

Player Name

Garret	10	Rogue	20,500
Character Name	Level	Class	Total XP
Halfing	Small	Male	Paragon Path
Race	Size	Age	Deity
			Adventuring Company
			RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
10	5	5	

CONDITIONAL MODIFIERS

DEFENSES

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

CONDITIONAL BONUSES
+2 AC against opportunity attacks, +5 AC against opportunity attacks

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
10	Speed (Squares)	6		4

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
12	STR Strength	1	6
20	CON Constitution	5	10
20	DEX Dexterity	5	10
10	INT Intelligence	0	5
10	WIS Wisdom	0	5
20	CHA Charisma	5	10

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
15	Passive Insight	10	+
20	Passive Perception	10	+

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Pact Blade Dagger +2

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 12	5	1		3		2	1

ABILITY: Ranged Basic Attack - Pact Blade Dagger +2

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 16	5	5		3		2	1

HIT POINTS

MAX HP	77	BLOODIED	38	HEALING SURGES	19	SURGES/DAY	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	<table border="1"> <tr> <td></td> <td></td> <td></td> </tr> </table>									
SAVING THROW MODS	+5 Racial bonus against fear									
RESISTANCES	Resist 5 Lightning									
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

Bold - +5 to saving throws against fear.

Second Chance - Use second chance as an encounter power.

Nimble Reaction - +2 AC against opportunity attacks.

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Pact Blade Dagger +2

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10+3	1		2		

ABILITY: Ranged Basic Attack - Pact Blade Dagger +2

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10+7	5		2		

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
12	vs AC	Pact Blade Dagger +2 (Melee)	1d10+3
16	vs AC	Pact Blade Dagger +2 (Range)	1d10+7
6	vs AC	Unarmed (Melee)	1d4+1
10	vs AC	Unarmed (Range)	1d4+5

SKILLS

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

CLASS / PATH / DESTINY FEATURES

First Strike - At encounter start, get combat advantage against foes that haven't acted yet.

Rogue Tactics - Choose one of the rogue tactics.

Artful Dodger - Add Cha mod to AC against opportunity attacks.

Rogue Weapon Talent - Damage die increases one size with shuriken; +1 on attacks with daggers.

Sneak Attack - Once per round, if you have combat advantage and hit with a crossbow, light blade, or sling, deal extra damage.

Warlock's Curse - Once per turn (minor), curse nearest foe you can see; deal extra damage to cursed foes.

FEATS

Backstabber - Sneak Attack dice increase to d8s

Vicious Advantage - Gain combat advantage against slowed or immobilized targets

Pact Initiate - Warlock: skill training, pact at-will power 1/ encounter

Forged of Hell Iron

Death's Blessing

Killing Curse - Warlock's curse dice increase from d6 to d8

Blessing of the Hell Lords

LANGUAGES KNOWN

Common, Dwarven, Abyssal, Supernal

POWER INDEX

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

AT-WILL POWERS

Clever Strike	<input type="checkbox"/>
Duelist's Flurry	<input type="checkbox"/>
Warlock's Curse	<input type="checkbox"/>
Gift to Avernus	<input type="checkbox"/>
	<input type="checkbox"/>

ENCOUNTER POWERS

Second Wind	<input type="checkbox"/>
Second Chance	<input type="checkbox"/>
Dazing Strike	<input type="checkbox"/>
Nasty Backswing	<input type="checkbox"/>
Painful Shot	<input type="checkbox"/>
Dark Reaping	<input type="checkbox"/>
Influence of Acamar	<input type="checkbox"/>

DAILY POWERS

Handspring Assault	<input type="checkbox"/>
Bloodbath	<input type="checkbox"/>
Hellsworn Blessing	<input type="checkbox"/>
Knockout	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

UTILITY POWERS

Agile Recovery	<input type="checkbox"/>
Hidden Blade	<input type="checkbox"/>
Sneaky Roll	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

OTHER EQUIPMENT

COINS AND OTHER WEALTH

Money on hand: 100 gp
Stored money: 0 gp
Encumbrance: 19 / 1120 (+1,000)

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	Pact Blade Dagger +2 (E)	<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
ARMOR	Shockweave Leather Armor +2 (E)	<input type="checkbox"/>
ARMS		<input type="checkbox"/>
FEET		<input type="checkbox"/>
HANDS		<input type="checkbox"/>
HEAD		<input type="checkbox"/>
NECK	Deep-Pocket Cloak +2 (E)	<input type="checkbox"/>
RING		<input type="checkbox"/>
RING		<input type="checkbox"/>
WAIST		<input type="checkbox"/>
	The Deck of Many Things (Off-hand)	<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"/>
		<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"/>	/	<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"/>	/	<input type="checkbox"/>

RITUALS / ALCHEMY

CHARACTER PORTRAIT



PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

Pivotal Event - You Die
You died, either through foul play or by accident, and some person or event brought you back to life. Do you know what returned you from the dead?

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

Clever Strike

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

Requirement: You must be wielding a light blade.
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier (+5) damage.
Level 21: 2[W] + Dexterity modifier (+5) damage.
Special: If an ally is adjacent to the target and is able to attack it, you have combat advantage against the target for this attack.

Pact Blade Dagger +2: +16 attack, 1d10+7 damage

ADDITIONAL EFFECTS
+1d8 to damage once per round (Warlock's Curse)
+2d8 to damage once per round (Sneak Attack)

CLASS Rogue | LEVEL 1 | BOOK *PHS2*

Duelist's Flurry

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

Requirement: You must be wielding a light blade.
Attack: Dexterity vs. AC
Hit: Dexterity modifier (+5) damage, slide the target 1 square, and you shift 1 square. You may use your sneak attack damage even if you do not have combat advantage with this attack.
Level 21: 5 + Dexterity modifier (+5) damage.

Pact Blade Dagger +2: +16 attack, 5 damage

ADDITIONAL EFFECTS
+1d8 to damage once per round (Warlock's Curse)
+2d8 to damage once per round (Sneak Attack)

CLASS Rogue | LEVEL 1 | BOOK *Dragon 381*

Warlock's Curse

KEYWORDS			USED
Minor	↓ ↗		
ACTION	↶ ↷	RANGE	
	vs		
ATTACK	DEFENSE	TARGET	

You can place a Warlock's Curse on the enemy nearest to you that you can see. A cursed enemy is more vulnerable to your attacks. If you hit a cursed enemy with an attack, you deal extra damage. You decide whether to apply the extra damage after making the damage roll. You can deal this extra damage once per round, so if you have dealt Warlock's Curse damage since the start of your turn, you cannot deal it again until the start of your next turn.
A Warlock's Curse remains in effect until the end of the encounter or until the cursed enemy is defeated.
You can place a Warlock's Curse on multiple targets over the course of an encounter; each curse requires the use of a minor action. You can't place a Warlock's Curse on a creature that is already affected by your or another character's Warlock's Curse.

As you advance in level, your extra damage increases.
Level : Warlock's Curse Extra Damage
1st–10th : +1d6
11th–20th : +2d6
21st–30th : +3d6

ADDITIONAL EFFECTS

CLASS | LEVEL * | BOOK *PH*

AT-WILL POWER

AT-WILL POWER

AT-WILL POWER

Gift to Avernus

KEYWORDS		Arcane, Implement	USED
Standard	↓ 10 ↗	Ranged 10	
ACTION	↶ ↷	RANGE	
13	vs	Reflex	One creature
ATTACK	DEFENSE	TARGET	

Attack: Charisma vs. Reflex
Hit: 1d10 + Charisma modifier (+5) damage.
Level 21: 2d10 + Charisma modifier (+5).
Miss: You can choose to take damage equal to your level to reroll the attack roll. You can choose this only once each time you use this attack.

Pact Blade Dagger +2: +13 attack, 1d10+7 damage

ADDITIONAL EFFECTS
+1d8 to damage once per round (Warlock's Curse)

CLASS Warlock | LEVEL 1 | BOOK *Dragon 386*

Dark Reaping

KEYWORDS		Necrotic	USED
Free	↓ ↗		
ACTION	↶ ↷	RANGE	
	vs		
ATTACK	DEFENSE	TARGET	

Trigger: A creature within 5 squares of you is reduced to 0 hit points
Effect: One creature you hit with an attack you make before the end of your next turn takes an additional 1d8 + Constitution modifier (+5) necrotic damage.

ADDITIONAL EFFECTS

CLASS Racial Power | LEVEL * | BOOK *Dragon 376*

Dazing Strike

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

Requirement: You must be wielding a light blade.
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier (+5) damage, and the target is dazed until the end of your next turn.

Pact Blade Dagger +2: +16 attack, 1d10+7 damage

ADDITIONAL EFFECTS
+1d8 to damage once per round (Warlock's Curse)
+2d8 to damage once per round (Sneak Attack)

CLASS Rogue | LEVEL 1 | BOOK *PH*

AT-WILL POWER

ENCOUNTER POWER

ENCOUNTER POWER

Nasty Backswing

KEYWORDS		Martial, Weapon	USED
Free	* ↓ ↗	Melee weapon	
ACTION	↶ ↷	RANGE	
16	vs	AC	One creature
ATTACK	DEFENSE	TARGET	

Trigger: You miss with a melee attack
Requirement: You must be wielding a light blade.
Attack: Dexterity vs. AC. You have combat advantage for this attack.
Hit: 1[W] + Dexterity modifier (+5) damage, and you can shift 1 square.
Brutal Scoundrel: The attack deals extra damage equal to your Strength modifier (+1).

Pact Blade Dagger +2: +16 attack, 1d10+7 damage

ADDITIONAL EFFECTS
+1d8 to damage once per round (Warlock's Curse)
+2d8 to damage once per round (Sneak Attack)

CLASS Rogue | LEVEL 3 | BOOK *MP*

Second Chance

KEYWORDS			USED
Imm Interr	↓ ↗	Personal	
ACTION	↶ ↷	RANGE	
	vs		
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.

ADDITIONAL EFFECTS

CLASS Racial Power | LEVEL * | BOOK *PH*

Painful Shot

KEYWORDS		Martial, Weapon	USED
Standard	↓ * ↗	Ranged weapon	
ACTION	↶ ↷	RANGE	
	vs		
ATTACK	DEFENSE	TARGET	

Requirement: You must be wielding a sling.
Attack: Dexterity vs. AC
Hit: 3[W] + Dexterity modifier (+5) damage.
Cunning Sneak: The target grants combat advantage to you until the end of your next turn.

ADDITIONAL EFFECTS

CLASS Rogue | LEVEL 7 | BOOK *MP2*

ENCOUNTER POWER

ENCOUNTER POWER

ENCOUNTER POWER

Influence of Acamar

KEYWORDS Arcane, Implement, Necrotic USED

Standard		10		Ranged 10
ACTION				RANGE
13	vs	Reflex		One enemy closest to you
ATTACK		DEFENSE		TARGET

Attack: Charisma vs. Reflex
Hit: 3d8 + Charisma modifier (+5) necrotic damage, and you pull the target a number of squares equal to your Charisma modifier (+5).
Star Pact: This spell's range is 20 instead of 10.

Pact Blade Dagger +2: +13 attack, 3d8+7 damage

ADDITIONAL EFFECTS
+1d8 to damage once per round (Warlock's Curse)

CLASS Warlock LEVEL 7 BOOK *Dragon 2009*

ENCOUNTER POWER DUNGEONS & DRAGONS

Handspring Assault

KEYWORDS Martial, Reliable, Weapon USED

Standard	*		Melee weapon
ACTION			RANGE
16	vs	AC	One creature
ATTACK		DEFENSE	TARGET

Prerequisite: You must be trained in Acrobatics.
Requirement: You must be wielding a light blade.
Attack: Dexterity vs. AC
Hit: 3[W] + Dexterity modifier (+5) damage, and you can shift 2 squares.
Special: When charging, you can use this power in place of a melee basic attack.

Pact Blade Dagger +2: +16 attack, 3d10+7 damage

ADDITIONAL EFFECTS
+1d8 to damage once per round (Warlock's Curse)
+2d8 to damage once per round (Sneak Attack)

CLASS Rogue LEVEL 1 BOOK *MP*

DAILY POWER DUNGEONS & DRAGONS

Bloodbath

KEYWORDS Martial, Weapon USED

Standard	*	*	Melee or Ranged weapon
ACTION			RANGE
16	vs	Fort	One creature
ATTACK		DEFENSE	TARGET

Requirement: You must be wielding a crossbow, a light blade, or a sling.
Attack: Dexterity vs. Fortitude
Hit: 1[W] + Dexterity modifier (+5) damage, and ongoing damage equal to any Sneak Attack damage you deal with this attack (save ends).
Effect: 1[W] + Dexterity modifier (+5) damage.

Pact Blade Dagger +2: +16 attack, 1d10+7 damage

ADDITIONAL EFFECTS
+1d8 to damage once per round (Warlock's Curse)
+2d8 to damage once per round (Sneak Attack)

CLASS Rogue LEVEL 5 BOOK *MP2*

DAILY POWER DUNGEONS & DRAGONS

Hellsworn Blessing

KEYWORDS Arcane, Polymorph USED

Standard	*		Melee touch
ACTION			RANGE
	vs		One willing ally
ATTACK		DEFENSE	TARGET

Effect: The target assumes the form of a hellsworn until the end of the encounter or until you dismiss the effect as a minor action. While in this form, the target gains darkvision, gains a +2 power bonus to attack rolls, and deals 2d8 extra fire damage with melee attacks.
Infernal Pact: The target also gains resist fire equal to 5 + one-half your level.

ADDITIONAL EFFECTS

CLASS Warlock LEVEL 5 BOOK *Dragon 382*

DAILY POWER DUNGEONS & DRAGONS

Knockout

KEYWORDS Martial, Weapon USED

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

Requirement: You must be wielding a light blade.
Attack: Dexterity vs. Fortitude
Hit: 2[W] + Dexterity modifier (+5) damage, and the target is knocked unconscious (save ends). If the unconscious target takes any damage, it is no longer unconscious.
Miss: Half damage, and the target is dazed until the end of your next turn.

Pact Blade Dagger +2: +16 attack, 2d10+7 damage

ADDITIONAL EFFECTS
+1d8 to damage once per round (Warlock's Curse)
+2d8 to damage once per round (Sneak Attack)

CLASS Rogue LEVEL 9 BOOK *PH*

DAILY POWER DUNGEONS & DRAGONS

Agile Recovery

KEYWORDS

Minor			
ACTION			RANGE
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	

Effect: You stand up.
Prerequisite: You must be trained in Acrobatics.

ADDITIONAL EFFECTS

CLASS Acrobatics LEVEL 2 BOOK *PH3*

UTILITY POWER DUNGEONS & DRAGONS

Hidden Blade

KEYWORDS Martial USED

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

Prerequisite: You must be trained in Thievery.
Effect: You gain combat advantage on the next attack roll you make with a weapon that has the off-hand property before the end of your turn.

ADDITIONAL EFFECTS

CLASS Rogue LEVEL 6 BOOK *PHS1*

UTILITY POWER DUNGEONS & DRAGONS

Juggernaut Devil Daily power.

KEYWORDS

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

Daily Arcane, Fire, Polymorph, Close burst 3
Standard action Target enemies
Effect: Enemies in burst take 5 fire damage
Effect: You assume the form of a juggernaut devil until the end of the encounter. While in this form you are medium, deal 2d8 extra fire damage with melee attacks, and gain a fly speed equal to your speed (hover). In addition any nearby devils of your level or lower will accept your commands.

ADDITIONAL EFFECTS

CLASS LEVEL * BOOK

UTILITY POWER DUNGEONS & DRAGONS

Sneaky Roll

KEYWORDS Martial USED

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

Prerequisite: You must be trained in Acrobatics.
Trigger: You are hit by a melee attack.
Effect: You can shift half your speed, including through squares occupied by enemies.

ADDITIONAL EFFECTS

CLASS Rogue LEVEL 10 BOOK *Dragon 375*

UTILITY POWER DUNGEONS & DRAGONS

Pact Blade Dagger +2

1d4	3	Light Blade	5/10
DAMAGE	PROFICIENT	GROUP	RANGE
+2 attack rolls and damage rolls		8	+2d6 damage
ENHANCEMENT	LEVEL	CRITICAL	

PROPERTIES

This blade functions as a warlock implement, adding its enhancement bonus to attack rolls and damage rolls for warlock powers that use implements. When a creature you have cursed with your Warlock's Curse makes a melee attack against you, deal damage to the creature equal to the pact blade's enhancement bonus. Light Thrown, Off-hand

Melee Basic Attack: +12 attack, 1d10+3 damage
Ranged Basic Attack: +16 attack, 1d10+7 damage

AT-WILL ENCOUNTER DAILY

POWER

Special: You do not gain your weapon proficiency bonus to the attack roll when using a pact blade as an implement.

ITEM SLOT Off-hand WEIGHT 1 PRICE 3400 BOOK *PH*

MAGIC WEAPON

DUNGEONS & DRAGONS

Shockweave Leather Armor +2

2	-	-	1
AC BONUS	CHECK	SPEED	QUANTITY
+2 AC		10	Armor
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

You gain resist 5 lightning.

AT-WILL ENCOUNTER DAILY

POWER

Power (Encounter): Free. Trigger: You take lightning damage. Effect: Until the end of the encounter, this armor's daily power gains a +1 bonus to the attack roll and deals 1d10 extra lightning damage.
Power (Daily * Lightning): Immediate Interrupt. Trigger: An enemy adjacent to you targets you with an attack. Effect: Make an attack against the triggering enemy: +13 vs. Fortitude; on a hit, deal 2d10 lightning damage, and the enemy is dazed until the end of your next turn.

ITEM SLOT Body WEIGHT 15 PRICE 5000 BOOK *PH*

MAGIC ITEM

DUNGEONS & DRAGONS

Deep-Pocket Cloak +2

			1
AC BONUS	CHECK	SPEED	QUANTITY
+2 Fortitude, Reflex, and Will		7	Neck Slot Item
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

The pockets of this cloak can hold up to 1,000 pounds in weight or 100 cubic feet in volume, but the cloak always weighs only 1 pound. Each item stored within one of the cloak's pockets can weigh no more than 10 pounds. Drawing an item from a deep-pocket cloak is a minor action.

AT-WILL ENCOUNTER DAILY

POWER

Power (At-Will): Free. 1/round. You draw an item from the cloak or store an item within it.

ITEM SLOT Neck WEIGHT 0 PRICE 2600 BOOK *A12*

MAGIC ITEM

DUNGEONS & DRAGONS

The Deck of Many Things

			1
AC BONUS	CHECK	SPEED	QUANTITY
+5 attack rolls and damage rolls			Artifact
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

The Deck of Many Things is a +5 magic tome implement. Sorcerers with the Chaos Power class feature can use the Deck of Many Things as an implement for sorcerer powers and sorcerer paragon path powers. You cannot be dominated.

AT-WILL ENCOUNTER DAILY

POWER

Tier: Paragon

Power (Encounter): Free Action. You alter the fortunes of your enemies, forcing an enemy within 10 squares to reroll one attack roll, skill check, or saving throw it made, taking the result you choose.

Power (Daily): Minor Action. Roll a d20. Once before the end of the encounter, you can replace any d20 roll made by an ally or an enemy within 5 squares of you with your d20 roll.

ITEM SLOT Off-hand WEIGHT 0 PRICE *Dungeon 17*

MAGIC ITEM

DUNGEONS & DRAGONS

Gadgeteer's Garb

Characters drawn to the inner workings of traps and alchemy covet this set of items. The items of the Gadgeteer's Garb bestow a wide range of utilitarian magic, combat boons, and power over traps and alchemical devices. All the items of the set share a skillful synthesis of mechanical and magical design.

Artificers and rogues most often seek out and collect the items of this set, though they can benefit any character.

2: When you or an ally within 5 squares of you spends a healing surge, you or that ally regains additional hit points equal to the number of items you have from this set.

4: You gain a +4 bonus to all defenses against traps.

ITEM SET

DUNGEONS & DRAGONS