## DUNCEONS & DRAGONS

## Character Sheet

					1710						Player Name	Scott David Gray		
Izzeyl N	Myrahel				4	Rar	nger Rogue							3,75
Characte	r Name				Level	Clas		100 1	Paragon Path		Epic De			Total XP
Drow Race		Medium <sub>Size</sub>	1	36 Age	Ma	nder	5'8" Height	160 lb. Weight	Unaligned Alignment	Lolth (For Deity	gotten Re	Adventuring Comp	any	2223-755-10 RPGA Number
dee	ABILI	TY SC	ORES		der	laci	licight	3	ITIATIVE	Deity		3 1	VEMENT	N GA Number
SCOR	E ABILITY		IL MOD		D + 1/2 L	VL	SCORE		DEX 1/2 LVL	MISC	SCORE			RMOR ITEM MISC
10	STR		0		2		and the second se	nitiative	5 2		6	Speed (Squar	res) 6	
	CON		2		4	٦	CONDITIONAL	MODIFIERS			SPECIAL MO	VEMENT		
14	Constitution	_	2		4			ACTI	ON POINTS			S	ENSES	
21	DEX		5		7	Г			MILESTONES	ACTION POINTS	SCORE	PASSIVE SENSE	ENSES	BASE SKILL BONU
	Dexterity		3		/		1 Ac	tion Points	0 1 2	1 2 3	12	Passive Insig	ht	10 + 2
8			-1		1		ADDITIONAL E	FFECTS FOR SPEND	ING ACTION POINTS	5				
		=				_			DOTHEC		17 SPECIAL SEN	Passive Perce	ption	<b>10 +</b> 7
10			0		2		MAX HP		F POINTS	NG SURGES	Darkvision	1323		
14	CHA		2		4	٦		BLOODIE	SURGE VALUE	SURGES/DAY		RACE	FEATURE	S
	Charisma		2		-		41	<u>20</u>	<u>10</u> 1/4 HP	8	Trance (	The second press press and	5592	rs instead of sleep.
	DE	FENS	ES				CURRENT HIT			CURRENT SURGE USES	Lolthtou	iched - Use eithe	cloud of dark	ness or darkfire
SCORE	10 + ARM DEFENSE 1/2 LVL AB	IOR/	FEAT	ENH	MISC	MISC					once per	encounter.		
(19)	AC 12	7							151100		Darkfire	Charisma - Use	CHA for Dark	fire
CONDITIO	NAL BONUSES						SE TEMPORARY H	COND WIND 1 HIT POINTS	/ENCOUNTER	USED	Fey Orig	<b>jin</b> - Your origin is	fey, not natu	ral
													EATC	
$\frown$	10 + DEFENSE 1/2 LVL AE	BIL CLASS	FEAT	ENH	MISC	MISC			ROW FAILURES		Shadow		EATS	
(15)	FORT 12	2 1					SAVING THRC	W MODS					hrid talant on	tion for one of you
CONDITIO	NAL BONUSES						RESISTANCES				-	ass entries		
	10 +						CURRENT CON	NDITIONS AND EFF	FCTS		-		a combat adv	antage with ranged
10	DEFENSE 1/2 LVL AE		FEAT	ENH	MISC	MISC		IDITIONS AND EFF	LCIS			attacks against fla	12.22	0
18		5 1					CLAS	S / DATH	DESTINY I	FATURES		attacks against he	ankeu enernie	5
CONDITIO	NAL BONUSES								<b>d)</b> - When using					
$\frown$	10 + DEFENSE 1/2 LVL AB	BIL CLASS	FEAT	ENH	MISC	MISC		damage to you						
(14)	WILL 12 2	2						nger Fortitud	. ,					
CONDITIO	NAL BONUSES							-	- When using rog	ue powers, deal				
							bonus dam	age when you	have combat adv	antage				
	LANGU	AGES K	<b>KNOV</b>	VN			Ranger Fi	ghting Style						
Deep S	peech, Common, El	ven					Beast	Mastery (Hyb	rid) - Gain beast	companion as				
	S	SKILLS	5				per Ranger	class, with -1 p	penalty to attacks	and defenses				
BONUS	SKILL NAME			TRND (+5)	ARMOR PENALTY	MISC			- Gain beast con					
12	Acrobatics	DEX [	7	5	n/a	0	Ranger clas	s, with -1 pena	alty to attacks and	d defenses				
1	Arcana	INT	1	0	n/a	0	Beast	Mastery - Gair	n beast companio	n; give up Prime				
2	Athletics	STR	2		n/a	0	Shot, no Ar	cher or Two-Bl	ade Fighting Style	e				
9	Bluff	сна [	4	5	n/a	0								
	Diplomacy	сна [	4		n/a	0								
		ĩ	2	5	n/a	2								
	Dungeoneering	wis [	=			0								
	Endurance	CON	4		n/a									
2	Heal	wis [	2		n/a	0								
	History	INT	1		n/a	0								
2	Insight	wis	2		n/a	0								
6	Intimidate	СНА	4		n/a	2								
7	Nature	wis [	2	5	n/a	0								
7	Perception	wis [	2	5	n/a	0								
1	Religion	INT (	1	0	n/a	0								
	Stealth	DEX	7	5	n/a	2								
	Streetwise	сна [	4		n/a	0								
		ſ	7	5	n/a	0								
	Thievery Myrahel	DEX	<u>´</u>	Ľ	nya				Page 1					Scott David Gray
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<b>POWER INDEX</b> List your powers below. Check the box when the power is used. Clear the box when the power renews.		List your powers below. Check the box when the power is used. Clear the box when the power renews.		CHARACTER PORTRAIT
AT-WILL POWERS	NA IN	MAGIC ITEMS		
Hunter's Quarry		Distance Hand Crossbow +1 (E)		
Twin Strike		IEAPON		
Deft Strike		IEAPON		S.
Assassin's Shroud				
		RMOR		R (D)
		RMS		
ENCOUNTER POWERS		EET ANDS		1.50 50
Second Wind				
Cloud of Darkness		EAD		to all with
Darkfire		ECK		Y SAN
Unbalancing Shot		ING		
Disruptive Strike				MANNERISMS AND APPEARANCE
		AIST		Izzy thinks of himself as a proper drow hard, unshakable,
DAILY POWERS		Firestorm Arrow +1		above compassion. Despite this, he doesn't have the stomach (or brains) for overt evil acts. He deludes himself
Split the Tree		Freezing Arrow +1		into thinking that he acts entirely from self-interest, but to
		Lightning Arrow +1		others it is usually clear .that he is a 'nice guy.' He obeys Lolth's command to do 'just a little evil every day' (often salt
		Spider Bolt +1 (2)		in the sugar bowl), to satisfy his badass self image.
		Surprise Bullet +1 (2)		SESSION AND CAMPAIGN NOTES
				Drow (Darkfire Cha) Hybrid Ranger (Ranger Fortitude)   Rogue, Background Forgotten Realms (East Rift). Ability
				Scores: 10 Str 14 Con 18 Dex 8 Int 10 Wis 11 Cha, Skills: Acrobatics, Bluff, Dungeoneering, Nature, Perception,
UTILITY POWERS				Thievery. Equipment: Hand Crossbow, Short sword, Leather
Pack Alertness				Armor, Backpack (empty), Belt Pouch (empty), Flint and Steel, Hempen Rope (50 ft.), Thieves' Tools, Trail Rations
				(10), Waterskin, Magazine (9). 1: Shadow Initiate, At-will [Rng] Twin Strike, At-will [Rog] Deft Strike, Enc [Rog]
				Unbalancing Shot, Daily [Rng] Split the Tree. 2: Hybrid
				Talent (Ranger Fighting Style, Beast Master), Companion Mandible the Giant Flat Huntsman spider, Util [Rng] Pack
		Daily Item Powers Per Day		Alertness. 3: Enc [Rng] Disruptive Strike. 4: +1 Dex Cha, Companion +1 Str Dex, Distant Advantage 5: Retrain Daily 1
		leroic (1-10)	/ /	[Rng] Split the Tree -> [Rog] Confounding Strike, Daily
	<u> </u> Р	aragon (11-20)	/ 🗌 / 📃	[Rng] Spitting Cobra Stance. 6: Drow Fighting Style, Util [Rog] Chameleon. 7: Enc [Rog] Snap Shot. 8: +1 Dex Con,
	E	pic (21-30)	/ 🗌 / 📃	Companion +1 Str Dex, Weapon Expertise (Crossbow). 9: Daily [Rog] Burst Fire. 10: Skill Focus (Stealth), Util [Rog]
OTHER EQUIPMENT		<b>RITUALS / ALCHEMY</b>		Shadow Stride. 11: Paragon Cloaked Sniper, Point-Blank
Hand Crossbow	R	aise Beast Companion		Shot. 12: Steady Shooter. 13: Enc 1 [Rog] Unbalancing Shot -> 13 [Rng] Pinning Strike. 14: +1 Dex Con, Companion +1
Short sword (E)		COMPANION		Str Dex, Merciless Killer. 15: Daily 1 [Rog] Confounding
Leather Armor (E)	N	Andible - Level 4 Giant huntsman	spider	Attack -> 15 [Rng] Confounding Arrows. 16: Seize the Moment, Util [Rog] Hide in Plain Sight, Drow Fighting Style -
Backpack (empty)			AC	> Keeper of the Black Flame. 17: Enc 3 [Rng] Disruptive Strike -> 17 [Rng] Pounding Barrage, At-will 1 [Rog] Deft
Belt Pouch (empty)		HP 15 STR	17	Strike -> 1 [Rog] Sly Flourish. 18: +1 Dex Con, Companion
Flint and Steel	(	46 <b>12 CON</b>		+1 Str Dex, Evasion. 19: Daily 5 [Rng] Spitting Cobra Stance -> 19 [Rog] Daunting Barrage. 20: Bleeding Backstab. 21:
Hempen Rope (50 ft.)		Size: Medium	Fort	Epic Demigod (Spark Dexterity Charisma), Untraceable. 22: Staggering Shot, Util [Rng] Forest Ghost. 23: Enc 7 {Rog]
Thieves' Tools		Size: Medium 17 DEX	14	Snap Shot -> 23 [Rog] Steel Entrapment. 24: +1 Dex Con,
Trail Rations (10)		Speed: 6, climb 6 squares (s	Ref	Companion +1 Str Dex, One With Shadow. 25: Daily 9 [Rog] Burst Fire -> 25 {Rng] Ambusher's Reaping. 26: Soul in
Waterskin			15	Shadow. 27: Enc 13 [Rng] Pinning Strike -> 27 [Rng] Hail of
Magazine (19)		Irained Skills: Athletics, Stealth 6 CHA	Will 15	Arrows. 28: +1 Dex Con, Companion +1 Str Dex, Lolth Blessed. 29: Daily 15 [Rng] Confounding Arrows -> 29 [Rng] Five Missile Dance. 30: Unfettered Stride.
	Bi	te; +7 vs. AC; 1d8 + Dexterity modifier damage	e.	

## **CHARACTER BACKGROUND**

## East Rift

Huddled on the eastern shelf of the yawning Underchasm, East Rift is a living symbol of gold dwarf ingenuity and stubbornness, having survived when the surface collapsed into the bowels of the Underdark. Protected by enormous towers connected by a high curtain wall, the gold dwarves are ready to defend themselves against the drow or any other horror that rises from the depths.

You gain Deep Speech as an additional language, you add Dungeoneering to your class skill list, and you gain a +2 bonus to Dungeoneering checks.

Money on hand: 0 gp

Stored money: 0 gp

Encumbrance: 67 / 100

**COINS AND OTHER WEALTH** 

Healing Surge Value: 11 (2 surges per day)

CHARACTER NAME	Skills	Action Point			
Izzeyl Myrahel	12 Asymptotics DEV (Turingd)	ADDITIONAL EFFECTS			
Scott David Gray	12 Acrobatics DEX (Trained) 1 Arcana INT				
RACE Drow CLASS Hybrid LEVEL 4	2 Athletics STR				
	9 Bluff CHA (Trained)				
SCORE ABILITY MOD	4 Diplomacy CHA				
HP 10 STR +0 AC 19	9 Dungeoneering WIS (Trained)				
(41) 14 CON +2	4 Endurance CON 2 Heal WIS	A CIFI OIAI			
Fort	1 History INT	ACTION A			
Spd 21 DEX +5 15	2 Insight WIS	DOINT			
(6) <mark>8 INT –1</mark> Ref	6 Intimidate CHA	I UINI			
	7 Nature WIS (Trained)				
110 WIS +0	7 Perception WIS (Trained) 1 Religion INT				
(+7) 14 CHA +2 14	14 Stealth DEX (Trained)	And Andrewson			
	4 Streetwise CHA	Effect: Gain a standard action this turn.			
	12 Thievery DEX (Trained)	Special: You are reset to one action point when			
12Passive InsightPassive Perception	ADDITIONAL EFFECTS	you take an extended rest. You gain an action point each milestone.			
		ENCOUNTER SPECIAL DUNGEONS & DRAGONS			
Second Wind	Melee Basic Attack	Ranged Basic Attack			
KEYWORDS USED	KEYWORDS Weapon	KEYWORDS Weapon USED			
Standard 4 7 Personal	Standard * 🕴 🏹 Melee weapon	Standard 🕴 * 🏹 Ranged weapon			
ACTION 🔆 😽 RANGE	ACTION 🔆 😤 RANGE	ACTION 🤄 😤 RANGE			
AT-WILL ENCOUNTER DAILY	5 vs AC One creature	10 vs AC One creature			
Effect: You spend a healing surge and regain 10 hit points. You gain a +2 bonus to all defenses	ATTACK DEFENSE TARGET	ATTACK         DEFENSE         TARGET           You resort to the simple attack you learned when you first         Item (Second Second S			
until the start of your next turn.	You resort to the simple attack you learned when you first picked up a melee weapon.	picked up a ranged weapon.			
	Attack: Strength vs. AC	Attack: Dexterity vs. AC Hit: 1[W] + Dexterity modifier (+5) damage. Increase damage			
	<b>Hit:</b> 1[W] + Strength modifier (+0) damage. Increase damage to 2[W] + Strength modifier	to 2[W] + Dexterity modifier (+5) at 21st level. <b>Special:</b> Weapons with the heavy thrown property use			
	(+0) at 21st level.	Strength instead of Dexterity for attack rolls and damage rolls. Warlocks can use eldritch blast as a ranged basic attack, and			
	<b>Special:</b> You can use an unarmed attack as a weapon to make a melee basic attack.	wizards can use magic missile as a ranged basic attack.			
	weapon to make a melee basic attack.	Distance Hand Crossbow +1: +10 attack, 1d6+6 damage Hand Crossbow: +9 attack, 1d6+5 damage			
	Short sword: +5 attack, 1d6 damage Unarmed: +2 attack, 1d4 damage	Unarmed: +7 attack, 1d4+5 damage			
ADDITIONAL EFFECTS	ADDITIONAL EFFECTS	ADDITIONAL EFFECTS			
CLASS LEVEL BOOK PH	CLASS LEVEL * BOOK PH	LEVEL * BOOK PH			
UTILITY POWER DUNCEONS DRAGONS	AT-WILL POWER DUNCEONS & DRAGON	AT-WILL POWER DUNCEONS & DRAGONS			
Hunter's Quarry	Twin Strike	Deft Strike			
KEYWORDS USED	KEYWORDS Martial Manager USE	KEYWORDS			
	Martial, Weapon	Martial, Weapon			
Minor ACTION ACTION ACTION	Standard     * 4 * 7     Melee or Ranged weapon       ACTION     *     *     RANGE	Standard     * ↓ * →     Melee or Ranged weapon       ACTION     <			
VS	10 vs AC One or two creatures	10 vs AC One creature			
ATTACK DEFENSE TARGET	ATTACK DEFENSE TARGET	ATTACK DEFENSE TARGET			
You can designate the nearest enemy to you that you can see as your quarry.	If the first attack doesn't kill it, the second one might.	A final lunge brings you into an advantageous position. Requirement: You must be wielding a crossbow, a light			
Once per round, when you hit your quarry with an attack, the attack deals extra damage based on your level. If you can make multiple attacks in a	<b>Requirement:</b> You must be wielding two melee weapons or a ranged weapon.	blade, or a sling.			
round, you decide which attack to apply the extra damage to after all the attacks are rolled. If you have dealt Hunter's Quarry damage since the start of your turn, you cannot deal it again until the start of your next turn.	Attack: Strength vs. AC (melee; main weapon and off-hand weapon) or Dexterity vs. AC (ranged), two	<b>Special:</b> You can move 2 squares before the attack. <b>Attack:</b> Dexterity vs. AC			
Your turn, you cannot bear it again until the start of your next turn. The hunter's quarry effect remains active until the end of the encounter, until	attacks	<b>Hit:</b> 1[W] + Dexterity modifier (+5) damage. Increase damage to 2[W] + Dexterity modifier (+5) at			
the quarry is defeated, or until you designate a different target as your quarry.	<b>Hit:</b> 1[W] damage per attack. Increase damage to 2[W] at 21st level.	21st level.			
You can designate one enemy as your quarry at a time. Level : Hunter's Quarry Extra Damage		Distance Hand Crossbow +1: +10 attack, 1d6+6 damage			
1st-10th : + 1d6 11th-20th : + 2d6 21st-30th : + 3d6	Distance Hand Crossbow +1: +10 attack, 1d6+1 damage	Short sword: +10 attack, 1d6+5 damage Hand Crossbow: +9 attack, 1d6+5 damage			
	Hand Crossbow: +9 attack, 1d6+0 damage				
ADDITIONAL EFFECTS	ADDITIONAL EFFECTS +1d6 to damage once per round (Hunter's Quarry)	ADDITIONAL EFFECTS +2d6 to damage once per round (Sneak Attack)			
CLASS LEVEL * BOOK PH	CLASS Ranger LEVEL 1 BOOK PH	CLASS Rogue			
	S AT-WILL POWER DUNGEONS & DRAGON	S AT-WILL POWER DUNCEONS & DRAGON			

Assassin's	s S	hroud		Beast Melee Basic Attack				Cloud of Darkness					
KEYWORDS Shado	ow		USED	KEYWORDS Implement			USED	D KEYWORDS USED					
Free	4		Close burst 10	Standard	*	4 7	Melee	Minor		4 7	Close burst 1		
ACTION 1	10	· 长		ACTION			RANGE	ACTION	1	*	RANGE		
VS		FERNOR	One enemy you can see in burst	7	vs	AC	One creature	ATTACK	vs	DEFENCE	TARGET		
ATTACK		EFENSE	TARGET	ATTACK	at a	DEFENSE	TARGET	ATTACK	L of I	DEFENSE	TARGET		
shrouds reveal th Effect: You subje already on the tan maximum of four. different enemy or Before you ma either all your shr attack deals 1d6 of and all your shrou benefits from bon damage, if any. Level 11: 1d6 Level 21: 1d6	he target, arget, r. The or unt ake ar rouds dama uds th nuses + 3 d + 6 d n use	get's weak p e target to y you subject is hrouds last ill the end of a attack roll a on it or non ge per shrou- gen shrou- to damage per amage per s this power o	oints to your keen gaze. our shroud. If any of your shrouds are it to an additional shroud, up to a t until you use this power against a the encounter. against the target, you choose to invoke e of them. If you invoke your shrouds, the d, minus one shroud if the attack misse, om the target. This damage roll never rolls, and is in addition to the attacks shroud. shroud. hyon your turn and only once per turn.	Your beast companion attacks with claw or bite. <b>Attack:</b> Beast's attack bonus vs. AC <b>Hit:</b> 1[B] + beast's ability modifier damage. Unarmed: +7 attack, 1d8+3 damage				A shroud of blackness descends around you, hiding you from sight. Effect: The burst creates a cloud of darkness that remains in place until the end of your next turn. The cloud blocks line of sight, squares within it are totally obscured, and creatures entirely within it are blinded until they exit. You are immune to these effects.					
ADDITIONAL EFFECTS	S			ADDITIONAL EFF	ECTS			ADDITIONAL EFF	ECTS				
			LEVEL BOOK Dragon 270	CLASS			LEVEL * BOOK PH	CLASS DecisIU	Deve		LEVEL * BOOK FDDC		
AT-WILL PC	0144	-D	DUNCEONS & DRAGONS	AT-WILL	POV		DUNCEONS & DRACONS	CLASS Racial I			DUNGEONS		
	5 11	-11					Contraction and Contraction of the				The second s		
Darkfire			LIEFE	Unbala		-	LIFE	Disrupti			155		
KEYWORDS			USED		rtial,	Weapon	USED	KEYWORDS Ma			USED		
Minor ACTION	4		Ranged 10 RANGE	Standard ACTION		↓ * う ぐ - 景	Ranged weapon RANGE	Imm Interr		↓ * イ ぐ ☆	Melee or Ranged weapon RANGE		
8 VS		Reflex	One creature	10	vs	AC	One creature	10	vs	AC	The attacking creature		
ATTACK	D	EFENSE	TARGET	АТТАСК		DEFENSE	TARGET	АТТАСК		DEFENSE	TARGET		
easier to hit. Attack: Intellig Charisma +4 vs Increase to +6 Hit: Until the e have combat ar invisibility or cc Special: Wher Wisdom, or Ch attack rolls with	It surrounds the target, making it eflex, Wisdom +4 vs. Reflex, or level and +8 bonus at 21st level. t turn, all attacks against the target the target cannot benefit from ur character, choose Intelligence, ability score you use when making his choice remains throughout your change the power's other effects.	Requirement: You must be wielding a crossbow, a light thrown weapon, or a sling. Attack: Dexterity vs. AC Hit: 2[W] + Dexterity modifier (+5) damage, and the target is slowed until the end of your next turn. Distance Hand Crossbow +1: +10 attack, 2d6+6 damage Hand Crossbow: +9 attack, 2d6+5 damage				blade or a quick shot from your bow. <b>Trigger:</b> You or an ally is attacked by a creature <b>Attack:</b> Strength ws. AC (melee) or Dexterity vs. AC (ranged) <b>Hit:</b> 1[W] + Strength modifier (+0) damage (melee) or 1[W] + Dexterity modifier (+5) damage (ranged). The target takes a penalty to its attack roll for the triggering attack equal to 3 + your Wisdom modifier (+0). Distance Hand Crossbow +1: +10 attack, 1d6+6 damage Short sword: +5 attack, 1d6 damage Hand Crossbow: +9 attack, 1d6+5 damage Unarmed (Melee): +2 attack, 1d4 damage Unarmed (Range): +2 attack, 1d4 damage ADDITIONAL EFFECTS +1d6 to damage once per round (Hunter's Quarry)							
			LEVEL * BOOK FRPG	CLASS D	LEVEL 1 BOOK MP	CLASS Ranger LEVEL 3 BOOK PH							
CLASS Racial Pov ENCOUNTE		OWER	Dungeons & Dragons			· · ·····jui							
			DOROCOMS WORKCONS	ENCOUNTER POWER DUNCEONS & DRACONS				ENCOUNTER POWER DUNCEONS DRACONS Distance Hand Crossbow +1					
Split the					eru	less		Distanc	ен	and Cro	SSDOW +1		
KEYWORDS Martia			USED	KEYWORDS Bea	ast, M		USED	1d6		2	Crossbow 10/20		
Standard	4		Ranged weapon	Minor	-	<u>↓ ゔ</u> � ☆	Close burst 10	DAMAGE	_		GROUP RANGE		
ACTION	<		RANGE		10					nd damage	rolls 1 LEVEL CRITICAL		
mid-flight ta Attack: De take the hig targets. Hit: 2[W] - Distance Ha damage Hand Cross Unarmed: - ADDITIONAL EFFECTS	vo an to su exte ghe + D and sbow +7 a	trike two rity vs. / r result, exterity Crossbo v: +9 at attack, 2	Two creatures within 3 squares of         TARGET         conce, which separate in         o different targets.         AC. Make two attack rolls,         and apply it to both         modifier (+5) damage.         ow +1: +10 attack, 2d6+6         tack, 2d6+5 damage         ound (Hunter's Quarry)	AT-WILL       ENCOUNTER       DAILY         Through subtle communications, you and your beast companion act almost as if you share senses.       Targets: You and your beast companion in burst         Effect:       The targets each make a Perception check and share the better result. Also, if your beast companion becomes aware of a target, you do as well, and vice versa.         Beast:       If your companion is a cat, a raptor, or a wolf, the targets gain a +2 bonus to the Perception checks.         ADDITIONAL EFFECTS       LEVEL 2       BOOK MP				PROPERTIES         Increase the weapon's normal range by 5 squares and the long range by 10 squares.         Load Free         Ranged Basic Attack: +10 attack, 1d6+6 damage <b>AT-WILL ENCOUNTER DAILY</b> POWER         This weapon flashes brightly as it hurtles forth, moving with enough force to carry it much farther than normal.         ITEM SLOT One-hand         WEIGHT 2         PRICE 360         BOOK PH					
DAILY POW				UTILITY	POW	/ED	DUNCEONS & DRACONS	MAGIC W		ON	DUNCEONS & DRACONS		

Firestorm /	Arrow +1			Freezing A	rrow +1		Lightning Arrow +1					
			1				1				1	
AC BONUS	CHECK	SPEED	QUANTITY	AC BONUS	CHECK	SPEED	QUANTITY	AC BONUS	CHECK	SPEED	QUANTITY	
	and damage rolls		Ammunition		and damage rolls		Ammunition		and damage rolls		Ammunition	
PROPERTIES	CEMENT	LEVEL	ТҮРЕ	PROPERTIES	ICEMENT	LEVEL	ТҮРЕ	ENHANCEMENT LEVEL TYPE PROPERTIES				
When you hi			immunition, cent to it take	When you hi ammunition,	it an enemy w that enemy t plus and is sl		When you hit an enemy with an attack using this ammunition, that enemy takes 1d6 extra lightning damage per plus.					
AT-WILL	ENCOU	INTER	DAILY	AT-WILL	ENCOU	NTER	DAILY	AT-WILL	ENCOU	INTER	DAILY	
POWER The charred shimmer with	wood of this h heat.	arrow see	ms to	rower The shaft of ice.	this arrow is	m unmelting	POWER This arrow's blue and white streaks thrum with energy.					
ITEM SLOT	WEIGHT 0	PRICE 30	<sup>BOOK</sup> AV2	ITEM SLOT	weight 0	PRICE 30	<sup>BOOK</sup> AV2	ITEM SLOT	weight 0	PRICE 30	<sup>BOOK</sup> AV2	
MAGIC ITEM	T	UNGEON	S& DRAGONS	MAGIC ITEM		UNGEON		MAGIC ITEM	1	JUNGEON		
THOIC ITLI		87 CARL 12 PORT 000 CAP 12 12	as a manage and a second	MAGIC ITEM	느	o osti u sestino certi uti	OT THORN ON THE	MAGIC ITEM	<u>4</u>	Second a second second a	C C C C C C C C C C C C C C C C C C C	
Spider Bolt				Surprise B				MAGIC ITEM			an <mark>Wards and an and a</mark>	
Spider Bolt	t +1		2	Surprise B	ullet +1		2	MAGICITEM			a danang sung	
Spider Bolt	t +1 снеск	SPEED	2 QUANTITY	Surprise B	ullet +1 снеск	SPEED	2 QUANTITY	MAGICITIC				
Spider Bolt AC BONUS +1 attack rolls a	t +1	SPEED	2	Surprise B AC BONUS +1 attack rolls	ullet +1	SPEED	2					
Spider Bold	t +1 CHECK and damage rolls CEMENT t an enemy u and each creat the end of your ENCOU	SPEED 3 LEVEL sing this a ature adjac ur next tu UNTER	2 QUANTITY Ammunition TYPE Immunition, sent to it is rn. DAILY	AC BONUS +1 attack rolls ENHAN PROPERTIES When you at ammunition, advantage to AT-WILL POWER This winking	ullet +1 CHECK and damage rolls ICEMENT Ittack an enem that enemy of that e	SPEED 3 LEVEL y using thi grants com attack. NTER	2 QUANTITY Ammunition TYPE S bat DAILY					