

Player Name Robert Sechrest

Ryu Xenos 7 Swordmage 12,336  
 Character Name Level Class Paragon Path Epic Destiny Total XP  
 Human Medium 26 Male 5'11" 160 Unaligned Mielikki 9537419  
 Race Size Age Gender Height Weight Alignment Deity RPGA Number  
 Adventuring Company

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
3	Initiative	3	

CONDITIONAL MODIFIERS

### DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
22	AC	13	7			1	1	

CONDITIONAL BONUSES

### MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

### ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
15	STR Strength	2	5
11	CON Constitution	0	3
10	DEX Dexterity	0	3
21	INT Intelligence	5	8
10	WIS Wisdom	0	3
8	CHA Charisma	-1	2

### FORT

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	FORT	13	2				1	

CONDITIONAL BONUSES

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
13	Passive Insight	10	3

### REF

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
19	REF	13	5				1	

CONDITIONAL BONUSES

### Passive Perception

SCORE	BASE	SKILL BONUS
13	10	3

SPECIAL SENSES

### WILL

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	WILL	13	2				1	

CONDITIONAL BONUSES

### ATTACK WORKSPACE

### DAMAGE WORKSPACE

### HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
		SURGE VALUE SURGES/DAY
62	31	15 8
		1/2 HP 1/4 HP

CURRENT HIT POINTS: 62

CURRENT SURGE USES: 0

SECOND WIND 1/ENCOUNTER USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

### ACTION POINTS

SCORE	MILESTONES	ACTION POINTS
1	0 1 2	1 2 3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
14	vs AC	Farbond Spellblade Greatswc	1d10+8
14	vs AC	Farbond Spellblade Greatswc	1d10+8
12	vs AC	Magic Short sword +1	1d6+6
6	vs AC	Magic Repeating crossbow +	1d8+1

### RACE FEATURES

**Bonus Feat** - Choose an extra feat at 1st level.

**Bonus Skill** - Trained in one additional class skill.

**Human Defense Bonuses** - +1 to Fortitude, Reflex, and Will.

**Human Power Selection** - Choose an option for your human character.

**Bonus At-Will Power** - Know one extra 1st-level attack power from your class.

### FEATS

**Arcane Familiar** - You gain a familiar

**Improved Swordbond** - Call bonded weapon with minor action from 20 squares away

**Student of Sword Magic** - Gain a spellbook to hold your swordmage spells

**Intelligent Blademaster** - Use Intelligence instead of Strength on your basic attacks

**Extended Teleportation** - Add 1 square to teleport range using swordmage or swordmage paragon path powers

### SKILLS

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

### CLASS / PATH / DESTINY FEATURES

**Swordbond** - Bond with one blade (1 hr.); standard action to call to hand (10 squares); fix it in 1 hr.

**Swordmage Aegis** - Choose an Aegis.

**Aegis of Assault** - Use aegis of assault as an at-will power.

**Swordmage Warding** - +1 AC with blade, +3 AC if off-hand is free; if unconscious, warding ends

### LANGUAGES KNOWN

Draconic, Common, Elven

**POWER INDEX**

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

**AT-WILL POWERS**

Booming Blade	<input type="checkbox"/>
Aegis of Assault	<input type="checkbox"/>
Luring Strike	<input type="checkbox"/>
Sword Burst	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

**ENCOUNTER POWERS**

Second Wind	<input type="checkbox"/>
Blazing Pursuit	<input type="checkbox"/>
Dimensional Vortex	<input type="checkbox"/>
Rejuvenating Strike	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

**DAILY POWERS**

Whirling Blade	<input checked="" type="checkbox"/>
Dance of the Sword	<input type="checkbox"/>
Dimensional Bond	<input type="checkbox"/>
Theft of Alacrity	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

**UTILITY POWERS**

Arcane Transport	<input type="checkbox"/>
Armathor's Step	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

**OTHER EQUIPMENT**

Spellbook
Belt Pouch (empty) (2)
Hempen Rope (50 ft.)
Grappling Hook (2)
Trail Rations (10)
Riding Horse
Adventurer's Kit
Journeybread (9)
Crossbow Bolts (100)
Everburning Torch
Sunrod (8)

**COINS AND OTHER WEALTH**

Money on hand: 10 pp; 149 gp; 9 sp
Stored money: 0 gp
Encumbrance: 118 / 350 (+200)

**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	Farbond Spellblade Greatsword +3 (E)	<input type="checkbox"/>
WEAPON	Magic Short sword +1	<input type="checkbox"/>
WEAPON	Magic Repeating crossbow +1	<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
ARMOR	Magic Leather Armor +1 (E)	<input type="checkbox"/>
ARMS		<input type="checkbox"/>
FEET		<input type="checkbox"/>
HANDS		<input type="checkbox"/>
HEAD		<input type="checkbox"/>
NECK		<input type="checkbox"/>
RING		<input type="checkbox"/>
RING		<input type="checkbox"/>
WAIST		<input type="checkbox"/>
	Everlasting Provisions (heroic tier)	<input type="checkbox"/>
	Bag of Holding (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"/>
		<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**

Birth - Among Another Race  
You were born among a race other than your own. Did you grow up among mountain fortress, or in a halfling caravan? Did your family live among that race when you were born, or did some other circumstance bring you there? the trees of an elven forest, deep in a dwarven

**COMPANIONS AND ALLIES**


**SESSION AND CAMPAIGN NOTES**


CHARACTER NAME  
**Ryu Xenos**

PLAYER NAME  
**Robert Sechrest**

RACE Human CLASS Swordmage LEVEL 7

SCORE	ABILITY	MOD
HP	15 STR	+2
62	11 CON	+0
Spd	10 DEX	+0
6	21 INT	+5
Init	10 WIS	+0
+3	8 CHA	-1

AC 22 Fort 16 Ref 19 Will 16

13 Passive Insight 13 Passive Perception


Skills

3	Acrobatics	DEX
13	Arcana	INT (Trained)
10	Athletics	STR (Trained)
2	Bluff	CHA
7	Diplomacy	CHA (Trained)
3	Dungeoneering	WIS
8	Endurance	CON (Trained)
3	Heal	WIS
8	History	INT
3	Insight	WIS
9	Intimidate	CHA (Trained)
3	Nature	WIS
3	Perception	WIS
8	Religion	INT
3	Stealth	DEX
2	Streetwise	CHA
3	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

Second Wind

KEYWORDS Standard Personal ACTION RANGE

AT-WILL ENCOUNTER DAILY

Effect: You spend a healing surge and regain 15 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK PH

PLAY DATA DUNGEONS & DRAGONS

Melee Basic Attack

KEYWORDS Weapon ACTION RANGE

14 vs AC One creature

ATTACK DEFENSE TARGET

You resort to the simple attack you learned when you first picked up a melee weapon.  
**Attack:** Strength vs. AC  
**Hit:** 1[W] + Strength modifier (+2) damage.  
**Level 21:** 2[W] + Strength modifier (+2) damage.

Farbond Spellblade Greatsword +3: +14 attack, 1d10+8 damage

ADDITIONAL EFFECTS

CLASS LEVEL \* BOOK PH

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Ranged Basic Attack

KEYWORDS Weapon ACTION RANGE

14 vs AC One creature

ATTACK DEFENSE TARGET

You resort to the simple attack you learned when you first picked up a ranged weapon.  
**Attack:** Dexterity vs. AC  
**Hit:** 1[W] + Dexterity modifier (+0) damage.  
**Level 21:** 2[W] + Dexterity modifier (+0) damage.

Farbond Spellblade Greatsword +3: +14 attack, 1d10+8 damage

ADDITIONAL EFFECTS

CLASS LEVEL \* BOOK PH

UTILITY POWER DUNGEONS & DRAGONS

Aegis of Assault

KEYWORDS Arcane, Teleportation ACTION RANGE

2 vs One creature in burst

ATTACK DEFENSE TARGET

You create an arcane link between you and a foe, allowing you to instantly respond to its attacks with a counterassault.  
**Effect:** You mark the target. The target remains marked until you use this power against another target. If you mark other creatures using other powers, the target is still marked. A creature can be subject to only one mark at a time. A new mark supersedes a mark that was already in place.  
If your marked target makes an attack that doesn't include you as a target, it takes a -2 penalty to attack rolls. If that attack hits and the marked target is within 10 squares of you, you can use an immediate reaction to teleport to a square adjacent to the target and make a melee basic attack against it. If no unoccupied space exists adjacent to the target, you can't use this immediate reaction.

ADDITIONAL EFFECTS

CLASS Swordmage LEVEL BOOK FRPG

AT-WILL POWER DUNGEONS & DRAGONS

Luring Strike

KEYWORDS Arcane, Weapon ACTION RANGE

14 vs AC One creature

ATTACK DEFENSE TARGET

You step behind your foe, strike quickly, and then dart away, drawing the creature after you.  
**Attack:** Intelligence vs. AC  
**Hit:** 1[W] damage. You shift 1 square and slide the target 1 square into the space you occupied.  
**Level 21:** 2[W] damage.  
**Effect:** Before or after the attack, you can shift 1 square.

Farbond Spellblade Greatsword +3: +14 attack, 1d10+3 damage

ADDITIONAL EFFECTS

CLASS Swordmage LEVEL 1 BOOK AP

AT-WILL POWER DUNGEONS & DRAGONS

Sword Burst

KEYWORDS Arcane, Force, Implement ACTION RANGE

11 vs Reflex Each enemy in burst

ATTACK DEFENSE TARGET

A sweep of your sword blasts those around you with force.  
**Attack:** Intelligence vs. Reflex  
**Hit:** 1d6 + Intelligence modifier (+5) force damage.  
Increase damage to 2d6 + Intelligence modifier (+5) at 21st level.

Farbond Spellblade Greatsword +3: +11 attack, 1d6+8 damage

ADDITIONAL EFFECTS

CLASS Swordmage LEVEL 1 BOOK FRPG

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

### Booming Blade

KEYWORDS Arcane, Thunder, Weapon USED

Standard	* ↓ ↘	Melee 1
<b>ACTION</b>	↶ ↷	<b>RANGE</b>
<b>14</b> vs <b>AC</b>		One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

*A field of sound punishes your enemy if he tries to escape.*  
**Attack:** Intelligence vs. AC  
**Hit:** 1[W] + Intelligence modifier (+5) damage, and if the target is adjacent to you at the start of its next turn and moves away during that turn, it takes 1d6 + Constitution modifier (+0) thunder damage.  
 Increase damage to 2[W] + Intelligence modifier (+5) at 21st level.

Farbond Spellblade Greatsword +3: +14 attack, 1d10 +8 damage

ADDITIONAL EFFECTS

CLASS Swordmage LEVEL 1 BOOK FRPG

**AT-WILL POWER**

### Blazing Pursuit

KEYWORDS Arcane, Fire, Teleportation, Weapon USED

Standard	* ↓ ↘	Melee weapon
<b>ACTION</b>	↶ ↷	<b>RANGE</b>
<b>14</b> vs <b>AC</b>		One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

*You envelop your blade in fire and then strike. The flames create a lingering path that you can travel along to catch your escaping foe.*  
**Attack:** Intelligence vs. AC  
**Hit:** 1[W] + Intelligence modifier (+5) fire damage. If the target is within 5 squares of you at the end of its next turn, as a free action you can teleport to a space that must be adjacent to the target.  
**Aegis of Assault:** You can teleport to a space adjacent to the target even if you do not have line of sight to that space.

Farbond Spellblade Greatsword +3: +14 attack, 1d10+8 damage

ADDITIONAL EFFECTS

CLASS Swordmage LEVEL 1 BOOK AP

**ENCOUNTER POWER**

### Dimensional Vortex

KEYWORDS Arcane, Implement, Teleportation USED

Imm Interr	↓ 10 ↘	Ranged 10
<b>ACTION</b>	↶ ↷	<b>RANGE</b>
<b>11</b> vs <b>Will</b>		The triggering enemy
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

*Lashing out with your sword, you warp space, causing your foe to appear a short distance away and unleash its attack elsewhere.*  
**Trigger:** An enemy hits an ally with a melee attack  
**Attack:** Intelligence vs. Will  
**Hit:** You teleport the target 5 squares. The target then makes its melee attack against a creature you choose. If no creatures are within range of the target, the attack is expended.  
**Aegis of Shielding:** If the target is marked by your aegis of shielding power, the target's melee attack deals extra damage equal to your Constitution modifier (+0).

Farbond Spellblade Greatsword +3: +11 attack

ADDITIONAL EFFECTS

CLASS Swordmage LEVEL 3 BOOK AP

**ENCOUNTER POWER**

### Rejuvenating Strike

KEYWORDS Arcane, Healing, Weapon USED

Standard	* ↓ ↘	Melee weapon
<b>ACTION</b>	↶ ↷	<b>RANGE</b>
<b>14</b> vs <b>AC</b>		One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

*Your attack draws life from your foe's injury and instills you with renewed energy.*  
**Attack:** Intelligence vs. AC  
**Hit:** 2[W] + Intelligence modifier (+5) damage. You can spend a healing surge.  
**Aegis of Ensarement:** If you spend a healing surge, you regain additional hit points equal to your Constitution modifier (+0).

Farbond Spellblade Greatsword +3: +14 attack, 2d10+8 damage

ADDITIONAL EFFECTS

CLASS Swordmage LEVEL 7 BOOK AP

**ENCOUNTER POWER**

### Whirling Blade

KEYWORDS Arcane, Weapon USED

Standard	↓ 5 ↘	Ranged 5
<b>ACTION</b>	↶ ↷	<b>RANGE</b>
<b>14</b> vs <b>AC</b>		One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

*You spin and suddenly hurl your sword. Your blade spins in the air, seeking an enemy to slash with mortal determination.*  
**Requirement:** You must throw your melee weapon at the target.  
**Attack:** Intelligence vs. AC  
**Hit:** 2[W] + Intelligence modifier (+5) damage, and your weapon returns to your hand.  
**Miss:** Repeat the attack against a second target within 5 squares of the first. If you miss, repeat the attack against a third target within 5 squares of the second. If you miss again, repeat the attack against a fourth target within 5 squares of the third. you weapon then returns to your hand.

Farbond Spellblade Greatsword +3: +14 attack, 2d10+8 damage

ADDITIONAL EFFECTS

CLASS Swordmage LEVEL 1 BOOK FRPG

**DAILY POWER**

### Dance of the Sword

SPELLBOOK

KEYWORDS Arcane, Charm, Implement, Psychic USED

Standard	↓ ↘	Close burst 2
<b>ACTION</b>	2 ↶ ↷	<b>RANGE</b>
<b>11</b> vs <b>Will</b>		Each enemy in burst
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

*Your dazzling display of swordplay and magic captivates your foes and causes them to neglect combat tactics and opportunities.*  
**Attack:** Intelligence vs. Will  
**Hit:** 1d8 + Intelligence modifier (+5) psychic damage, and the target cannot make opportunity attacks or shift (save ends).  
**Miss:** Half damage, and until the end of your next turn, the target cannot make opportunity attacks or shift.

Farbond Spellblade Greatsword +3: +11 attack, 1d8+8 damage

ADDITIONAL EFFECTS

CLASS Swordmage LEVEL 1 BOOK AP

**DAILY POWER**

### Dimensional Bond

KEYWORDS Arcane, Teleportation, Weapon USED

Standard	* ↓ ↘	Melee weapon
<b>ACTION</b>	↶ ↷	<b>RANGE</b>
<b>14</b> vs <b>AC</b>		One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

*Your sword thrust connects you with your foe and creates a dimensional bond that allows you to teleport to its location.*  
**Attack:** Intelligence vs. AC  
**Hit:** 2[W] + Intelligence modifier (+5) damage.  
**Miss:** Half damage.  
**Effect:** Until the end of the encounter, you can teleport 10 squares as a move action. You must end this movement adjacent to the target.

Farbond Spellblade Greatsword +3: +14 attack, 2d10 +8 damage

ADDITIONAL EFFECTS

CLASS Swordmage LEVEL 5 BOOK AP

**DAILY POWER**

### Theft of Alacrity

SPELLBOOK

KEYWORDS Arcane, Implement, Psychic USED

Standard	↓ 5 ↘	Ranged 5
<b>ACTION</b>	↶ ↷	<b>RANGE</b>
<b>11</b> vs <b>Will</b>		One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

*You steal the speed of your enemy and use it to leap across the dimensions in pursuit.*  
**Attack:** Intelligence vs. Will  
**Hit:** 2d8 + Intelligence modifier (+5) psychic damage, and the target is immobilized (save ends).  
**Aftereffect:** The target is slowed (save ends).  
**Miss:** Half damage, and the target is slowed (save ends).  
**Effect:** Each time the target rolls a saving throw against this power, you can teleport 5 squares as a free action. You must end this teleportation adjacent to the target.

Farbond Spellblade Greatsword +3: +11 attack, 2d8+8 damage

ADDITIONAL EFFECTS

CLASS Swordmage LEVEL 5 BOOK Dragon 382

**DAILY POWER**

### Arcane Transport

KEYWORDS Arcane, Teleportation USED

Free	↓ ↘	Close burst 2
<b>ACTION</b>	2 ↶ ↷	<b>RANGE</b>
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

*You extend your magic to include a nearby friend as you step through an unseen, arcane corridor.*  
**Trigger:** You teleport using a swordmage power  
**Target:** One ally in burst  
**Effect:** The target teleports to a space adjacent to the space you teleport to.

ADDITIONAL EFFECTS


CLASS Swordmage LEVEL 2 BOOK AP


**UTILITY POWER**

### Armathor's Step

KEYWORDS: Arcane, Teleportation

USED

Move  Personal

**ACTION**  **RANGE**

AT-WILL  ENCOUNTER  DAILY

*Arcane power speeds you into battle.*  
**Effect:** Teleport 5 squares. If you end this move adjacent to an enemy, you gain a +2 power bonus to the next attack roll you make against that enemy during your turn.

ADDITIONAL EFFECTS

CLASS: Swordmage | LEVEL: 6 | BOOK: FRPG

### Spellbook

AC BONUS	CHECK	SPEED	QUANTITY
			1

PROPERTIES

Wizards keep the spells they've learned in a spellbook.

NOTES

ITEM SLOT | WEIGHT: 3 | PRICE: 50 | BOOK: PH

### Belt Pouch (empty)

AC BONUS	CHECK	SPEED	QUANTITY
			2

PROPERTIES

NOTES

ITEM SLOT | WEIGHT: 0 | PRICE: 1 | BOOK: PH

**UTILITY POWER** 

**ITEM** 

**ITEM** 

### Trail Rations

AC BONUS	CHECK	SPEED	QUANTITY
			1

PROPERTIES

NOTES

ITEM SLOT | WEIGHT: 10 | PRICE: 5 | BOOK: PH

### Riding Horse

AC BONUS	CHECK	SPEED	QUANTITY
			1

PROPERTIES

Normal Load : Heavy Load : Max.Drag  
 237 lb. : 475 lb. : 1,187 lb.

NOTES

ITEM SLOT | WEIGHT: 0 | PRICE: 75 | BOOK: PH

### Crossbow Bolts

AC BONUS	CHECK	SPEED	QUANTITY
			5

PROPERTIES

Crossbow bolts come in a case that holds twenty. Ammunition is used up when you fire it from a projectile weapon.

NOTES

ITEM SLOT | WEIGHT: 2 | PRICE: 1 | BOOK: PH

**ITEM** 

**ITEM** 

**ITEM** 

### Everburning Torch

AC BONUS	CHECK	SPEED	QUANTITY
			1

PROPERTIES

This torch never stops burning. It casts bright light to a radius of 5 squares but sheds no heat, so you can stow it in a bag or a pouch. You can't set fire to anything with it.

NOTES

ITEM SLOT | WEIGHT: 1 | PRICE: 50 | BOOK: PH

### Hempen Rope (50 ft.)

AC BONUS	CHECK	SPEED	QUANTITY
			1

PROPERTIES

NOTES

In Bag - Ryu

ITEM SLOT | WEIGHT: 10 | PRICE: 1 | BOOK: PH

### Grappling Hook

AC BONUS	CHECK	SPEED	QUANTITY
			2

PROPERTIES

NOTES

In Bag - Ryu

ITEM SLOT | WEIGHT: 4 | PRICE: 1 | BOOK: PH

**ITEM** 

**ITEM** 

**ITEM** 

### Adventurer's Kit

AC BONUS	CHECK	SPEED	QUANTITY
			1

**PROPERTIES**  
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.

**NOTES**  
In Bag - Ryu  
  
Sunrods are exhausted  
Trail Rations exhausted

ITEM SLOT	WEIGHT 33	PRICE 15	BOOK PH
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### Sunrod

AC BONUS	CHECK	SPEED	QUANTITY
			4

**PROPERTIES**  
This minor magic item sheds bright light to a radius of 20 squares for 4 hours before burning out.

**NOTES**  
7 Left

ITEM SLOT	WEIGHT 2	PRICE 4	BOOK PH
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### Journeybread

AC BONUS	CHECK	SPEED	QUANTITY
			9

**PROPERTIES**  
This magic bread fills the stomach and provides all necessary nutrients with only a few small bites, so you can carry food for a long journey without weighing yourself down.

**NOTES**

ITEM SLOT	WEIGHT 0	PRICE 5	BOOK PH
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**ITEM**

**ITEM**

**ITEM**

### Farbond Spellblade Greatsword +3

DAMAGE	PROFICIENT	GROUP	RANGE
1d10	3	Heavy Blade	5/10

+3 attack rolls and damage rolls  
ENHANCEMENT: 12, CRITICAL: +1d6 damage per plus

**PROPERTIES**  
This weapon can be used as a heavy thrown weapon with a range of 5/10. If you have the Swordbond class feature, you can call this weapon to your hand from up to a mile away.  
Heavy Thrown  
Melee Basic Attack: +14 attack, 1d10+8 damage  
Ranged Basic Attack: +14 attack, 1d10+8 damage

AT-WILL  ENCOUNTER  DAILY

**POWER**  
*When bonded to you, this spellblade returns to your hand faster and from farther distances.*

ITEM SLOT	Two-Hands	WEIGHT 8	PRICE 13000	BOOK PH
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### Magic Short sword +1

DAMAGE	PROFICIENT	GROUP	RANGE
1d6	3	Light Blade	

+1 attack rolls and damage rolls  
ENHANCEMENT: 1, CRITICAL: +1d6 damage

**PROPERTIES**  
Off-hand  
Melee Basic Attack: +12 attack, 1d6+6 damage

AT-WILL  ENCOUNTER  DAILY

**POWER**  
*A basic enchanted weapon.*

ITEM SLOT	Off-hand	WEIGHT 2	PRICE 360	BOOK PH
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### Magic Repeating crossbow +1

DAMAGE	PROFICIENT	GROUP	RANGE
1d8	2	Crossbow	10/20

+1 attack rolls and damage rolls  
ENHANCEMENT: 1, CRITICAL: +1d6 damage

**PROPERTIES**  
Load Free  
Ranged Basic Attack: +6 attack, 1d8+1 damage

AT-WILL  ENCOUNTER  DAILY

**POWER**  
*A basic enchanted weapon.*

ITEM SLOT	Two-Hands	WEIGHT 6	PRICE 360	BOOK AV
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**MAGIC WEAPON**

**MAGIC WEAPON**

**MAGIC WEAPON**

### Everlasting Provisions (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
			1

ENHANCEMENT: 4, LEVEL: 4, TYPE: Wondrous Item

**PROPERTIES**  
After an extended rest, you open the basket, creating enough food and water to feed five Medium or Small creatures (or one Large creature) for 24 hours.

AT-WILL  ENCOUNTER  DAILY

**POWER**  
*This plain basket radiates delicious smells.*

ITEM SLOT	WEIGHT 0	PRICE 840	BOOK PH
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### Bag of Holding (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
			1

ENHANCEMENT: 5, LEVEL: 5, TYPE: Wondrous Item

**PROPERTIES**  
This bag can hold up to 200 pounds in weight or 20 cubic feet in volume, but it always weighs only 1 pound.  
Drawing an item from a bag of holding is a minor action.

AT-WILL  ENCOUNTER  DAILY

**POWER**  
*This item appears to be a simple sack of brown canvas.*

ITEM SLOT	WEIGHT 0	PRICE 1000	BOOK PH
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### Magic Leather Armor +1

AC BONUS	CHECK	SPEED	QUANTITY
2	-	-	1

+1 AC  
ENHANCEMENT: 1, LEVEL: 1, TYPE: Armor

**PROPERTIES**  
Leather armor is sturdier than cloth armor. It protects vital areas with multiple layers of boiled-leather plates, while covering the limbs with supple leather that provides a small amount of protection.

AT-WILL  ENCOUNTER  DAILY

**POWER**  
*A set of basic yet effective enchanted armor.*

ITEM SLOT	Body	WEIGHT 15	PRICE 360	BOOK PH
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**MAGIC ITEM**

**MAGIC ITEM**

**MAGIC ITEM**