

Player Name

Felegar 8 Seeker 13,000
 Character Name Level Class Paragon Path Epic Destiny Total XP
 Elf Medium 89 Male 5' 10" 145 lb. Unaligned
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

INITIATIVE

| SCORE | DEX | 1/2 LVL | MISC |
|-------|-----|---------|------|
| 9 | 5 | 4 | |

CONDITIONAL MODIFIERS

DEFENSES

| SCORE | DEFENSE | 10 + 1/2 LVL | ARMOR/ ABIL | CLASS | FEAT | ENH | MISC | MISC |
|-------|---------|--------------|-------------|-------|------|-----|------|------|
| 22 | AC | 14 | 7 | | | 1 | | |

CONDITIONAL BONUSES

MOVEMENT

| SCORE | BASE | ARMOR | ITEM | MISC |
|-------|-----------------|-------|------|------|
| 7 | Speed (Squares) | 7 | | |

SPECIAL MOVEMENT

ABILITY SCORES

| SCORE | ABILITY | ABIL MOD | MOD + 1/2 LVL |
|-------|----------------------------|----------|---------------|
| 11 | STR Strength | 0 | 4 |
| 14 | CON Constitution | 2 | 6 |
| 20 | DEX Dexterity | 5 | 9 |
| 10 | INT Intelligence | 0 | 4 |
| 19 | WIS Wisdom | 4 | 8 |
| 8 | CHA Charisma | -1 | 3 |

| SCORE | DEFENSE | 10 + 1/2 LVL | ABIL | CLASS | FEAT | ENH | MISC | MISC |
|-------|-------------|--------------|------|-------|------|-----|------|------|
| 17 | FORT | 14 | 2 | | | 1 | | |

CONDITIONAL BONUSES

| SCORE | DEFENSE | 10 + 1/2 LVL | ABIL | CLASS | FEAT | ENH | MISC | MISC |
|-------|------------|--------------|------|-------|------|-----|------|------|
| 21 | REF | 14 | 5 | 1 | | 1 | | |

CONDITIONAL BONUSES

| SCORE | DEFENSE | 10 + 1/2 LVL | ABIL | CLASS | FEAT | ENH | MISC | MISC |
|-------|-------------|--------------|------|-------|------|-----|------|------|
| 20 | WILL | 14 | 4 | 1 | | 1 | | |

CONDITIONAL BONUSES

SENSES

| SCORE | PASSIVE SENSE | BASE | SKILL BONUS |
|-------|-----------------|------|-------------|
| 23 | Passive Insight | 10 + | 13 |

| | | | |
|----|--------------------|------|----|
| 25 | Passive Perception | 10 + | 15 |
|----|--------------------|------|----|

 SPECIAL SENSES
 Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

| ATT BONUS | 1/2 LVL | ABIL | CLASS | PROF | FEAT | ENH | MISC |
|-----------|---------|------|-------|------|------|-----|------|
| + 6 | 4 | 0 | | | | 2 | |

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

| DAMAGE | ABIL | FEAT | ENH | MISC | MISC |
|--------|------|------|-----|------|------|
| 1d4+2 | 0 | | 2 | | |

HIT POINTS

| MAX HP | BLOODED | HEALING SURGES |
|--------|---------|----------------|
| 61 | 30 | 15 |
| | 1/2 HP | 1/4 HP |

| CURRENT HIT POINTS | CURRENT SURGE USES |
|--------------------|--------------------|
| | |

ACTION POINTS

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

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

SKILLS

| BONUS | SKILL NAME | ABIL | MOD + 1/2 LVL | TRND (+5) | ARMOR PENALTY | MISC |
|-------|---------------|------|---------------|-----------|---------------|------|
| 9 | Acrobatics | DEX | 9 | 0 | n/a | 0 |
| 4 | Arcana | INT | 4 | 0 | n/a | 0 |
| 4 | Athletics | STR | 4 | 0 | n/a | 0 |
| 3 | Bluff | CHA | 3 | 0 | n/a | 0 |
| 3 | Diplomacy | CHA | 3 | 0 | n/a | 0 |
| 8 | Dungeoneering | WIS | 8 | 0 | n/a | 0 |
| 11 | Endurance | CON | 6 | 5 | n/a | 0 |
| 8 | Heal | WIS | 8 | 0 | n/a | 0 |
| 4 | History | INT | 4 | 0 | n/a | 0 |
| 13 | Insight | WIS | 8 | 5 | n/a | 0 |
| 3 | Intimidate | CHA | 3 | 0 | n/a | 0 |
| 15 | Nature | WIS | 8 | 5 | n/a | 2 |
| 15 | Perception | WIS | 8 | 5 | n/a | 2 |
| 4 | Religion | INT | 4 | 0 | n/a | 0 |
| 9 | Stealth | DEX | 9 | 0 | n/a | 0 |
| 3 | Streetwise | CHA | 3 | 0 | n/a | 0 |
| 11 | Thievery | DEX | 9 | 0 | n/a | 2 |

BASIC ATTACKS

| ATTACK | DEFENSE | WEAPON OR POWER | DAMAGE |
|--------|---------|-------------------------|--------|
| 13 vs | AC | Biting Swarm (Greatbow) | 1d12+9 |
| 13 vs | AC | Widow's Knife (Melee) | 1d4+6 |
| 14 vs | AC | Widow's Knife (Range) | 1d4+7 |
| 6 vs | AC | Unarmed (Melee) | 1d4+2 |

FEATS

Weapon Proficiency (Greatbow) - Gain proficiency with the Greatbow.

Bloody Elusion - Shift 1 square when bloodied by any attack

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

Weapon Focus (Bow) - Gain +1 damage per tier with Bows.

Weapon Expertise (Bow) - Gain bonus to attack rolls with bows.

CLASS / PATH / DESTINY FEATURES

Inevitable Shot - Make an attack when you miss 1/enc.

Seeker's Bond - Choose a Bond to gain bonuses for certain powers.

Bloodbond - Shift as a minor action and gain the Encaging Spirits power.

RACE FEATURES

Elven Weapon Proficiency - Proficient with longbow and shortbow.

Group Awareness - Non-elf allies within 5 get +1 to Perception.

Elven Accuracy - Use elven accuracy as an encounter power.

Fey Origin - Your origin is fey, not natural.

Wild Step - Ignore difficult terrain when shifting (even when you are not a Fey).

CHARACTER NAME
Felegar

PLAYER NAME

RACE Elf CLASS Seeker LEVEL 8

| SCORE | ABILITY | MOD |
|-------|---------|-----|
| HP | 11 STR | +0 |
| 61 | 14 CON | +2 |
| Spd | 20 DEX | +5 |
| 7 | 10 INT | +0 |
| Init | 19 WIS | +4 |
| +9 | 8 CHA | -1 |

| | |
|------|----|
| AC | 22 |
| Fort | 17 |
| Ref | 21 |
| Will | 20 |

23 Passive Insight 25 Passive Perception


Skills

| | | |
|----|---------------|---------------|
| 9 | Acrobatics | DEX |
| 4 | Arcana | INT |
| 4 | Athletics | STR |
| 3 | Bluff | CHA |
| 3 | Diplomacy | CHA |
| 8 | Dungeoneering | WIS |
| 11 | Endurance | CON (Trained) |
| 8 | Heal | WIS |
| 4 | History | INT |
| 13 | Insight | WIS (Trained) |
| 3 | Intimidate | CHA |
| 15 | Nature | WIS (Trained) |
| 15 | Perception | WIS (Trained) |
| 4 | Religion | INT |
| 9 | Stealth | DEX |
| 3 | Streetwise | CHA |
| 11 | 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

9 vs AC One creature

ATTACK DEFENSE TARGET

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+0) damage. Increase damage to 2[W] + Strength modifier (+0) damage at 21st level.

Widow's Knife: +9 attack, 1d4+2 damage
Unarmed: +6 attack, 1d4+2 damage

FLAVOR TEXT
You resort to the simple attack you learned when you first picked up a melee weapon.

CLASS LEVEL * BOOK PH

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Ranged Basic Attack

KEYWORDS Weapon ACTION RANGE

14 vs AC One creature

ATTACK DEFENSE TARGET

Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier (+5) damage. Increase damage to 2[W] + Dexterity modifier (+5) damage at 21st level.

Greatbow: +14 attack, 1d12+10 damage
Widow's Knife: +14 attack, 1d4+7 damage
Unarmed: +11 attack, 1d4+7 damage

FLAVOR TEXT
You resort to the simple attack you learned when you first picked up a ranged weapon.

CLASS LEVEL * BOOK PH

UTILITY POWER DUNGEONS & DRAGONS

Biting Swarm

KEYWORDS Primal, Weapon ACTION RANGE

13 vs AC One creature

ATTACK DEFENSE TARGET

Attack: Wisdom vs. AC
Hit: 1[W] + Wisdom modifier (+4) damage, and the target and each enemy adjacent to it take a -2 penalty to attack rolls until the start of your next turn. Level 21: 2[W] + Wisdom modifier (+4) damage.
Special: You can use this power as a ranged basic attack.

Greatbow: +13 attack, 1d12+9 damage
Widow's Knife: +13 attack, 1d4+6 damage
Unarmed: +10 attack, 1d4+6 damage

FLAVOR TEXT
Stinging spirit insects swarm around your enemy.

CLASS Seeker LEVEL 1 BOOK PH3

AT-WILL POWER DUNGEONS & DRAGONS

Grappling Spirits

KEYWORDS Primal, Weapon ACTION RANGE

13 vs AC One creature

ATTACK DEFENSE TARGET

Attack: Wisdom vs. AC
Hit: 1[W] + Wisdom modifier (+4) damage, and the target is slowed and can't shift until the end of its next turn. Level 21: 2[W] + Wisdom modifier (+4) damage.
Special: You can use this power as a ranged basic attack.

Greatbow: +13 attack, 1d12+9 damage
Widow's Knife: +13 attack, 1d4+6 damage
Unarmed: +10 attack, 1d4+6 damage

FLAVOR TEXT
Spirits erupt from your weapon, seizing your enemy and impeding its movement.

CLASS Seeker LEVEL 1 BOOK PH3

AT-WILL POWER DUNGEONS & DRAGONS

Sensing Eye

KEYWORDS Psionic ACTION RANGE

Minor vs Personal

ATTACK DEFENSE TARGET

Effect: Choose one square you can see that is within 5 squares of you. Until the end of your next turn, you can determine your line of sight from that square.

FLAVOR TEXT
An image forms in your mind, revealing what you would see if you were standing some distance away.

CLASS LEVEL * BOOK DSCS

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

Ensnaring Shot Attack

KEYWORDS Primal, Weapon, Zone USED

| | | |
|-------------------------------|----------------|---------------|
| Opportunity | | Close burst 1 |
| ACTION | 1 | RANGE |
| 13 | vs | Reflex |
| ATTACK | DEFENSE | TARGET |
| The triggering enemy in burst | | |

Trigger: An enemy enters the zone or starts its turn there
Attack: Wisdom vs. Reflex
Hit: The target is immobilized (save ends).
Requirement: The Ensnaring Shot power must be active in order to use this power.

Greatbow: +13 attack
Widow's Knife: +13 attack
Unarmed: +10 attack

FLAVOR TEXT
Just before your shot strikes your foe, the projectile explodes into tiny, burrowing seeds that grow into binding vines.

CLASS Seeker LEVEL BOOK PH3

AT-WILL POWER DUNGEONS & DRAGONS

Inevitable Shot

KEYWORDS Primal USED

| | | |
|---------------|----------------|---------------|
| Free | | Personal |
| ACTION | | RANGE |
| | vs | |
| ATTACK | DEFENSE | TARGET |

Trigger: You miss a creature with a ranged attack
Effect: You make a ranged basic attack against an enemy within 5 squares of the creature you missed, using that creature's space as the attack's origin square.
Special: You regain the use of this power when you spend an action point.

FLAVOR TEXT
Even as your target ducks under your shot, the projectile moves on its own to find another enemy.

CLASS Seeker LEVEL BOOK PH3

ENCOUNTER POWER DUNGEONS & DRAGONS

Elven Accuracy

KEYWORDS USED

| | | |
|---------------|----------------|---------------|
| Free | | Personal |
| ACTION | | RANGE |
| | vs | |
| ATTACK | DEFENSE | TARGET |

Trigger: You make an attack roll and dislike the result.
Effect: Reroll the attack roll. Use the second roll, even if it's lower.

FLAVOR TEXT
With an instant of focus, you take careful aim at your foe and strike with the legendary accuracy of the elves.

CLASS Racial Power LEVEL * BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS

Encaging Spirits

KEYWORDS Primal USED

| | | |
|---------------------|----------------|---------------|
| Minor | | Close burst 1 |
| ACTION | 1 | RANGE |
| | vs | |
| ATTACK | DEFENSE | TARGET |
| Each enemy in burst | | |

Level 11: Close burst 2
Level 21: Close burst 3
Effect: You push each target 1 square, and each target is slowed until the end of your next turn.

FLAVOR TEXT
You call on protecting spirits to harry your foes.

CLASS Seeker LEVEL BOOK PH3

ENCOUNTER POWER DUNGEONS & DRAGONS

Possessing Spirits

KEYWORDS Charm, Primal, Weapon USED

| | | |
|---------------|----------------|---------------|
| Standard | | Ranged weapon |
| ACTION | | RANGE |
| 13 | vs | Will |
| ATTACK | DEFENSE | TARGET |
| One creature | | |

Attack: Wisdom vs. Will
Hit: 1[W] + Wisdom modifier (+4) damage, and the target makes a melee basic attack as a free action against an enemy adjacent to it. If that attack hits, the target and that enemy are also dazed until the end of your next turn.

Greatbow: +13 attack, 1d12+9 damage
Widow's Knife: +13 attack, 1d4+6 damage
Unarmed: +10 attack, 1d4+6 damage

FLAVOR TEXT
From your foe's wound, a possessing spirit takes hold, making the foe attack its companion.

CLASS Seeker LEVEL 1 BOOK PH3

ENCOUNTER POWER DUNGEONS & DRAGONS

Psychic Surge

KEYWORDS Implement, Psionic, Psychic USED

| | | |
|---------------|----------------|---------------|
| Standard | | Ranged 10 |
| ACTION | 10 | RANGE |
| 11 | vs | Reflex |
| ATTACK | DEFENSE | TARGET |
| One creature | | |

Attack: Primary ability vs. Reflex
Hit: 1d8 + Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma modifier psychic damage, and your attacks against the target before the end of your next turn can score a critical hit on a roll of 18-20.
Level 11: 2d8 + Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma modifier damage.
Level 21: 3d8 + Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma modifier damage.

Greatbow: +11 attack, 1d8+9 damage
Widow's Knife: +11 attack, 1d8+7 damage
Unarmed: +11 attack, 1d8+7 damage

FLAVOR TEXT
You unleash a psychic shock wave at your enemies, hoping to harness its energy on your next attack.

CLASS LEVEL 1 BOOK DSCS

ENCOUNTER POWER DUNGEONS & DRAGONS

Stampede Shot

KEYWORDS Primal, Weapon USED

| | | |
|---------------|----------------|---------------|
| Standard | | Ranged weapon |
| ACTION | | RANGE |
| 13 | vs | Fort |
| ATTACK | DEFENSE | TARGET |
| One creature | | |

Attack: Wisdom vs. Fortitude
Hit: 1[W] + 1d6 + Wisdom modifier (+4) damage, and you push the target 2 squares, then push each enemy adjacent to it 2 squares.
Spiritbond: The number of squares you push the target equals your Strength modifier (+0).

Greatbow: +13 attack, 1d12+1d6+9 damage
Widow's Knife: +13 attack, 1d4+1d6+6 damage
Unarmed: +10 attack, 1d4+1d6+6 damage

FLAVOR TEXT
Spectral bison appear and follow your projectile as it streaks toward your enemy.

CLASS Seeker LEVEL 3 BOOK PH3

ENCOUNTER POWER DUNGEONS & DRAGONS

Wasp Sting Shot

KEYWORDS Poison, Primal, Weapon, Zone USED

| | | |
|---------------|----------------|---------------|
| Standard | | Ranged weapon |
| ACTION | | RANGE |
| 13 | vs | AC |
| ATTACK | DEFENSE | TARGET |
| One creature | | |

Attack: Wisdom vs. AC
Hit: 1[W] + 1d6 + Wisdom modifier (+4) poison damage. The attack creates a zone in a burst 1 centered on the target. The zone lasts until the end of your next turn. Any enemy that enters the zone or starts its turn there takes poison damage equal to your Wisdom modifier (+4).
Special: You can use this power as a ranged basic attack.

Greatbow: +13 attack, 1d12+1d6+9 damage
Widow's Knife: +13 attack, 1d4+1d6+6 damage
Unarmed: +10 attack, 1d4+1d6+6 damage

FLAVOR TEXT
Vicious wasps fill the air around your enemy, adding their stingers to your weapon's bite.

CLASS Seeker LEVEL 7 BOOK PH3

ENCOUNTER POWER DUNGEONS & DRAGONS

Swarming Bats

KEYWORDS Primal, Weapon, Zone USED

| | | |
|---------------------|----------------|--------------------------------|
| Standard | | Area burst 2 within 10 squares |
| ACTION | 2 | RANGE |
| 13 | vs | Reflex |
| ATTACK | DEFENSE | TARGET |
| Each enemy in burst | | |

Attack: Wisdom vs. Reflex
Hit: 1[W] + Wisdom modifier (+4) damage.
Effect: You slide each target 1 square. The burst creates a zone of difficult terrain that lasts until the end of your next turn. The zone is also difficult terrain for flying creatures. While within the zone, enemies grant combat advantage. As a move action, you can move the zone 4 squares.
Sustain Minor: The zone persists.

Greatbow: +13 attack, 1d12+9 damage
Widow's Knife: +13 attack, 1d4+6 damage
Unarmed: +10 attack, 1d4+6 damage

FLAVOR TEXT
Your attack brings with it a flutter of bat spirits that confuse your enemies.

CLASS Seeker LEVEL 1 BOOK PH3

DAILY POWER DUNGEONS & DRAGONS

Ensnaring Shot

KEYWORDS Primal, Weapon, Zone USED

Standard * Ranged weapon

ACTION **RANGE**

13 vs **Reflex** One creature

ATTACK DEFENSE TARGET

Primary Attack: Wisdom vs. Reflex
Hit: 1[W] + Wisdom modifier (+4) damage, and the primary target is restrained (save ends).
Effect: The attack creates a zone of difficult terrain in a burst 1 centered on the primary target. The zone lasts until the end of your next turn. Until the zone ends, you can use the Ensnaring Shot Attack power, using a square within the zone as the origin square.
Sustain Minor: The zone persists.

Greatbow: +13 attack, 1d12+9 damage
Widow's Knife: +13 attack, 1d4+6 damage
Unarmed: +10 attack, 1d4+6 damage

FLAVOR TEXT
Just before your shot strikes your foe, the projectile explodes into tiny, burrowing seeds that grow into binding vines.

CLASS Seeker LEVEL 5 BOOK PH3

DAILY POWER

Nature Sense

KEYWORDS USED

Free Personal

ACTION **RANGE**

AT-WILL **ENCOUNTER** **DAILY**

Trigger: You would make an initiative check in a natural environment
Effect: You make a Nature check in place of your initiative check. In addition, you and your allies gain a +4 bonus to all defenses until the end of the first round of the encounter.
Prerequisite: You must be trained in Nature.

ADDITIONAL EFFECTS
The forest is quiet . . . too quiet.

CLASS Nature LEVEL 2 BOOK PH3

UTILITY POWER

Guided Shot

KEYWORDS USED

Imm Interr Close burst 10

ACTION 10 **RANGE**

AT-WILL **ENCOUNTER** **DAILY**

Trigger: An ally within 10 squares of you misses with an attack against AC
Target: The triggering ally in burst
Effect: The target's attack is made against Reflex instead of AC.
Prerequisite: You must be trained in Perception.

ADDITIONAL EFFECTS
You spot a critical weakness in a foe's defenses, which an ally can exploit to deadly effect.

CLASS Perception LEVEL 6 BOOK PH3

UTILITY POWER

Talon Amulet +1

| AC BONUS | CHECK | SPEED | QUANTITY |
|--------------------------------|-------|----------------|----------|
| +1 Fortitude, Reflex, and Will | 3 | Neck Slot Item | 1 |
| ENHANCEMENT | LEVEL | TYPE | |
| | | | |

PROPERTIES
Gain +1 item bonus to damage rolls when you have combat advantage.

AT-WILL **ENCOUNTER** **DAILY**

POWER
Power (Daily): Minor Action. Up until the end of the encounter, any creature that hits you with a melee attack takes 1d6 damage.

ITEM SLOT Neck WEIGHT 0 PRICE 680 BOOK RTOTP

MAGIC ITEM

Firestorm Arrow +1

| AC BONUS | CHECK | SPEED | QUANTITY |
|----------------------------------|-------|------------|----------|
| +1 attack rolls and damage rolls | 3 | Ammunition | 2 |
| ENHANCEMENT | LEVEL | TYPE | |
| | | | |

PROPERTIES
When you hit an enemy using this ammunition, that enemy and each creature adjacent to it take 1d6 extra fire damage.

AT-WILL **ENCOUNTER** **DAILY**

POWER

ITEM SLOT Ammunition WEIGHT 0 PRICE 30 BOOK AV2

MAGIC ITEM

Freezing Arrow +1

| AC BONUS | CHECK | SPEED | QUANTITY |
|----------------------------------|-------|------------|----------|
| +1 attack rolls and damage rolls | 3 | Ammunition | 2 |
| ENHANCEMENT | LEVEL | TYPE | |
| | | | |

PROPERTIES
When you hit an enemy with an attack using this ammunition, that enemy takes 1d6 extra cold damage per plus and is slowed until the end of its next turn.

AT-WILL **ENCOUNTER** **DAILY**

POWER

ITEM SLOT Ammunition WEIGHT 0 PRICE 30 BOOK AV2

MAGIC ITEM

Lightning Arrow +1

| AC BONUS | CHECK | SPEED | QUANTITY |
|----------------------------------|-------|------------|----------|
| +1 attack rolls and damage rolls | 3 | Ammunition | 2 |
| ENHANCEMENT | LEVEL | TYPE | |
| | | | |

PROPERTIES
When you hit an enemy with an attack using this ammunition, that enemy takes 1d6 extra lightning damage per plus.

AT-WILL **ENCOUNTER** **DAILY**

POWER

ITEM SLOT Ammunition WEIGHT 0 PRICE 30 BOOK AV2

MAGIC ITEM

Bracers of Archery (heroic tier)

| AC BONUS | CHECK | SPEED | QUANTITY |
|-------------|-------|----------------|----------|
| | | Arms Slot Item | 1 |
| ENHANCEMENT | LEVEL | TYPE | |
| | 6 | | |

PROPERTIES
Gain a +2 item bonus to damage rolls when attacking with a bow or crossbow.

AT-WILL **ENCOUNTER** **DAILY**

POWER
Power (Daily): Minor Action. Ignore cover on your next attack this turn when using a bow or crossbow.

ITEM SLOT Arms WEIGHT 0 PRICE 1800 BOOK AV

MAGIC ITEM