

Player Name

Avenger 12 Avenger Rathmal 32 000  
 Character Name Level Class Paragon Path Epic Destiny Total XP  
 Githzerai Medium Male Unaligned The Raven Queen  
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
<b>13</b>	<b>5</b>	<b>6</b>	<b>2</b>

CONDITIONAL MODIFIERS

### ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
<b>14</b>	<b>STR</b> Strength	<b>2</b>	<b>8</b>
<b>16</b>	<b>CON</b> Constitution	<b>3</b>	<b>9</b>
<b>21</b>	<b>DEX</b> Dexterity	<b>5</b>	<b>11</b>
<b>12</b>	<b>INT</b> Intelligence	<b>1</b>	<b>7</b>
<b>22</b>	<b>WIS</b> Wisdom	<b>6</b>	<b>12</b>
<b>11</b>	<b>CHA</b> Charisma	<b>0</b>	<b>6</b>

### HIT POINTS

MAX HP	BLOODED	HEALING SURGES
		SURGE VALUE SURGES/DAY
<b>96</b>	<b>48</b>	<b>24</b>
	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 +2 Racial bonus against effects that daze, dominate, or stun

RESISTANCES Resist 10 Psychic

CURRENT CONDITIONS AND EFFECTS

### SKILLS

BONUS	SKILL NAME	ABIL MOD	TRND (+5)	ARMOR PENALTY	MISC
<b>18</b>	<b>Acrobatics</b>	DEX	<b>11</b>	<b>5</b>	<b>2</b>
<b>7</b>	<b>Arcana</b>	INT	<b>7</b>	<b>0</b>	n/a
<b>10</b>	<b>Athletics</b>	STR	<b>8</b>	<b>0</b>	<b>2</b>
<b>6</b>	<b>Bluff</b>	CHA	<b>6</b>	<b>0</b>	n/a
<b>6</b>	<b>Diplomacy</b>	CHA	<b>6</b>	<b>0</b>	n/a
<b>12</b>	<b>Dungeoneering</b>	WIS	<b>12</b>	<b>0</b>	n/a
<b>9</b>	<b>Endurance</b>	CON	<b>9</b>	<b>0</b>	
<b>12</b>	<b>Heal</b>	WIS	<b>12</b>	<b>0</b>	n/a
<b>7</b>	<b>History</b>	INT	<b>7</b>	<b>0</b>	n/a
<b>12</b>	<b>Insight</b>	WIS	<b>12</b>	<b>0</b>	n/a
<b>6</b>	<b>Intimidate</b>	CHA	<b>6</b>	<b>0</b>	n/a
<b>12</b>	<b>Nature</b>	WIS	<b>12</b>	<b>0</b>	n/a
<b>12</b>	<b>Perception</b>	WIS	<b>12</b>	<b>0</b>	n/a
<b>12</b>	<b>Religion</b>	INT	<b>7</b>	<b>5</b>	n/a
<b>18</b>	<b>Stealth</b>	DEX	<b>11</b>	<b>5</b>	<b>2</b>
<b>11</b>	<b>Streetwise</b>	CHA	<b>6</b>	<b>5</b>	n/a
<b>11</b>	<b>Thievery</b>	DEX	<b>11</b>	<b>0</b>	

### DEFENSES

SCORE	DEFENSE	10 + ARMOR/1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>29</b>	<b>AC</b>	<b>16</b>	<b>5</b>			<b>3</b>		<b>5</b>

CONDITIONAL BONUSES  
+7 AC (Githzerai Mobility) against opportunity attacks

SCORE	DEFENSE	10 + ARMOR/1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>23</b>	<b>FORT</b>	<b>16</b>	<b>3</b>	<b>1</b>		<b>3</b>		

CONDITIONAL BONUSES  
+7 Fortitude Defense (Githzerai Mobility) against opportunity attacks

SCORE	DEFENSE	10 + ARMOR/1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>25</b>	<b>REF</b>	<b>16</b>	<b>5</b>	<b>1</b>		<b>3</b>		

CONDITIONAL BONUSES  
+7 Reflex Defense (Githzerai Mobility) against opportunity attacks

SCORE	DEFENSE	10 + ARMOR/1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>27</b>	<b>WILL</b>	<b>16</b>	<b>6</b>	<b>1</b>		<b>3</b>	<b>1</b>	

CONDITIONAL BONUSES  
+7 Will Defense (Githzerai Mobility) against opportunity attacks

### ACTION POINTS

	MILESTONES	ACTION POINTS
<b>1</b>	<b>Action Points</b>	<b>1</b>
		<b>2</b>
		<b>3</b>

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

### RACE FEATURES

- Iron Mind** - Use iron mind as an encounter power
- Danger Sense** - +2 to initiative
- Defended Mind** - +2 saves against daze, dominate and stun
- Shifting Fortunes** - Shift 3 when you second wind

### CLASS / PATH / DESTINY FEATURES

- Armor of Faith** - Gain +3 bonus to AC while wearing cloth or no armor and not using a shield.
- Avenger's Censure** - Gain an avenger's censure power.
- Censure of Pursuit** - Deal 2 + Dex mod extra damage if oath target moves away. (4 + Dex mod at 11th level, 6 + Dex mod at 21st)
- Channel Divinity** - Invoke a channel divinity class feature or other power; encounter.
- Oath of Enmity** - Gain the oath of enmity power
- Psychic Resistance**
- Unfettered Action**

### LANGUAGES KNOWN

Common, Deep Speech

### MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
<b>6</b>	<b>Speed (Squares)</b>	<b>6</b>		

SPECIAL MOVEMENT

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
<b>22</b>	<b>Passive Insight</b>	<b>10</b>	<b>12</b>

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
<b>22</b>	<b>Passive Perception</b>	<b>10</b>	<b>12</b>

SPECIAL SENSES

### ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Strongheart Fullblade +3

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
<b>+18</b>	<b>6</b>	<b>6</b>		<b>3</b>		<b>3</b>	

### DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Strongheart Fullblade +3

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
<b>1d12+12</b>	<b>6</b>	<b>3</b>	<b>3</b>		

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
<b>18</b>	vs <b>AC</b>	Strongheart Fullblade +3	1d12+12
<b>12</b>	vs <b>AC</b>	Unarmed (Melee)	1d4+6
<b>11</b>	vs <b>AC</b>	Unarmed (Range)	1d4+5
	vs		

### FEATS

- Githzerai Blade Master** - Gain a damage bonus with heavy blades
- Improved Armor of Faith** - Increases armor of faith bonus to AC
- Melee Training (Wisdom)** - Use Wisdom for melee basic attacks
- Invigorating Pursuit** - Gain +2 AC and damage when you charge oath of enmity target
- Eager for Blood** - During first round of combat, weapon attacks deal extra damage
- Devastating Critical** - Deal additional 1d10 damage on a critical hit
- Githzerai Mobility** - Improved defenses against opportunity attacks
- Tempered Iron Mind** - Iron mind is a free action and can be triggered on a miss

## POWER INDEX

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

### AT-WILL POWERS

Radiant Vengeance	<input type="checkbox"/>
Bond of Pursuit	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

### ENCOUNTER POWERS

Second Wind	<input type="checkbox"/>
Iron Mind	<input type="checkbox"/>
Abjure Undead	<input type="checkbox"/>
Divine Guidance	<input type="checkbox"/>
Oath of Enmity	<input type="checkbox"/>
Angelic Alacrity	<input type="checkbox"/>
Sequestering Strike	<input type="checkbox"/>
Inexorable Pursuit	<input type="checkbox"/>
Trace Chance	<input type="checkbox"/>

### DAILY POWERS

Aspect of Might	<input type="checkbox"/>
Menacing Presence	<input type="checkbox"/>
Enduring Strike	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

### UTILITY POWERS

Silver Shadow	<input type="checkbox"/>
Wrath of the Divine	<input type="checkbox"/>
Leading Step	<input type="checkbox"/>
Rathmal Pursuit	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

### OTHER EQUIPMENT

Climber's Kit
Adventurer's Kit
Hempen Rope (50 ft.)
Holy Symbol
Sunrod (10)
Flask (empty) (5)
Thieves' Tools

### COINS AND OTHER WEALTH

Money on hand: 14 pp; 81 gp; 8 sp; 5 cp  
Stored money:  
Encumbrance: 85 / 140

## 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	Strongheart Fullblade +3 (E)	<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
ARMOR	Radiant Temple Uniform Githweave Armor +3 (	<input type="checkbox"/>
ARMS	Phylactery of Action (heroic tier) (E)	<input type="checkbox"/>
FEET	Boots of Eagerness (heroic tier) (E)	<input type="checkbox"/>
HANDS		<input type="checkbox"/>
HEAD		<input type="checkbox"/>
NECK	Amulet of Protection +3 (E)	<input type="checkbox"/>
RING		<input type="checkbox"/>
RING		<input type="checkbox"/>
WAIST		<input type="checkbox"/>
	Potion of Vitality (paragon tier) () (2)	<input type="checkbox"/>
	Potion of Clarity (level 5) () (5)	<input type="checkbox"/>
	Power Jewel (heroic tier) ()	<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<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"/>	<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"/>

### RITUALS / ALCHEMY


## CHARACTER PORTRAIT



### PERSONALITY TRAITS


### MANNERISMS AND APPEARANCE


### CHARACTER BACKGROUND


### COMPANIONS AND ALLIES


### SESSION AND CAMPAIGN NOTES


CHARACTER NAME  
**Avenger**

PLAYER NAME

RACE Githzerai CLASS Avenger LEVEL 12

<b>HP</b> 96	<b>STR</b> 14	<b>AC</b> 29
<b>Spd</b> 6	<b>CON</b> 16	<b>Fort</b> 23
<b>Init</b> +13	<b>DEX</b> 21	<b>Ref</b> 25
	<b>INT</b> 12	<b>Will</b> 27
	<b>WIS</b> 22	
	<b>CHA</b> 11	

22 Passive Insight 22 Passive Perception

PLAY DATA **DUNGEONS & DRAGONS**



ENCOUNTER SPECIAL **DUNGEONS & DRAGONS**

Second Wind

KEYWORDS USED

Standard	↓	↻	Personal
<b>ACTION</b>	←	✳	<b>RANGE</b>
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	

Effect: You spend a healing surge and regain 24 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK PH

UTILITY POWER **DUNGEONS & DRAGONS**

Radiant Vengeance

KEYWORDS Divine, Implement, Radiant USED

Standard	↓	10	↻	Ranged 10
<b>ACTION</b>	←		✳	<b>RANGE</b>
12	vs	Reflex		One creature
<b>ATTACK</b>		<b>DEFENSE</b>		<b>TARGET</b>

**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.  
Holy Symbol: +12 attack, 1d8+6 damage

ADDITIONAL EFFECTS

CLASS Avenger LEVEL 1 BOOK PH2

AT-WILL POWER **DUNGEONS & DRAGONS**

Bond of Pursuit

KEYWORDS Divine, Weapon USED

Standard	*	↓	↻	Melee weapon
<b>ACTION</b>	←		✳	<b>RANGE</b>
18	vs	AC		One creature
<b>ATTACK</b>		<b>DEFENSE</b>		<b>TARGET</b>

**Attack:** Wisdom vs. AC  
**Hit:** 1[W] + Wisdom modifier (+6) damage. If the target doesn't end its next turn adjacent to you, you can shift a number of squares equal to 1 + your Dexterity modifier (+5) as a free action, and you must end that shift closer to the target.  
Level 21: 2[W] + Wisdom modifier (+6) damage.  
Strongheart Fullblade +3: +18 attack, 1d12+12 damage

ADDITIONAL EFFECTS

CLASS Avenger LEVEL 1 BOOK PH2

AT-WILL POWER **DUNGEONS & DRAGONS**

Iron Mind

KEYWORDS USED

Imm Interr	↓	↻	Personal	
<b>ACTION</b>	←		✳	<b>RANGE</b>
	vs			
<b>ATTACK</b>		<b>DEFENSE</b>		<b>TARGET</b>

**Trigger:** You are hit by an attack.  
**Effect:** You gain a +2 bonus to all defenses until the end of your next turn.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL \* BOOK PH3

ENCOUNTER POWER **DUNGEONS & DRAGONS**

Abjure Undead

KEYWORDS Divine, Implement, Radiant USED

Standard	↓	↻	Close burst 5	
<b>ACTION</b>	5	←	✳	<b>RANGE</b>
12	vs	Will		One undead creature in burst
<b>ATTACK</b>		<b>DEFENSE</b>		<b>TARGET</b>

**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.  
Holy Symbol: +12 attack, 5d10+6 damage

ADDITIONAL EFFECTS

CLASS Avenger LEVEL BOOK PH2

ENCOUNTER POWER **DUNGEONS & DRAGONS**

Divine Guidance

KEYWORDS Divine USED

Imm Interr	↓	↻	Close burst 10	
<b>ACTION</b>	10	←	✳	<b>RANGE</b>
	vs			The triggering ally
<b>ATTACK</b>		<b>DEFENSE</b>		<b>TARGET</b>

**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

ENCOUNTER POWER **DUNGEONS & DRAGONS**

Oath of Enmity

KEYWORDS Divine USED

Minor	↓	↻	Close burst 10	
<b>ACTION</b>	10	←	✳	<b>RANGE</b>
	vs			One enemy you can see in burst
<b>ATTACK</b>		<b>DEFENSE</b>		<b>TARGET</b>

**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 BOOK PH2

ENCOUNTER POWER **DUNGEONS & DRAGONS**

### Angelic Alacrity

KEYWORDS		Divine, Weapon		USED
Standard	* ↓ ↗	Melee weapon		
<b>ACTION</b>	← *	<b>RANGE</b>		
18	vs	AC	One creature	
<b>ATTACK</b>		<b>DEFENSE</b>	<b>TARGET</b>	

**Effect:** Before the attack, you shift 2 squares.  
**Censure of Pursuit:** The number of squares you shift equals 1 + your Dexterity modifier (+5).  
**Attack:** Wisdom vs. AC  
**Hit:** 2[W] + Wisdom modifier (+6) damage.

Strongheart Fullblade +3: +18 attack, 2d12+12 damage

ADDITIONAL EFFECTS

CLASS Avenger LEVEL 1 BOOK PH2

**ENCOUNTER POWER** DUNGEONS & DRAGONS®

### Sequestering Strike

KEYWORDS		Divine, Teleportation, Weapon		USED
Standard	* ↓ ↗	Melee weapon		
<b>ACTION</b>	← *	<b>RANGE</b>		
18	vs	AC	One creature	
<b>ATTACK</b>		<b>DEFENSE</b>	<b>TARGET</b>	

**Attack:** Wisdom vs. AC  
**Hit:** 2[W] + Wisdom modifier (+6) damage, and you teleport the target 2 squares. You then teleport to a space adjacent to the target.  
**Censure of Pursuit:** The number of squares you teleport the target equals 1 + your Dexterity modifier (+5).

Strongheart Fullblade +3: +18 attack, 2d12+12 damage

ADDITIONAL EFFECTS

CLASS Avenger LEVEL 3 BOOK PH2

**ENCOUNTER POWER** DUNGEONS & DRAGONS®

### Inexorable Pursuit

KEYWORDS		Divine, Weapon		USED
Standard	* ↓ ↗	Melee weapon		
<b>ACTION</b>	← *	<b>RANGE</b>		
18	vs	AC	One creature	
<b>ATTACK</b>		<b>DEFENSE</b>	<b>TARGET</b>	

**Effect:** Before the attack, you gain phasing until the end of your turn, and you shift 3 squares.  
**Censure of Pursuit:** The number of squares you shift equals 2 + your Dexterity modifier (+5).  
**Attack:** Wisdom vs. AC  
**Hit:** 2[W] + Wisdom modifier (+6) damage.

Strongheart Fullblade +3: +18 attack, 2d12+12 damage

ADDITIONAL EFFECTS

CLASS Avenger LEVEL 7 BOOK PH2

**ENCOUNTER POWER** DUNGEONS & DRAGONS®

### Trace Chance

KEYWORDS				USED
Standard	* ↓ ↗	Ranged 5		
<b>ACTION</b>	← *	<b>RANGE</b>		
	vs	One creature		
<b>ATTACK</b>		<b>DEFENSE</b>	<b>TARGET</b>	

**Effect:** You gain a +2 bonus to the attack roll of the next at-will melee attack you make against the target before the end of your next turn. If that attack hits, it is automatically a critical hit.

ADDITIONAL EFFECTS

CLASS Rrathmal LEVEL 11 BOOK PH3

**ENCOUNTER POWER** DUNGEONS & DRAGONS®

### Enduring Strike

KEYWORDS		Divine, Weapon		USED
Standard	* ↓ ↗	Melee weapon		
<b>ACTION</b>	← *	<b>RANGE</b>		
18	vs	AC	One creature	
<b>ATTACK</b>		<b>DEFENSE</b>	<b>TARGET</b>	

**Attack:** Wisdom vs. AC  
**Hit:** 3[W] + Wisdom modifier (+6) damage, and you make a saving throw with a +5 bonus.  
**Miss:** Half damage, and you make a saving throw.

Strongheart Fullblade +3: +18 attack, 3d12+12 damage

ADDITIONAL EFFECTS

CLASS Avenger LEVEL 9 BOOK PH2

**DAILY POWER** DUNGEONS & DRAGONS®

### Menacing Presence

KEYWORDS		Divine, Fear, Weapon		USED
Standard	* ↓ ↗	Melee weapon		
<b>ACTION</b>	← *	<b>RANGE</b>		
18	vs	AC	One creature	
<b>ATTACK</b>		<b>DEFENSE</b>	<b>TARGET</b>	

**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.

Strongheart Fullblade +3: +18 attack, 3d12+12 damage

ADDITIONAL EFFECTS

CLASS Avenger LEVEL 5 BOOK DP

**DAILY POWER** DUNGEONS & DRAGONS®

### Aspect of Might

KEYWORDS		Divine, Weapon		USED
Standard	* ↓ ↗	Melee weapon		
<b>ACTION</b>	← *	<b>RANGE</b>		
18	vs	AC	One creature	
<b>ATTACK</b>		<b>DEFENSE</b>	<b>TARGET</b>	

**Attack:** Wisdom vs. AC  
**Hit:** 3[W] + Wisdom modifier (+6) damage.  
**Miss:** Half damage.  
**Effect:** Until the end of the encounter, you gain a +5 power bonus to Athletics checks, a +2 power bonus to speed, and a +2 power bonus to the damage rolls of melee attacks.

Strongheart Fullblade +3: +18 attack, 3d12+12 damage

ADDITIONAL EFFECTS

CLASS Avenger LEVEL 1 BOOK PH2

**DAILY POWER** DUNGEONS & DRAGONS®

### Silver Shadow

KEYWORDS		Divine		USED
Minor	* ↓ ↗	Personal		
<b>ACTION</b>	← *	<b>RANGE</b>		
<input type="checkbox"/> AT-WILL		<input type="checkbox"/> ENCOUNTER		<input checked="" type="checkbox"/> DAILY

**Effect:** You gain temporary hit points equal to 5 + your level. You also gain concealment, which lasts until you have no temporary hit points.

ADDITIONAL EFFECTS

CLASS Avenger LEVEL 2 BOOK DP

**UTILITY POWER** DUNGEONS & DRAGONS®

### Wrath of the Divine

KEYWORDS		Divine, Radiant		USED
Imm React	* ↓ ↗	Close burst 10		
<b>ACTION</b>	10 ← *	<b>RANGE</b>		
<input type="checkbox"/> AT-WILL		<input type="checkbox"/> ENCOUNTER		<input checked="" type="checkbox"/> DAILY

**Trigger:** An enemy scores a critical hit against you  
**Target:** Your oath of enmity target in burst  
**Effect:** The target takes radiant damage equal to the critical hit's damage.

ADDITIONAL EFFECTS

CLASS Avenger LEVEL 6 BOOK PH2

**UTILITY POWER** DUNGEONS & DRAGONS®

### Leading Step

KEYWORDS Divine, Teleportation USED

Imm React \* ↓ ↗ Melee 1  
ACTION ↶ ↷ RANGE

AT-WILL  ENCOUNTER  DAILY

**Trigger:** An enemy adjacent to you damages you  
**Target:** The triggering enemy  
**Effect:** You teleport 5 squares and then teleport the target to a square adjacent to you.

ADDITIONAL EFFECTS

CLASS Avenger LEVEL 10 BOOK DP

UTILITY POWER

### Rrathmal Pursuit

KEYWORDS USED

Imm React ↓ ↗ Personal  
ACTION ↶ ↷ RANGE

AT-WILL  ENCOUNTER  DAILY

**Trigger:** An adjacent enemy shifts away from you  
**Effect:** You shift your speed to a square adjacent to the triggering enemy.

ADDITIONAL EFFECTS

CLASS Rrathmal LEVEL 12 BOOK PH3

UTILITY POWER

### Strongheart Fullblade +3

1d12	3	Heavy Blade	
DAMAGE	PROFICIENT	GROUP	RANGE
+3 attack rolls and damage rolls		13	+3d8 damage
ENHANCEMENT		LEVEL	CRITICAL

PROPERTIES  
High Crit

Melee Basic Attack: +18 attack, 1d12+12 damage

AT-WILL  ENCOUNTER  DAILY

POWER

**Power (Encounter):** Minor Action. Until the end of your next turn, you do not deal half damage while weakened.

ITEM SLOT Two-Hands	WEIGHT 10	PRICE 17000	BOOK AV
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MAGIC WEAPON

### Radiant Temple Uniform Githweave Ar

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

PROPERTIES  
You gain a +2 item bonus to Stealth checks.

AT-WILL  ENCOUNTER  DAILY

POWER

**Power (Encounter):** Free. Trigger: You shift 1 or more squares. Effect: You shift an additional number of squares equal to half of this armor's enhancement bonus.

ITEM SLOT Body	WEIGHT 2	PRICE 13000	BOOK AV
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MAGIC ITEM

### 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
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MAGIC ITEM

### Potion of Vitality (paragon tier)

			2
AC BONUS	CHECK	SPEED	QUANTITY
		15	Potion
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

AT-WILL  ENCOUNTER  DAILY

POWER

**Power (Consumable • Healing):** 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 on you that a save can end.

ITEM SLOT	WEIGHT 0	PRICE 1000	BOOK PH
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MAGIC ITEM

### Potion of Clarity (level 5)

			5
AC BONUS	CHECK	SPEED	QUANTITY
		5	Potion
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

AT-WILL  ENCOUNTER  DAILY

POWER

**Power (Consumable):** Minor Action. Drink this potion and spend a healing surge. You do not regain hit points as normal. Instead, once during this encounter as a free action, you can reroll a d20 roll you just made, gaining a +1 bonus on the reroll. You must use the result of the reroll.

ITEM SLOT	WEIGHT 0	PRICE 50	BOOK AV
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MAGIC ITEM

### Boots of Eagerness (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		9	Feet Slot Item
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

AT-WILL  ENCOUNTER  DAILY

POWER

**Power (Encounter):** Free Action. Use this power during your turn to take an additional move action.

ITEM SLOT Feet	WEIGHT 0	PRICE 4200	BOOK AV
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MAGIC ITEM

### Phylactery of Action (heroic tier)

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

PROPERTIES

AT-WILL  ENCOUNTER  DAILY

POWER

**Power (Encounter):** No Action. Reroll a saving throw against any effect on you that applies one or more of these conditions: dazed, immobilized, petrified, restrained, or stunned. You must use the new result, even if it is lower.

ITEM SLOT Arms	WEIGHT 0	PRICE 680	BOOK RVOH
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MAGIC ITEM

## Power Jewel (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
			1
ENHANCEMENT		LEVEL	TYPE
		5	Wondrous Item
PROPERTIES			
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input checked="" type="checkbox"/> DAILY			
<small>POWER</small> <b>Power (Daily):</b> Minor Action. This power allows you to regain the use of an encounter power of 1st or 3rd level. <b>Special:</b> You must have reached at least one milestone today to activate this item.			
ITEM SLOT	WEIGHT	PRICE	BOOK
	0	1000	AV

MAGIC ITEM

DUNGEONS & DRAGONS®

## Radiant Temple Treasures

Many cultures tell versions of the myth of the Radiant Temple—a great bastion of light created during the ancient war between the gods and the primordial. Though the temple was taken to the celestial realms by the gods in the aftermath of their victory, a number of its faithful stayed behind in the mortal realm. The treasures they bore became their legacy.

Any character can wield the Radiant Temple Treasures, but they're most useful to avengers.

2: When your oath of enmity reduces a target to 0 hit points, you gain temporary hit points equal to twice the number of items you have from this set.

4: You gain a +10 bonus to your first death saving throw each day.

ITEM SET

DUNGEONS & DRAGONS®