

Player Name **Thramzorean**

Jarrold Duskford 8 **Paladin** 13,000
 Character Name Level Class Paragon Path Epic Destiny Total XP
 Human Medium 25 Male 6' 3" 190 lbs. Good The Blood of Vol Karnathi Military
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

INITIATIVE			
SCORE	DEX	1/2 LVL	MISC
5	1	4	

CONDITIONAL MODIFIERS

DEFENSES									
SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC	MISC
25	AC	14	9			2			

CONDITIONAL BONUSES

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

SPECIAL MOVEMENT

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

DEFENSES									
SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC	MISC
20	FORT	14	4	1			1		

CONDITIONAL BONUSES

SENSES			
SCORE	PASSIVE SENSE	BASE	SKILL BONUS
16	Passive Insight	10	6
16	Passive Perception	10	6

SPECIAL SENSES

DEFENSES									
SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC	MISC
17	REF	14	1	1			1		

CONDITIONAL BONUSES

ATTACK WORKSPACE							
ABILITY:	Melee Basic Attack - Deathstalker Greatclub +2						
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+13	4	4		2		2	1

ABILITY: Melee Basic Attack - Cold Iron Longsword +2

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+13	4	4		3		2	

DEFENSES									
SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC	MISC
19	WILL	14	3	1			1		

CONDITIONAL BONUSES

HIT POINTS			
MAX HP	BLOODED	HEALING SURGES	SURGES/DAY
67	33	16	10

ACTION POINTS		
Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

DAMAGE WORKSPACE					
ABILITY:	Melee Basic Attack - Deathstalker Greatclub +2				
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
2d4+8	4		2	2	

ABILITY: Melee Basic Attack - Cold Iron Longsword +2

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+8	4		2	2	

CURRENT HIT POINTS		CURRENT SURGE USES	

SECOND WIND 1/ENCOUNTER USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

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.	

BASIC ATTACKS					
ATTACK	DEFENSE	WEAPON OR POWER		DAMAGE	
13	vs AC	Deathstalker Greatclub +2		2d4+8	
13	vs AC	Cold Iron Longsword +2		1d8+8	
11	vs AC	Dagger (Melee)		1d4+6	
8	vs AC	Dagger (Range)		1d4+1	

SKILLS						
BONUS	SKILL NAME	ABIL	MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
3	Acrobatics	DEX	5	0	-2	
3	Arcana	INT	3	0	n/a	
6	Athletics	STR	8	0	-2	
7	Bluff	CHA	7	0	n/a	
12	Diplomacy	CHA	7	5	n/a	
6	Dungeoneering	WIS	6	0	n/a	
7	Endurance	CON	4	5	-2	
11	Heal	WIS	6	5	n/a	
8	History	INT	3	5	n/a	
6	Insight	WIS	6	0	n/a	
14	Intimidate	CHA	7	5	n/a	2
6	Nature	WIS	6	0	n/a	
6	Perception	WIS	6	0	n/a	
8	Religion	INT	3	5	n/a	
3	Stealth	DEX	5	0	-2	
7	Streetwise	CHA	7	0	n/a	
3	Thievery	DEX	5	0	-2	

CLASS / PATH / DESTINY FEATURES	
Channel Divinity - Invoke a channel divinity class feature or other power; encounter.	
Divine Challenge - Use divine challenge as an at-will power; minor action.	
Lay on Hands - Use lay on hands as an at-will (special) power; minor.	

FEATS	
Weapon Expertise (Mace) - Gain bonus to attack rolls with maces.	
Divine Rage - Use Channel Divinity to invoke divine rage	
Divine Purity - Divine mettle grants resist necrotic if saving throw ends a necrotic effect.	
Power Attack - +2 damage for -2 to attack	
Grim Promise - Enemy you crit takes -2 to attack rolls	
Student of Battle - Warlord: skill training, inspiring word 1/day	

LANGUAGES KNOWN	
Common, Dwarven	

POWER INDEX

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

AT-WILL POWERS

Table with 2 columns: Power Name, Checkbox. Rows include Valiant Strike, Divine Challenge, Lay on Hands, Bolstering Strike, Holy Strike.

ENCOUNTER POWERS

Table with 2 columns: Power Name, Checkbox. Rows include Divine Mettle, Divine Strength, Divine Rage, Shielding Smite, Staggering Smite, Benign Transposition.

DAILY POWERS

Table with 2 columns: Power Name, Checkbox. Rows include On Pain of Death, Hallowed Circle, Inspiring Word.

UTILITY POWERS

Table with 2 columns: Power Name, Checkbox. Rows include Astral Speech, Wrath of the Gods.

OTHER EQUIPMENT

Table with 2 columns: Equipment Name, Description. Rows include Identification Papers, Backpack, Bedroll, Flint and Steel, Pouch, Rations, Sunrod, Rope, Waterskin, Dagger, Fine Clothing.

COINS AND OTHER WEALTH

Table with 2 columns: Category, Value. Rows include Money on hand: 54 gp, Stored money, Encumbrance: 105 / 190.

MAGIC ITEM INDEX

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

MAGIC ITEMS

Table with 2 columns: Item Name, Checkbox. Rows include Deathstalker Greatclub, Cold Iron Longsword, Deathburst Layered Plate Armor, Bracers of Mighty Striking, Magic Holy Symbol, Gravespawn Potion, Augmenting Whetstone, Thunderstone.

Daily Item Powers Per Day

Table with 2 columns: Heroic, Paragon, Epic, Milestone checkboxes.

RITUALS / ALCHEMY

Table with 2 columns: Ritual Name, Description. (Currently empty)

CHARACTER PORTRAIT



PERSONALITY TRAITS

Jarrod's real feelings are hard to discern he has such a strong outward focusing personality. He is, for himself, moody and reticent much of the time, though nobody but his closest family would notice it.

MANNERISMS AND APPEARANCE

Jarrod could at a distance be taken for some champion of terror, his skeleton embossed armor, inherited from a priest of Vol, and wicked massive war mace creates a fearsome martial aspect.

CHARACTER BACKGROUND

Karnath
Once the strongest bastion of the Five Nations, Karnath suffered terribly during the Last War. A proud military tradition and a drive for excellence in all aspects of life empowered Karnath before the war.

COMPANIONS AND ALLIES

Jarrod served with the Heavy Infantry Brigades, primarily as an officer in elite ultra-heavy units for defense or assault. After the Battle of Kella Ridge and his subsequent joining of Vol's knighthood, he served with distinction in the Karnnathi Seawall Campaign bringing great credit to the Church of Vol.

SESSION AND CAMPAIGN NOTES

I used to cry, 'By the Blood of Vol!' I no longer do. I cry, 'By the Divinity Within!' I was the youngest ever Marshal of Rekkenmark. I was the youngest ever excused my post. I was a Paladin of Vol. Am I still? I do not know.

Jarrold Duskford

PLAYER NAME

Thramzorean

RACE Human CLASS Paladin LEVEL 8

HP 67	STR 19	AC 25
Spd 5	CON 10	Fort 20
Init +5	DEX 12	Ref 17
	INT 9	Will 19
	WIS 14	
	CHA 17	
16 Passive Insight	16 Passive Perception	

PLAY DATA



ENCOUNTER SPECIAL



ENCOUNTER ACTION



Valiant Strike

KEYWORDS Divine, Weapon USED

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

Attack: Strength + 1 per enemy adjacent to you vs. AC
Hit: 1[W] + Strength modifier (+4) damage. Increase damage to 2[W] + Strength modifier (+4) at 21st level.

Deathstalker Greatclub +2: +13 attack, 2d4+6 damage

ADDITIONAL EFFECTS
 +1 attack bonus per enemy adjacent to you.

CLASS Paladin LEVEL 1 BOOK PH

AT-WILL POWER



Divine Challenge

KEYWORDS Divine, Radiant USED

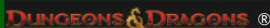
Minor	+ 5	Close burst 5
ACTION		RANGE
vs		One creature in burst
ATTACK	DEFENSE	TARGET

Effect: You mark the target. The target remains marked until you use this power against another target, or if you fail to engage the target (see below). A creature can be subject to only one mark at a time. A new mark supersedes a mark that was already in place.
 While a target is marked, it takes a -2 penalty to attack rolls for any attack that doesn't include you as a target. Also, it takes radiant damage equal to 3 + your Charisma modifier (+3) the first time it makes an attack that doesn't include you as a target before the start of your next turn. The damage increases to 6 + your Charisma modifier (+3) at 11th level, and to 9 + your Charisma modifier (+3) at 21st level.
 On your turn, you must engage the target you challenged or challenge a different target. To engage the target, you must either attack it or end your turn adjacent to it. If none of these events occur by the end of your turn, the marked condition ends and you can't use divine challenge on your next turn.
 You can use divine challenge once per turn.
Special: Even though this ability is called a challenge, it doesn't rely on the intelligence or language ability of the target. It's a magical compulsion that affects the creature's behavior, regardless of the creature's nature. You can't place a divine challenge on a creature that is already affected by your or another character's divine challenge.

ADDITIONAL EFFECTS

CLASS Paladin LEVEL 1 BOOK PH

AT-WILL POWER



Lay on Hands

KEYWORDS Divine, Healing USED

Minor	* +	Melee touch
ACTION		RANGE
vs		One creature
ATTACK	DEFENSE	TARGET

Special: You can use this power a number of times per day equal to your Wisdom modifier (+2) (minimum 1), but only once per round.
Effect: You spend a healing surge but regain no hit points. Instead, the target regains hit points as if it had spent a healing surge. You must have at least one healing surge remaining to use this power.

ADDITIONAL EFFECTS

CLASS Paladin LEVEL 1 BOOK PH

AT-WILL POWER



Bolstering Strike

KEYWORDS Divine, Weapon USED

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

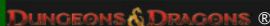
Attack: Charisma vs. AC
Hit: 1[W] + Charisma modifier (+3) damage, and you gain temporary hit points equal to your Wisdom modifier (+2). Increase damage to 2[W] + Charisma modifier (+3) at 21st level.

Deathstalker Greatclub +2: +12 attack, 2d4+5 damage

ADDITIONAL EFFECTS

CLASS Paladin LEVEL 1 BOOK PH

AT-WILL POWER



Holy Strike

KEYWORDS Divine, Radiant, Weapon USED

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

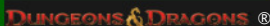
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+4) radiant damage. If you marked the target, you gain a bonus to the damage roll equal to your Wisdom modifier (+2). Increase damage to 2[W] + Strength modifier (+4) at 21st level.

Deathstalker Greatclub +2: +13 attack, 2d4+6 damage

ADDITIONAL EFFECTS

CLASS Paladin LEVEL 1 BOOK PH

AT-WILL POWER



Divine Mettle

KEYWORDS Divine USED

Minor	+ 10	Close burst 10
ACTION		RANGE
vs		One creature in burst
ATTACK	DEFENSE	TARGET

Channel Divinity: You can use only one channel divinity power per encounter
Effect: The target makes a saving throw with a bonus equal to your Charisma modifier (+3).






ADDITIONAL EFFECTS

CLASS Paladin LEVEL 1 BOOK PH

ENCOUNTER POWER



Divine Strength

KEYWORDS		Divine	USED
Minor	  	Personal	
ACTION	 	RANGE	
	vs		
ATTACK	DEFENSE	TARGET	







Channel Divinity: You can use only one channel divinity power per encounter
Effect: Apply your Strength modifier (+4) as extra damage on your next attack this turn.

ADDITIONAL EFFECTS

CLASS Paladin | LEVEL | BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS

Divine Rage

KEYWORDS		Divine, Implement	USED
Minor	  	Close burst 1	
ACTION	  1 	RANGE	
8	vs	Will	Each enemy in burst.
ATTACK	DEFENSE	TARGET	

Channel Divinity: You can use only one channel divinity power per encounter
Attack: Wisdom vs. Will
Hit: You push the target 1 square, and the target takes a -2 penalty to attack rolls until the end of your next turn.
Miss: You push the target 1 square.






Magic Holy Symbol +2: +8 attack

ADDITIONAL EFFECTS

CLASS | LEVEL * | BOOK Dragon 368

ENCOUNTER POWER DUNGEONS & DRAGONS

Shielding Smite

KEYWORDS		Divine, Weapon	USED
Standard	  	Melee weapon	
ACTION	 	RANGE	
12	vs	AC	One creature
ATTACK	DEFENSE	TARGET	

Attack: Charisma vs. AC
Hit: 2[W] + Charisma modifier (+3) damage.
Effect: Until the end of your next turn, one ally within 5 squares of you gains a power bonus to AC equal to your Wisdom modifier (+2).






Deathstalker Greatclub +2: +12 attack, 4d4+5 damage

ADDITIONAL EFFECTS

CLASS Paladin | LEVEL 1 | BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS

Staggering Smite

KEYWORDS		Divine, Weapon	USED
Standard	  	Melee weapon	
ACTION	 	RANGE	
13	vs	AC	One creature
ATTACK	DEFENSE	TARGET	

Attack: Strength vs. AC
Hit: 2[W] + Strength modifier (+4) damage, and you push the target a number of squares equal to your Wisdom modifier (+2).






Deathstalker Greatclub +2: +13 attack, 4d4+6 damage

ADDITIONAL EFFECTS

CLASS Paladin | LEVEL 3 | BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS

Benign Transposition

KEYWORDS		Divine, Teleportation, Weapon	USED
Standard	  	Melee weapon	
ACTION	 	RANGE	
	vs		One ally within a number of squares
ATTACK	DEFENSE	TARGET	

Effect: You and the target swap places. If an enemy is now within your melee reach, you can make a secondary attack against it.
Secondary Target: One enemy
Secondary Attack: Charisma vs. AC
Hit: 2[W] + Charisma modifier (+3) damage.






Deathstalker Greatclub +2: +9 attack, 4d4+5 damage

ADDITIONAL EFFECTS

CLASS Paladin | LEVEL 7 | BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS

On Pain of Death

KEYWORDS		Divine, Implement	USED
Standard	   5	Ranged 5	
ACTION	 	RANGE	
9	vs	Will	One creature
ATTACK	DEFENSE	TARGET	

Attack: Charisma vs. Will
Hit: 3d8 + Charisma modifier (+3) damage. Once per round, the target takes 1d8 damage after making any attacks on its turn (save ends).
Miss: Half damage. Once per round, the target takes 1d4 damage after making any attacks on its turn (save ends).







Magic Holy Symbol +2: +9 attack, 3d8+5 damage

ADDITIONAL EFFECTS

CLASS Paladin | LEVEL 1 | BOOK PH

DAILY POWER DUNGEONS & DRAGONS

Hallowed Circle

KEYWORDS		Divine, Implement, Zone	USED
Standard	   3	Close burst 3	
ACTION	  3 	RANGE	
9	vs	Reflex	Each enemy in burst
ATTACK	DEFENSE	TARGET	

Attack: Charisma vs. Reflex
Hit: 2d6 + Charisma modifier (+3) damage.
Effect: The burst creates a zone of bright light that lasts until the end of the encounter. You and your allies gain a +1 power bonus to all defenses while within the zone.







Magic Holy Symbol +2: +9 attack, 2d6+5 damage

ADDITIONAL EFFECTS

CLASS Paladin | LEVEL 5 | BOOK PH

DAILY POWER DUNGEONS & DRAGONS

Inspiring Word

KEYWORDS		Healing, Martial	USED
Minor	   5 (10 at 11th level, 15 at 16th level)	Close burst 5 (10 at 11th level, 15 at 16th level)	
ACTION	  5 	RANGE	
	vs		You or one ally in burst
ATTACK	DEFENSE	TARGET	

Effect: The target can spend a healing surge and regain an additional 1d6 hit points. The amount of additional hit points regained is 2d6 at 6th level, 3d6 at 11th level, 4d6 at 16th level, 5d6 at 21st level, and 6d6 at 26th level.





Unarmed: +4 attack

ADDITIONAL EFFECTS

CLASS Warlord | LEVEL | BOOK PH

DAILY POWER DUNGEONS & DRAGONS

Astral Speech

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

Effect: You gain a +4 power bonus to Diplomacy checks until the end of the encounter.

ADDITIONAL EFFECTS

CLASS Paladin | LEVEL 2 | BOOK PH

UTILITY POWER DUNGEONS & DRAGONS

Wrath of the Gods

KEYWORDS	Divine	USED
Minor	Close burst 1	
ACTION	RANGE	
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Targets: You and each ally in burst
Effect: The targets add your Charisma modifier (+3) to damage rolls until the end of the encounter.

ADDITIONAL EFFECTS

CLASS	Paladin	LEVEL	6	BOOK	PH
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UTILITY POWER **DUNGEONS & DRAGONS**

Cold Iron Longsword +2

1d8	3	Heavy Blade	
DAMAGE	PROFICIENT	GROUP	RANGE
+2 attack rolls and damage rolls		8	+2d6 damage
ENHANCEMENT		LEVEL	CRITICAL

PROPERTIES
 On a critical hit you deal +2d10 damage instead of +2d6 against fey creatures.
 Versatile

Melee Basic Attack: +13 attack, 1d8+8 damage

<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
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POWER

Power (Daily): Free Action. Use this power when you hit with the weapon. The target is immobilized (save ends). If the target is a creature that has the fey origin, it also takes 1d10 damage.

ITEM SLOT	One-hand	WEIGHT	4	PRICE	3400	BOOK	PH
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MAGIC WEAPON **DUNGEONS & DRAGONS**

Magic Holy Symbol +2

DAMAGE	PROFICIENT	GROUP	RANGE
+2 attack rolls and damage rolls		6	+2d6 damage
ENHANCEMENT		LEVEL	CRITICAL

PROPERTIES

ITEM SLOT	Off-hand	WEIGHT	0	PRICE	1800	BOOK	PH
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MAGIC WEAPON **DUNGEONS & DRAGONS**

Deathstalker Greatclub +2

2d4	2	Mace	
DAMAGE	PROFICIENT	GROUP	RANGE
+2 attack rolls and damage rolls		9	+2d6 necrotic damage
ENHANCEMENT		LEVEL	CRITICAL

PROPERTIES
 Melee Basic Attack: +13 attack, 2d4+8 damage

<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
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POWER

Power (Daily • Necrotic): Free Action. Use this power when you hit with the weapon. The target takes ongoing 5 necrotic damage (save ends). Saves made to end this effect take a -2 penalty.

ITEM SLOT	Two-Hands	WEIGHT	10	PRICE	4200	BOOK	PH
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MAGIC WEAPON **DUNGEONS & DRAGONS**

Deathburst Layered Plate Armor +2

9	-2	-1	1
AC BONUS	CHECK	SPEED	QUANTITY
+2 AC		7	Armor
ENHANCEMENT		LEVEL	TYPE

PROPERTIES
 You automatically save against ongoing necrotic damage.

<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
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POWER

Power (Daily • Necrotic): Minor action. Until the end of your next turn, any creature that hits you with a melee attack takes 1d8 + Constitution modifier (+0) necrotic damage.

ITEM SLOT	Body	WEIGHT	50	PRICE	2600	BOOK	AV
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MAGIC ITEM **DUNGEONS & DRAGONS**

Bracers of Mighty Striking (heroic tier)

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

PROPERTIES
 When you hit with a melee basic attack, you gain a +2 item bonus to the damage roll.

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

ITEM SLOT	Arms	WEIGHT	0	PRICE	520	BOOK	PH
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MAGIC ITEM **DUNGEONS & DRAGONS**

Gravespawn Potion (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		5	Potion
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

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

Power (Consumable): Minor Action. Drink this potion and spend a healing surge. You do not regain hit points as normal. Instead, gain resist 5 necrotic and resist 5 poison until the end of the encounter. You also gain a +5 power bonus to your next Endurance check against any disease of level 5 or lower.

ITEM SLOT		WEIGHT	0	PRICE	50	BOOK	AV
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MAGIC ITEM **DUNGEONS & DRAGONS**

Augmenting Whetstone (level 6)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		6	Whetstones
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

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

Power (Consumable): Minor Action. Touch this whetstone to a melee or ranged weapon you hold. The weapon gains a +2 enhancement bonus on attack rolls and damage rolls until the end of the encounter. This has no effect on the extra damage dice or other special effect applied when the weapon scores a critical hit.

ITEM SLOT		WEIGHT	0	PRICE	75	BOOK	AV
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MAGIC ITEM **DUNGEONS & DRAGONS**

Thunderstone (level 5)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		5	Alchemical
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

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

Power (Consumable • Thunder): Standard Action. Make an attack: Area burst 1 within 10; +8 vs. Fortitude; on a hit, the target takes 1d4 thunder damage, is pushed 1 square from the center of the burst, and deafened (save ends).

ITEM SLOT		WEIGHT	0	PRICE	50	BOOK	AV
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MAGIC ITEM **DUNGEONS & DRAGONS**