. Versatile Melee Basic Attack: +11 attack, 1d8+4 damage			
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY			
<small>POWER</small> Power (Daily • Healing): Minor Action. An ally within 5 squares of you can spend a healing surge to regain hit points equal to 5 + your Wisdom modifier (+4).			
ITEM SLOT	One-hand	WEIGHT 6	PRICE 520 BOOK PH

ITEM **MAGIC WEAPON**

Moon Disk of Sehanine +2

DAMAGE	PROFICIENT	GROUP	RANGE
+2 attack rolls and damage rolls	8	+2d6 damage	
ENHANCEMENT		LEVEL	CRITICAL
<small>PROPERTIES</small>			
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY			
<small>POWER</small> Power (Daily): Free Action. Use this power when you hit with an attack using this holy symbol. The target takes a -5 penalty to the first attack roll it makes before the start of your next turn.			
ITEM SLOT	Off-hand	WEIGHT 0	PRICE 3400 BOOK AV

ITEM **MAGIC WEAPON**

Goggles of Aura Sight (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
			1
ENHANCEMENT		5	Head Slot Item
LEVEL		TYPE	
<small>PROPERTIES</small> Gain a +2 item bonus to Heal checks.			
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY			
<small>POWER</small> Power (Encounter): Minor Action. Choose a target within 10 squares of you. Learn the target's current and maximum hit point values, any current disease or poison conditions on the target, and any disease or poison effect the target can deal.			
ITEM SLOT	Head	WEIGHT 0	PRICE 1000 BOOK AV

MAGIC ITEM

Imposter's Chainmail +2

6	-1	-1	1
AC BONUS	CHECK	SPEED	QUANTITY
+2 AC	6	Armor	
ENHANCEMENT		LEVEL	TYPE
<small>PROPERTIES</small>			
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY			
<small>POWER</small> Power (At-Will • Polymorph): Minor Action. You can transform this armor into a normal-looking set of clothes. While in clothes form, the armor does not provide an armor bonus, but neither does it impose an armor check penalty or speed reduction. You can add this armor's enhancement bonus to any Bluff check made to attempt to disguise your appearance. You can change this armor back into its true form as a minor action.			
ITEM SLOT	Body	WEIGHT 40	PRICE 1800 BOOK PH

MAGIC ITEM

Cape of the Mountebank +1

AC BONUS	CHECK	SPEED	QUANTITY
			1
+1 Fortitude, Reflex, and Will		5	Neck Slot Item
ENHANCEMENT		LEVEL	TYPE
<small>PROPERTIES</small>			
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY			
<small>POWER</small> Power (Daily • Teleportation): Immediate Reaction. Use this power when you are hit by an attack. Teleport 5 squares and gain combat advantage against the attacker until the end of your next turn.			
ITEM SLOT	Neck	WEIGHT 0	PRICE 1000 BOOK AV

MAGIC ITEM

Shroud of Revival (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
			1
ENHANCEMENT		7	Wondrous Item
LEVEL		TYPE	
<small>PROPERTIES</small>			
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY			
<small>POWER</small> Power (Daily): Standard Action. When you place the shroud of revival over an adjacent dying creature, that creature gains resist 20 to all damage and a +2 power bonus to death saving throws. This effect lasts until the creature regains consciousness or dies, or until the shroud is removed (a standard action), whichever comes first.			
ITEM SLOT		WEIGHT 0	PRICE 2600 BOOK AV

MAGIC ITEM