## List your powers below. List your powers below. Check the box when the power is used. Check the box when the power is used. Clear the box when the power renews. Clear the box when the power renews. **AT-WILL POWERS MAGIC ITEMS** WEAPON Aegis of Ensnarement WEAPON Lightning Lure WEAPON Sword Burst WEAPON ARMOR FEET **ENCOUNTER POWERS** HANDS Second Wind HEAD Shadow Jaunt NECK Falcon's Mark RING Rejuvenating Strike RING **Ensnaring Bolts** PERSONALITY TRAITS WAIST **DAILY POWERS** Lashing Asp Troll Rampage Hunter's Pursuit MANNERISMS AND APPEARANCE UTILITY POWERS Mythal Recovery Armathor's Step Dimensional Dodge Daily Item Powers Per Day **CHARACTER BACKGROUND** Heroic (1-10) Milestone Birth - Omen Paragon (11-20) Milestone Your birth was marked by an unusual occurrence—perhaps a great storm, an eclipse, or the start or end of a battle. What Epic (21-30) Milestone was the omen? How was it interpreted? Were others born under the same omen, and if so, do you have any special OTHER EQUIPMENT **RITUALS / ALCHEMY** relationships with them? **COMPANIONS AND ALLIES SESSION AND CAMPAIGN NOTES COINS AND OTHER WEALTH** Money on hand: 100 gp Stored money: 0 gp Encumbrance: 2 / 150

**MAGIC ITEM INDEX** 

**CHARACTER PORTRAIT** 

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**POWER INDEX** 

## **FAMILIAR**

Category: Floating Weapon

An animate weapon hovers nearby to threaten your foes.

Speed: 0, fly 6 (hover)
Constant Benefits:

You gain a +2 bonus to Bluff and Intimidate checks.

## Active Benefits:

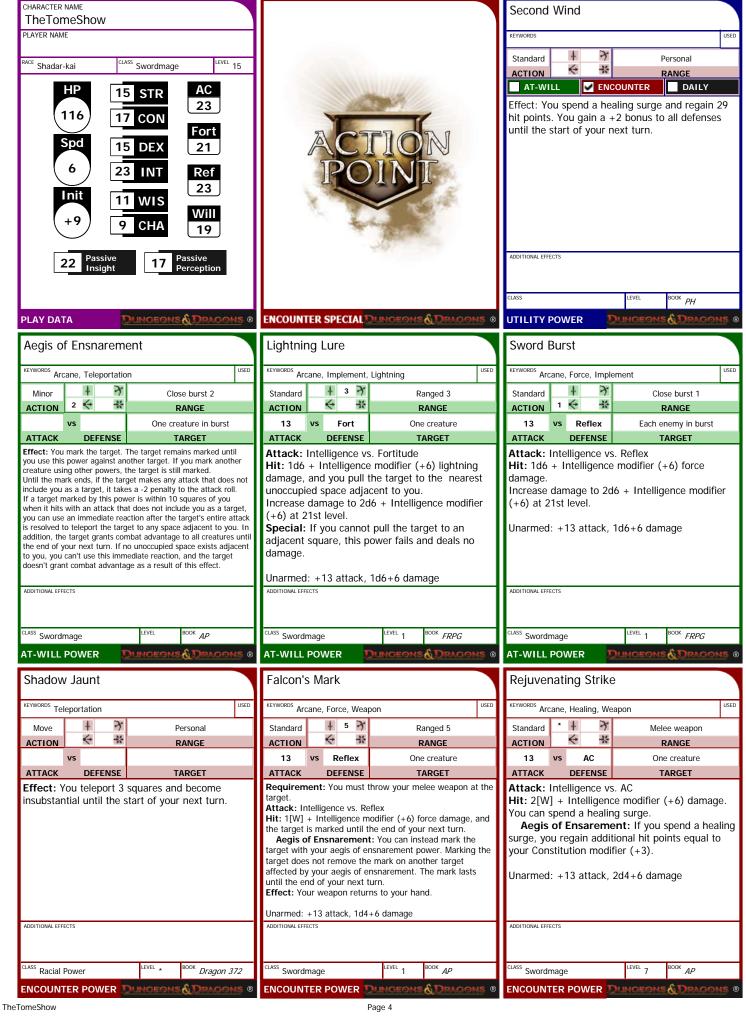
Defensive Stance: The floating weapon has a +2 bonus to all

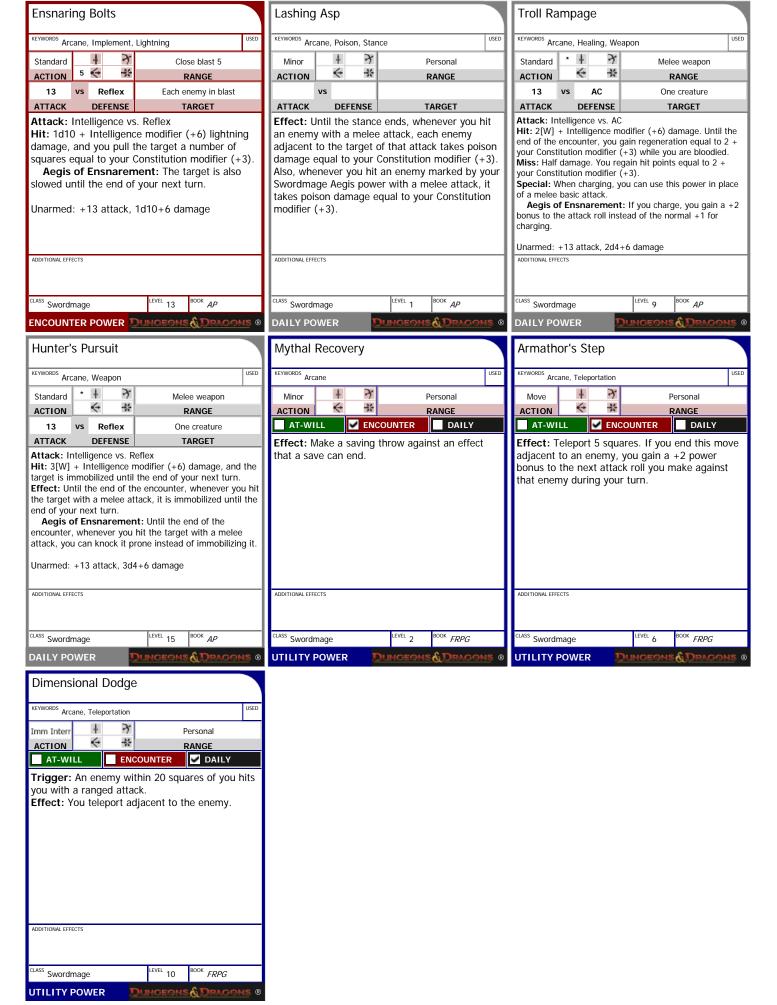
defenses.

Offensive Partner: When you hit an enemy adjacent to the floating weapon with a weapon attack, you can shift 1

square.

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