

Player Name

Shard in'Nay 8 Wizard 13,000
 Character Name Level Class Total XP
 Shardmind Medium Paragon Path Epic Destiny Total XP
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
4	Initiative	4	

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
22	AC	14	6			2		

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
10	STR Strength	0	4
10	CON Constitution	0	4
11	DEX Dexterity	0	4
22	INT Intelligence	6	10
18	WIS Wisdom	4	8
8	CHA Charisma	-1	3

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	FORT	14				2		

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
22	REF	14	6			2		

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
22	WILL	14	4	2		2		

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
27	Passive Insight	10	+

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
18	Passive Perception	10	+

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 4	4	0					

ABILITY: Ranged Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 4	4	0					

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4	0				

ABILITY: Ranged Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4	0				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
4	vs AC	Unarmed (Melee)	1d4
4	vs AC	Unarmed (Range)	1d4
	vs		
	vs		

FEATS

Ritual Caster - Master and perform rituals

Implement Expertise (Orb) - +1 to attack rolls with orbs

Superior Implement Training (Crystal orb) - Can use Crystal orbs

Psychic Focus - +2 damage with psychic powers; +3 at 11th, +4 at 21st

Coordinated Explosion - +1 to attack rolls with blast or burst if ally is in area

Distant Advantage - Gain combat advantage with ranged and area attacks against flanked enemies

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
48	24	12

CURRENT HIT POINTS	CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

TEMPORARY HIT POINTS	USED
	<input type="checkbox"/>

DEATH SAVING THROW FAILURES

SAVING THROW MODS +2 item bonus against effects with the charm, illusion, or sleep keyword

RESISTANCES Resist 5 Psychic

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

- Telepathy** - Communicate telepathically with creatures within 5 squares capable of language
- Crystalline Mind** - Gain resist 5 psychic; 10 at 11th, 15 at 21st
- Living Construct** - No need to eat, drink, breathe, or sleep
- Immortal Origin** - Immortal creature origin
- Shard Swarm** - Gain shard swarm power

CLASS / PATH / DESTINY FEATURES

- Arcane Implement Mastery** - Choose Orb of Imposition, Staff of Defense, or Wand of Accuracy.
- Orb of Deception** - Encounter, free; with orb, spread a wider net of deception over foes.
- Cantrips** - Use ghost sound, light, mage hand, and prestidigitation as at-will powers.
- Ritual Casting** - Gain Ritual Caster as a bonus feat.
- Spellbook** - Three 1st-level rituals, plus more at higher levels. Also, twice the daily and utility spells you can use; choose from among these at each extended rest.

LANGUAGES KNOWN

Common, Deep Speech, Primordial

SKILLS

BONUS	SKILL NAME	ABIL	MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
4	Acrobatics	DEX	4	0	n/a	0
17	Arcana	INT	10	5	n/a	2
4	Athletics	STR	4	0	n/a	0
3	Bluff	CHA	3	0	n/a	0
3	Diplomacy	CHA	3	0	n/a	0
13	Dungeoneering	WIS	8	5	n/a	0
6	Endurance	CON	4	0	n/a	2
8	Heal	WIS	8	0	n/a	0
10	History	INT	10	0	n/a	0
17	Insight	WIS	8	5	n/a	4
3	Intimidate	CHA	3	0	n/a	0
8	Nature	WIS	8	0	n/a	0
8	Perception	WIS	8	0	n/a	0
15	Religion	INT	10	5	n/a	0
4	Stealth	DEX	4	0	n/a	0
3	Streetwise	CHA	3	0	n/a	0
4	Thievery	DEX	4	0	n/a	0

POWER INDEX

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

AT-WILL POWERS

Ghost Sound	
Light	
Mage Hand	
Prestidigitation	
Phantom Bolt	
Nightmare Eruption	
Visions of Avarice Attack	

ENCOUNTER POWERS

Second Wind	<input type="checkbox"/>
Shard Swarm	<input type="checkbox"/>
Orb of Deception	<input type="checkbox"/>
Grasping Shadows	<input type="checkbox"/>
Maze of Mirrors	<input type="checkbox"/>
Enemies Abound	<input type="checkbox"/>

DAILY POWERS

Sleep	<input type="checkbox"/>
Phantom Chasm	<input type="checkbox"/>
Phantasmal Assailant	<input type="checkbox"/>
Visions of Avarice	<input type="checkbox"/>
	<input type="checkbox"/>

UTILITY POWERS

Spectral Image	<input type="checkbox"/>
Shield	<input type="checkbox"/>
Invisibility	<input type="checkbox"/>
Wizard's Escape	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

OTHER EQUIPMENT

Spellbook

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		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
ARMOR	Shimmering Cloth Armor (Basic Clothing) +2 (E)	<input type="checkbox"/>
ARMS		<input type="checkbox"/>
FEET		<input type="checkbox"/>
HANDS		<input type="checkbox"/>
HEAD	Phrenic Crown (heroic tier) (E)	<input type="checkbox"/>
NECK	Amulet of Mental Resolve +2 (E)	<input type="checkbox"/>
RING		<input type="checkbox"/>
RING		<input type="checkbox"/>
WAIST		<input type="checkbox"/>
	Crystal orb of Sweet Sanctuary +2 (Off-hand) (I)	<input type="checkbox"/>
		<input type="checkbox"/>
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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 / ALCHEMY

Tenser's Floating Disk
Unseen Servant
Wizard's Curtain

CHARACTER PORTRAIT



PERSONALITY TRAITS

In crystal form, you lay dormant for many centuries. So dormant, in fact, then you became a highly sought-after gemstone, eventually falling into the hands of the famous in'Nay clan of Eladrin. They placed you in their storage vault, along with valuable magic treasures and fine vintages of wine. Something happened as you lay there, and you melded with the surrounding treasures - including the wine. Your "owners" were not mad, however, and treated you as one of their own... or at least, as something to entertain guests at dinner parties.

Eventually, they grew bored of you, and so you left to find your own fortunes in the world, and experience the wonders outside of the vault. That, and new fine wines.

MANNERISMS AND APPEARANCE

"Ah, a fine vintage, definitely worth destroying over."

You drink to deal with the plebians you must associate with. Take a drink whenever someone does something particularly uncouth.

CHARACTER BACKGROUND

Society - Noble
You are a member of the aristocracy. Does your family have a noble rank? Are you the heir to a title, and if so, how many people stand between you and that title? Under what circumstances did you become an adventurer?

COMPANIONS AND ALLIES

You like Ginn & Tonique, as they seem to understand the good life.
You dislike both Ael, Son of Mol, and Pabst B. Ribbit as beer is such a working class drink.

SESSION AND CAMPAIGN NOTES

COINS AND OTHER WEALTH

Money on hand: 0 gp
Stored money: 0 gp
Encumbrance: 9 / 100

CHARACTER NAME
Shard in'Nay

PLAYER NAME

RACE **Shardmind** CLASS **Wizard** LEVEL **8**

SCORE	ABILITY	MOD
HP 48	STR +0	AC 22
Spd 6	CON +0	Fort 16
Init +4	DEX +0	Ref 22
	INT +6	Will 22
	WIS +4	
	CHA -1	

27 Passive Insight **18** Passive Perception


Skills

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

ADDITIONAL EFFECTS

Action Point

ADDITIONAL EFFECTS



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 Arcane, Illusion

Standard **10** Ranged 10

ACTION **vs** One object or unoccupied square

ATTACK DEFENSE TARGET

Effect: You spend a healing surge and regain 12 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK PH

Ghost Sound

KEYWORDS Arcane, Illusion

Standard **5** Ranged 5

ACTION **vs** One object or unoccupied square

ATTACK DEFENSE TARGET

Effect: You cause a sound as quiet as a whisper or as loud as a yelling or fighting creature to emanate from the target. You can produce nonvocal sounds such as the ringing of a sword blow, jingling armor, or scraping stone. If you whisper, you can whisper quietly enough that only creatures adjacent to the target can hear your words.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK PH

Light

KEYWORDS Arcane

Minor **5** Ranged 5

ACTION **vs** One object or unoccupied square

ATTACK DEFENSE TARGET

Effect: You cause the target to shed bright light. The light fills the target's square and all squares within 4 squares of it. The light lasts for 5 minutes. Putting out the light is a free action.
Special: You can have only one light cantrip active at a time. If you create a new light, your previously cast light winks out.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK PH

UTILITY POWER **DUNGEONS & DRAGONS**

AT-WILL POWER **DUNGEONS & DRAGONS**

AT-WILL POWER **DUNGEONS & DRAGONS**

Mage Hand

KEYWORDS Arcane, Conjuraton

Minor **5** Ranged 5

ACTION **vs** One object or unoccupied square

ATTACK DEFENSE TARGET

Effect: You conjure a spectral, floating hand in an unoccupied square within range. The hand picks up, moves, or manipulates an adjacent object weighing 20 pounds or less and carries it up to 5 squares. If you are holding the object when you use this power, the hand can move the object into a pack, a pouch, a sheath, or a similar container and simultaneously move any one object carried or worn anywhere on your body into your hand. As a move action, you can move the hand up to 5 squares. As a free action, you can cause the hand to drop an object it is holding, and as a minor action, you can cause the hand to pick up or manipulate a different object.
Sustain Minor: You can sustain the hand indefinitely.
Special: You can create only one hand at a time.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK PH

Prestidigitation

KEYWORDS Arcane

Standard **2** Ranged 2

ACTION **vs** One object or unoccupied square

ATTACK DEFENSE TARGET

Effect: Use this cantrip to accomplish one of the effects given below.
• Move up to 1 pound of material.
• Create a harmless sensory effect, such as a shower of sparks, a puff of wind, faint music, or a strong odor.
• Color, clean, or soil items in 1 cubic foot for up to 1 hour.
• Instantly light (or snuff out) a candle, a torch, or a small campfire.
• Chill, warm, or flavor up to 1 pound of nonliving material for up to 1 hour.
• Make a small mark or symbol appear on a surface for up to 1 hour.
• Produce out of nothingness a small item or image that exists until the end of your next turn.
• Make a small, handheld item invisible until the end of your next turn.
Nothing you create with this cantrip can deal damage, serve as a weapon or a tool, or hinder another creature's actions. This cantrip cannot duplicate the effect of any other power.
Special: You can have as many as three prestidigitatation effects active at one time.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK PH

Phantom Bolt

KEYWORDS Arcane, Illusion, Implement, Psychic

Standard **10** Ranged 10

ACTION **vs** One creature

ATTACK DEFENSE TARGET

Attack: Intelligence vs. Will
Hit: 1d8 + Intelligence modifier (+6) psychic damage, and you slide the target 1 square.
Level 21: 2d8 + Intelligence modifier (+6) psychic damage.

Crystal orb of Sweet Sanctuary +2: +14 attack, 1d8+12 damage

ADDITIONAL EFFECTS





CLASS Wizard LEVEL 1 BOOK AP

AT-WILL POWER **DUNGEONS & DRAGONS**

AT-WILL POWER **DUNGEONS & DRAGONS**

AT-WILL POWER **DUNGEONS & DRAGONS**

Nightmare Eruption

KEYWORDS		Arcane, Illusion, Implement, Psychic	USED
Standard	 10 	Ranged 10	
ACTION	 	RANGE	
14	vs Will	One creature	
ATTACK	DEFENSE	TARGET	





Attack: Intelligence vs. Will
Hit: 1d8 + Intelligence modifier (+6) psychic damage, and any enemy adjacent to the target takes psychic damage equal to your Intelligence modifier (+6).
 Level 21: 2d8 + Intelligence modifier (+6) damage.

Crystal orb of Sweet Sanctuary +2: +14 attack, 1d8+12 damage

ADDITIONAL EFFECTS

CLASS	Wizard	LEVEL	1	BOOK	Dragon 380
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Visions of Avarice Attack





KEYWORDS		Arcane, Illusion, Implement, Zone	USED
Minor	 	Close burst 5	
ACTION	5  	RANGE	
14	vs Will	Each enemy in burst	
ATTACK	DEFENSE	TARGET	

Requirement: The Visions of Avarice power must be active to use this power.
Attack: Intelligence vs. Will
Hit: The zone pulls the target 3 squares. A target that ends this movement within the zone or adjacent to the zone is immobilized (save ends).
 Crystal orb of Sweet Sanctuary +2: +14 attack

ADDITIONAL EFFECTS

CLASS	Wizard	LEVEL		BOOK	AP
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Shard Swarm




KEYWORDS		Teleportation	USED
Move	 	Close burst 1	
ACTION	1  	RANGE	
	vs	Each enemy in burst	
ATTACK	DEFENSE	TARGET	

Effect: Each target grants combat advantage to you until the end of your next turn. You then teleport half your speed.

ADDITIONAL EFFECTS

CLASS	Racial Power	LEVEL	*	BOOK	PH3
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Orb of Deception





KEYWORDS			USED
Free			
ACTION	 	RANGE	
	vs		
ATTACK	DEFENSE	TARGET	

Trigger: When you miss an enemy with a wizard illusion power
Effect: Choose another enemy within 3 squares of the missed target. The chosen enemy cannot also be a target of the original attack. Repeat the attack against this new target, with a bonus to the attack roll equal to your Charisma modifier (-1).
Requirement: You must wield an orb to benefit from this feature.

ADDITIONAL EFFECTS

CLASS		LEVEL	*	BOOK	AP
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Grasping Shadows





KEYWORDS		Arcane, Illusion, Implement, Psychic	USED
Standard	 10 	Area burst 1 within 10 squares	
ACTION	 1 	RANGE	
14	vs Will	Each creature in burst	
ATTACK	DEFENSE	TARGET	

Attack: Intelligence vs. Will
Hit: 1d8 + Intelligence modifier (+6) psychic damage, and target is slowed until the end of your next turn.
Effect: Shadows writhe in the designated area and continue until the end of your next turn. Any creature that enters the area of the grasping shadows takes psychic damage equal to your Intelligence modifier (+6) and is slowed until the end of its next turn.
 Crystal orb of Sweet Sanctuary +2: +14 attack, 1d8 +12 damage

ADDITIONAL EFFECTS

CLASS	Wizard	LEVEL	1	BOOK	AP
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Maze of Mirrors





KEYWORDS		Arcane, Illusion, Implement	USED
Standard	 10 	Area burst 1 within 10 squares	
ACTION	 1 	RANGE	
14	vs Will	Each creature in burst	
ATTACK	DEFENSE	TARGET	

Attack: Intelligence vs. Will
Hit: The target is immobilized and takes a penalty to attack rolls equal to your Intelligence modifier (+6) until the end of your next turn.
 Crystal orb of Sweet Sanctuary +2: +14 attack

ADDITIONAL EFFECTS

CLASS	Wizard	LEVEL	3	BOOK	AP
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Enemies Abound





KEYWORDS		Arcane, Illusion, Implement, Psychic	USED
Standard	 20 	Area burst 1 within 20 squares	
ACTION	 1 	RANGE	
14	vs Will	Each enemy in burst	
ATTACK	DEFENSE	TARGET	

Attack: Intelligence vs. Will
Hit: 2d8 + Intelligence modifier (+6) psychic damage, and you and your allies can treat the target as an ally for the purposes of flanking until the end of your next turn.
 Crystal orb of Sweet Sanctuary +2: +14 attack, 2d8+12 damage

ADDITIONAL EFFECTS

CLASS	Wizard	LEVEL	7	BOOK	AP
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Sleep





KEYWORDS		Arcane, Implement, Sleep	USED
Standard	 20 	Area burst 2 within 20 squares	
ACTION	 2 	RANGE	
14	vs Will	Each creature in burst	
ATTACK	DEFENSE	TARGET	

Attack: Intelligence vs. Will
Hit: The target is slowed (save ends). If the target fails its first saving throw against this power, the target becomes unconscious (save ends).
Miss: The target is slowed (save ends).
 Crystal orb of Sweet Sanctuary +2: +14 attack

ADDITIONAL EFFECTS

CLASS	Wizard	LEVEL	1	BOOK	PH
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Phantasmal Assailant

KEYWORDS		Arcane, Illusion, Implement, Psychic	USED
Standard	 20 	Ranged 20	
ACTION	 	RANGE	
14	vs Will	One creature	
ATTACK	DEFENSE	TARGET	

Attack: Intelligence vs. Will
Hit: 2d10 + Intelligence modifier (+6) psychic damage.
Effect: The target takes ongoing 5 psychic damage and grants combat advantage to all your allies (save ends both).
 Crystal orb of Sweet Sanctuary +2: +14 attack, 2d10+12 damage

ADDITIONAL EFFECTS

CLASS	Wizard	LEVEL	5	BOOK	AP
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Phantom Chasm

SPELLBOOK

KEYWORDS Arcane, Illusion, Implement, Psychic USED

Standard 20 Area burst 1 within 20 squares

ACTION 1 RANGE

14 vs Will Each creature in burst

ATTACK DEFENSE TARGET

Attack: Intelligence vs. Will
Hit: 2d6 + Intelligence modifier (+6) psychic damage, and the target is prone and immobilized until the end of its next turn.
Miss: The target is immobilized until the end of your next turn.

Crystal orb of Sweet Sanctuary +2: +14 attack, 2d6+12 damage

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 1 BOOK AP

DAILY POWER

Visions of Avarice

SPELLBOOK

KEYWORDS Arcane, Illusion, Implement, Zone USED

Standard 10 Area 1 squares within 10 squares

ACTION 1 RANGE

vs

ATTACK DEFENSE TARGET

Effect: The power's area becomes a zone of illusory treasure that lasts until the end of your next turn. Once per turn, you can use the Visions of Avarice Attack power, using the zone as the origin square.
Sustain Minor: The zone persists.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 5 BOOK AP

DAILY POWER

Spectral Image

SPELLBOOK

KEYWORDS Arcane, Illusion USED

Minor 10 Ranged 10

ACTION 1 RANGE

AT-WILL ENCOUNTER DAILY

Effect: The illusion of a Medium or smaller object or creature appears in an unoccupied square within range. It can make sounds, and it can move within its square but cannot leave it. Each of its defenses is 10. The illusion lasts until the end of the encounter, or until an attack hits it or a creature touches it.
 An Insight or Perception check (DC 15 + one-half your level + your Intelligence modifier (+6)) also allows a creature to determine the illusion is a fake.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 2 BOOK Dragon 381

UTILITY POWER

Invisibility

SPELLBOOK

KEYWORDS Arcane, Illusion USED

Standard 5 Ranged 5

ACTION 1 RANGE

AT-WILL ENCOUNTER DAILY

Target: You or one creature
Effect: The target is invisible until the end of your next turn. If the target attacks, the effect ends.
Sustain Standard: If the target is within range, you can sustain the effect.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 6 BOOK PH

UTILITY POWER

Shield

SPELLBOOK

KEYWORDS Arcane, Force USED

Imm Interr 1 Personal

ACTION 1 RANGE

AT-WILL ENCOUNTER DAILY

Trigger: You are hit by an attack
Effect: You gain a +4 power bonus to AC and Reflex defense until the end of your next turn.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 2 BOOK PH

UTILITY POWER

Wizard's Escape

SPELLBOOK

KEYWORDS Arcane, Teleportation USED

Imm Interr 1 Personal

ACTION 1 RANGE

AT-WILL ENCOUNTER DAILY

Trigger: An enemy hits you with a melee attack
Effect: You teleport 5 squares to a space that is not adjacent to an enemy.

ADDITIONAL EFFECTS

CLASS Wizard LEVEL 6 BOOK AP

UTILITY POWER

Crystal orb of Sweet Sanctuary +2

DAMAGE	PROFICIENT	GROUP	RANGE
+2 attack rolls and damage rolls	8	+2d6 damage	
ENHANCEMENT	LEVEL	CRITICAL	

PROPERTIES

A crystal orb looks similar to an accurate orb, but has a faceted surface and might appear in any color.

AT-WILL ENCOUNTER DAILY

POWER

Power (Daily): Standard Action. Add 5 + the enhancement bonus of the orb to your defenses until the end of your next turn.

ITEM SLOT Off-hand WEIGHT 2 PRICE 3400 BOOK PH3

MAGIC WEAPON

Shimmering Cloth Armor (Basic Clothin

AC BONUS	CHECK	SPEED	QUANTITY
+2 AC	9	Armor	
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

You do not provoke opportunity attacks when you make ranged or area attacks.

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT Body WEIGHT 4 PRICE 4200 BOOK PH

MAGIC ITEM

Phrenic Crown (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
	7	Head Slot Item	
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

Whenever you attack a creature's Will defense, the target of that attack takes a -1 penalty to the first saving throw it makes against an effect imposed by that attack.

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT Head WEIGHT 0 PRICE 2600 BOOK AV

MAGIC ITEM

Amulet of Mental Resolve +2

AC BONUS	CHECK	SPEED	QUANTITY
+2 Fortitude, Reflex, and Will		7	1
ENHANCEMENT		LEVEL	TYPE
NECK SLOT ITEM			
TYPE			
PROPERTIES			
Gain a +2 item bonus to saving throws against effects with the charm, illusion, or sleep keyword.			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	
POWER			
ITEM SLOT	NECK	WEIGHT	0
PRICE	2600	BOOK	AV
MAGIC ITEM		DUNGEONS & DRAGONS	