

Player Name

 Ralts Udell 1 Avenger

 Character Name: Ralts Udell | Level: 1 | Class: Avenger | Paragon Path: Unaligned | Epic Destiny: Amaunator | Total XP: 0
 Race: Githzerai | Size: Medium | Age: 37 | Gender: Male | Height: 6'1" | Weight: 170 | Alignment: Unaligned | Deity: Amaunator
 Adventuring Company: | RPGA Number:

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
4	2		2

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ABIL	CLASS	FEAT	ENH	MISC	MISC
16	AC	10	3					3

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
8	STR Strength	-1	-1
13	CON Constitution	1	1
14	DEX Dexterity	2	2
16	INT Intelligence	3	3
18	WIS Wisdom	4	4
10	CHA Charisma	0	0

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

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
14	REF	10	3	1				

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	WILL	10	4	1				

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
16	Passive Insight	10	6

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
19	Passive Perception	10	9

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

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

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4-1	-1				

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
SURGE VALUE	SURGES/DAY	
27	13	6
	8	

CURRENT HIT POINTS	CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS +2 Racial bonus against effects that daze, dominate, or stun

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Iron Mind - Use iron mind as an encounter power

Danger Sense - +2 to initiative

Defended Mind - +2 saves against daze, dominate and stun

Shifting Fortunes - Shift 3 when you second wind

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
3	AC	Fullblade of Oaths Fulfilled +	1d12+2
-1	AC	Unarmed (Melee)	1d4-1
2	AC	Unarmed (Range)	1d4+2

FEATS

Githzerai Blade Master - Gain a damage bonus with

heavy blades

Skill Training (Arcana) - Gain training in Arcana

Ritual Caster - Master and perform rituals

SKILLS

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

CLASS / PATH / DESTINY FEATURES

Armor of Faith - Gain +3 bonus to AC while wearing cloth or no armor and not using a shield.

Avenger's Censure - Gain an avenger's censure power.

Censure of Retribution - Add your Int mod to damage against oath target each time a different foe hits you.

Channel Divinity - Invoke a channel divinity class feature or other power; encounter.

Oath of Enmity - Gain the oath of enmity power

LANGUAGES KNOWN

Common, Deep Speech

Abjure Undead

KEYWORDS		Divine, Implement, Radiant		USED
Standard		Close burst 5		
ACTION	5		RANGE	
5	vs	Will	One undead creature in burst	
ATTACK		DEFENSE	TARGET	
<p>Channel Divinity: You can use only one channel divinity power per encounter</p> <p>Attack: Wisdom vs. Will</p> <p>Hit: 3d10 + Wisdom modifier (+4) radiant damage, and you pull the target a number of squares equal to 1 + your Wisdom modifier (+4). The target is also immobilized until the end of your next turn.</p> <p>Level 5: 4d10 + Wisdom modifier (+4) damage.</p> <p>Level 11: 5d10 + Wisdom modifier (+4) damage.</p> <p>Level 15: 6d10 + Wisdom modifier (+4) damage.</p> <p>Level 21: 7d10 + Wisdom modifier (+4) damage.</p> <p>Level 25: 8d10 + Wisdom modifier (+4) damage.</p> <p>Miss: Half damage, and you pull the target 1 square.</p> <p>Fullblade of Oaths Fulfilled +1: +5 attack, 3d10+7 damage</p>				
ADDITIONAL EFFECTS				
CLASS	Avenger	LEVEL	BOOK	PH2

ENCOUNTER POWER

Divine Guidance

KEYWORDS		Divine		USED
Imm Interr		Close burst 10		
ACTION	10		RANGE	
	vs		The triggering ally	
ATTACK		DEFENSE	TARGET	
<p>Channel Divinity: You can use only one channel divinity power per encounter</p> <p>Trigger: An ally within 10 squares of you makes an attack roll against your oath of enmity target</p> <p>Effect: The target makes a second attack roll and uses either result.</p>				
ADDITIONAL EFFECTS				
CLASS	Avenger	LEVEL	BOOK	PH2

ENCOUNTER POWER

Temple of Light

KEYWORDS		Divine, Radiant, Weapon, Zone		USED
Standard	*	Melee weapon		
ACTION			RANGE	
8	vs	AC	One creature	
ATTACK		DEFENSE	TARGET	
<p>Attack: Wisdom vs. AC</p> <p>Hit: 2[W] + Wisdom modifier (+4) radiant damage.</p> <p>Effect: The attack creates a zone of radiant energy in a burst 2 centered on the target. The zone lasts until the end of the encounter. When the target moves, the zone moves with it, remaining centered on it. Whenever you hit a creature that is within the zone, that attack deals 1d6 extra radiant damage.</p> <p>Fullblade of Oaths Fulfilled +1: +8 attack, 2d12+7 damage</p>				
ADDITIONAL EFFECTS				
CLASS	Avenger	LEVEL	BOOK	PH2

DAILY POWER

Fullblade of Oaths Fulfilled +1

1d12	3	Heavy Blade	
DAMAGE	PROFICIENT	GROUP	RANGE
+1 attack rolls and damage rolls		4	+1d6 damage per plus
ENHANCEMENT	LEVEL	CRITICAL	
<p>PROPERTIES</p> <p>Avengers can use this weapon as an implement for avenger powers and avenger paragon path powers.</p> <p>When you reduce the target of your oath of enmity to 0 hit points, the next attack you make with this weapon before the end of your next turn deals 1d6 extra damage per plus.</p> <p>High Crit</p> <p>Melee Basic Attack: +3 attack, 1d12+2 damage</p>			
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	
POWER			
ITEM SLOT	Two-Hands	WEIGHT	10 PRICE 840 BOOK AV

MAGIC WEAPON