Aestus' Simple Treasures #2

Experimental Flintlock

Light weapon

You gain the Not Worth Reloading ability:

Not Worth Reloading

Free Triggered Action

Trigger: once per encounter, when you use a

ranged weapon attack

Effect: the attack gains +4/+4/+4 weapon damage bonus. This stacks with all other weapon damage bonuses you might have.

Probably Magic Hat

Unarmored or Light Armor

Stamina Bonus: +3

Placebo Effect: Whenever you make a power roll, a natural result of 2 is now counted as a

Critical Hit.

Overloaded Wand

Bone or Wood Implement

Magical Damage Bonus: +1/+1/+1 You gain the Kickback ability.

Kickback

Free Triggered Action

Trigger: When you force move a creature with a

magic ability

Effect: You are pushed backwards up to 3 squares (your choice), an equal amount is added

to the target's forced move.

Veteran's Armor

Light, Medium, or Heavy Armor

Stamina Bonus: +6

A Piece of Them Remains: whenever you use a recovery to regain stamina, gain 1d6 temporary

Stamina.

Phaedran Round Shield

Shield

Stamina Bonus: +3

Once per encounter, you may use the Shield

Throw ability.

Shield Throw

Like a discus, your shield soars from your hand toward your foe.

Keywords: Weapon, Attack, Ranged

Type: Action
Distance: Ranged 5
Target: 1 creature

Power Roll + Might or Agility

· 11 or lower: 2 damage

· 12-16: 6 damage

• 17+: 9 damage, and the shield ricochets to another enemy creature within 5 squares of the target. If there is a viable second target within range, make another Shield Throw power roll against them. Shield Throw can ricochet a maximum of 2 times (3 targets).

Effect: After all power rolls of Shield Throw are resolved it bounces back to your hand, granting temporary Stamina equal to the total amount of damage it dealt this turn.

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