

Player Name

Rafts Udell

1

Avenger

Character Name

Level

Class

Paragon Path

Epic Destiny

Total XP

Githzerai

Medium

37

Male

6'1"

170

Unaligned

Amaunator

Race

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company

RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
4	2		2

CONDITIONAL MODIFIERS

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

HIT POINTS

MAX HP		HEALING SURGES	
27	BLOODIED 13	SURGE VALUE 6	SURGES/DAY 8
1/2 HP		1/4 HP	
CURRENT HIT POINTS		CURRENT SURGE USES	
SECOND WIND 1/ENCOUNTER		USED <input type="checkbox"/>	
TEMPORARY HIT POINTS			
DEATH SAVING THROW FAILURES		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
SAVING THROW MODS +2 Racial bonus against effects that daze, dominate, or stun			
RESISTANCES			
CURRENT CONDITIONS AND EFFECTS			

SKILLS

BONUS	SKILL NAME	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

DEFENSES

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

CONDITIONAL BONUSES

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

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

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

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
16	Passive Insight	10 +	6

19	Passive Perception	10 +	9
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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				

BASIC ATTACKS

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

FEATS

Githzerai Blade Master - Gain a damage bonus with

heavy blades

Skill Training (Arcana) - Gain training in Arcana**Ritual Caster** - Master and perform rituals

CHARACTER NAME

Ralts Udell

PLAYER NAME

RACE

Githzerai

CLASS

Avenger

LEVEL

1

SCORE

ABILITY

MOD

HP

27

STR

8

-1

AC

16

Spd

6

CON

13

+1

Fort

12

Init

+4

DEX

14

+2

Ref

14

WIS

16

+3

Will

15

CHA

10

+0

Passive Insight

16

Passive Perception

19

PLAY DATA

DUNGEONS & DRAGONS

Skills

9

Acrobatics

DEX

(Trained)

8

Arcana

INT

(Trained)

1

Athletics

STR

0

Bluff

CHA

0

Diplomacy

CHA

4

Dungeoneering

WIS

1

Endurance

CON

4

Heal

WIS

3

History

INT

6

Insight

WIS

5

Intimidate

CHA

(Trained)

4

Nature

WIS

9

Perception

WIS

(Trained)

8

Religion

INT

(Trained)

2

Stealth

DEX

0

Streetwise

CHA

2

Thievery

DEX

ADDITIONAL EFFECTS

PLAY DATA

DUNGEONS & DRAGONS

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.

ENCOUNTER SPECIAL

DUNGEONS & DRAGONS

Second Wind

KEYWORDS

USED

Standard

Personal

ACTION

RANGE

AT-WILL

ENCOUNTER

DAILY

Effect:

You spend a healing surge and regain 6 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK

PH

UTILITY POWER

DUNGEONS & DRAGONS

Leading Strike

KEYWORDS

Divine, Weapon

USED

Standard

Melee weapon

ACTION

RANGE

8

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack:

Wisdom vs. AC

Hit:

1[W] + Wisdom modifier (+4) damage. One ally adjacent to you or to the target gains a bonus to his or her next damage roll against the target equal to your Intelligence modifier (+3).

Level 21:

2[W] + Wisdom modifier (+4) damage.

Fullblade of Oaths Fulfilled +1:

+8 attack, 1d12 +7 damage

ADDITIONAL EFFECTS

CLASS

Avenger

LEVEL

1

BOOK

DP

AT-WILL POWER

DUNGEONS & DRAGONS

Overwhelming Strike

KEYWORDS

Divine, Weapon

USED

Standard

Melee weapon

ACTION

RANGE

8

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack:

Wisdom vs. AC

Hit:

1[W] + Wisdom modifier (+4) damage. You shift 1 square and slide the target 1 square into the space you occupied.

Level 21:

2[W] + Wisdom modifier (+4) damage.

Fullblade of Oaths Fulfilled +1:

+8 attack, 1d12 +7 damage

ADDITIONAL EFFECTS

CLASS

Avenger

LEVEL

1

BOOK

PH2

AT-WILL POWER

DUNGEONS & DRAGONS

Iron Mind

KEYWORDS

USED

Imm Interr

Personal

ACTION

RANGE

vs

ATTACK

DEFENSE

TARGET

Trigger:

You are hit by an attack.

Effect:

You gain a +2 bonus to all defenses until the end of your next turn.

ADDITIONAL EFFECTS

CLASS

Racial Power

LEVEL

*

BOOK

PH3

ENCOUNTER POWER

DUNGEONS & DRAGONS

Oath of Enmity

KEYWORDS

Divine

USED

Minor

Close burst 10

ACTION

10

RANGE

vs

ATTACK

DEFENSE

TARGET

Effect:

When you make a melee attack against the target and the target is the only enemy adjacent to you, you make two attack rolls and use either result. This effect lasts until the end of the encounter or until the target drops to 0 hit points, at which point you regain the use of this power.

If another effect lets you roll twice and use the higher result when making an attack roll, this power has no effect on that attack.

If an effect forces you to roll twice and use the lower result when making an attack roll, this power has no effect on that attack either.

If an effect lets you reroll an attack roll and you rolled twice because of this power, you reroll both dice.

ADDITIONAL EFFECTS

CLASS

Avenger

LEVEL

BOOK

PH2

ENCOUNTER POWER

DUNGEONS & DRAGONS

Avenging Echo

KEYWORDS

Divine, Radiant, Weapon

USED

Standard

Melee weapon

ACTION

RANGE

8

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack:

Wisdom vs. AC

Hit:

1[W] + Wisdom modifier (+4) damage. Until the end of your next turn, any enemy that ends its turn adjacent to you or that hits or misses you takes 5 radiant damage.

Censure of Retribution:

The radiant damage equals 5 + your Intelligence modifier (+3).

Fullblade of Oaths Fulfilled +1:

+8 attack, 1d12 +7 damage

ADDITIONAL EFFECTS

CLASS

Avenger

LEVEL

1





BOOK

PH2

ENCOUNTER POWER

DUNGEONS & DRAGONS

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	
Channel Divinity: You can use only one channel divinity power per encounter				
Attack: Wisdom vs. Will				
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.				
Level 5: 4d10 + Wisdom modifier (+4) damage.				
Level 11: 5d10 + Wisdom modifier (+4) damage.				
Level 15: 6d10 + Wisdom modifier (+4) damage.				
Level 21: 7d10 + Wisdom modifier (+4) damage.				
Level 25: 8d10 + Wisdom modifier (+4) damage.				
Miss: Half damage, and you pull the target 1 square.				
Fullblade of Oaths Fulfilled +1: +5 attack, 3d10+7 damage				
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	

Channel Divinity: You can use only one channel divinity power per encounter

Trigger: An ally within 10 squares of you makes an attack roll against your oath of enmity target

Effect: The target makes a second attack roll and uses either result.

ADDITIONAL EFFECTS

CLASS	Avenger	LEVEL	BOOK	PH2
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ENCOUNTER POWER 

Temple of Light

KEYWORDS

Divine, Radiant, Weapon, Zone

USED

Standard	*  	Melee weapon	
ACTION	 	RANGE	
8	vs	AC	One creature
ATTACK	DEFENSE	TARGET	

Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier (+4) radiant damage.

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.

Fullblade of Oaths Fulfilled +1: +8 attack, 2d12+7 damage

ADDITIONAL EFFECTS

CLASS	Avenger	LEVEL	1	BOOK	PH2
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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
PROPERTIES			
Avengers can use this weapon as an implement for avenger powers and avenger paragon path powers.			
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.			
High Crit			
Melee Basic Attack: +3 attack, 1d12+2 damage			
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	
POWER			
</			

MAGIC WEAPON 