

Xerxes			1	Avenger							0
Character Name			Level	Class			Paragon Path		Epic Destiny		Total XP
Human	Medium	25	Male	5'8	180 lb	Chaotic Evil		Mephistopheles			
Race	Size	Age	Gender	Height	Weight	Alignment		Deity	Adventuring Company		RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
0 Initiative			
CONDITIONAL MODIFIERS			

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
17	AC	10	3					4

MOVEMENT

SCORE		BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6			
SPECIAL MOVEMENT					

ABILITY SCORES

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

	DEFENSE	1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
13	FORT	10	1	1			1	

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
14	Passive Insight	10 +	4

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Fullblade									
ATT BONUS		1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC	
+	2		0	-1		3			

ABILITY: Melee Basic Attack - Unarmed									
ATT BONUS		1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC	
+	-1		0	-1					

HIT POINTS

MAX HP		HEALING SURGES	
32	BLOODIED 16 1/2 HP	SURGE VALUE 8 1/4 HP	SURGES/DAY 8
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			
RESISTANCES			
CURRENT CONDITIONS AND EFFECTS			

ACTION POINTS

	0	1	2	3
Action Points				
ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS				

RACE FEATURES

Bonus Feat - Choose an extra feat at 1st level.

Bonus Skill - Trained in one additional class skill.

Bonus At-Will Power - Know one extra 1st-level attack power from your class.

Human Defense Bonuses - +1 to Fortitude, Reflex, and Will.

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Fullblade					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d12-1	-1				
ABILITY: Melee Basic Attack - Unarmed					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4-1	-1				

BASIC ATTACKS

ATTACK		DEFENSE	WEAPON OR POWER	DAMAGE
2	vs	AC	Fullblade	1d12-1
-1	vs	AC	Unarmed (Melee)	1d4-1
0	vs	AC	Unarmed (Range)	1d4
	vs			

SKILLS

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

CLASS / PATH / DESTINY FEATURES

[illegible]

FEATS

Improved Armor of Faith - Increases armor of faith bonus to AC

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

LANGUAGES KNOWN

CHARACTER NAME

Xerxes

PLAYER NAME

RACE

Human

CLASS

Avenger

LEVEL

1

SCORE

ABILITY

MOD

HP

32

STR

8

-1

AC

17

Spd

6

CON

12

+1

Fort

13

Init

+0

DEX

10

+0

Ref

15

INT

16

+3

Will

16

WIS

18

+4

CHA

12

+1

Passive Insight

14

Passive Perception

19

PLAY DATA

DUNGEONS & DRAGONS

Skills

0

Acrobatics

DEX

3

Arcana

INT

-1

Athletics

STR

1

Bluff

CHA

1

Diplomacy

CHA

4

Dungeoneering

WIS

6

Endurance

CON

(Trained)

9

Heal

WIS

(Trained)

3

History

INT

4

Insight

WIS

1

Intimidate

CHA

4

Nature

WIS

9

Perception

WIS

(Trained)

8

Religion

INT

(Trained)

0

Stealth

DEX

6

Streetwise

CHA

(Trained)

0

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 8 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

Radiant Vengeance

KEYWORDS

Divine, Implement, Radiant

USED

Standard

10

Ranged 10

ACTION

RANGE

4

vs

Reflex

One creature

ATTACK

DEFENSE

TARGET

Attack:

Wisdom vs. Reflex

Hit:

1d8 + Wisdom modifier (+4) radiant damage, and you gain temporary hit points equal to your Wisdom modifier (+4).

Level 21:

2d8 + Wisdom modifier (+4) damage.

Unarmed:

+4 attack, 1d8+4 damage

ADDITIONAL EFFECTS

+1 to damage rolls against your oath of enmity target for each ally adjacent to that target - Censure of Unity.

CLASS

Avenger

LEVEL

1

BOOK

PH2

AT-WILL POWER

DUNGEONS & DRAGONS

Bond of Retribution

KEYWORDS

Divine, Radiant, Weapon

USED

Standard

*

Melee weapon

ACTION

RANGE

7

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack:

Wisdom vs. AC

Hit:

1[W] + Wisdom modifier (+4) damage. The first time an enemy other than the target hits or misses you before the end of your next turn, the target takes radiant damage equal to your Intelligence modifier (+3).

Level 21:

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

Fullblade:

+7 attack, 1d12+4 damage

ADDITIONAL EFFECTS

+1 to damage rolls against your oath of enmity target for each ally adjacent to that target - Censure of Unity.

CLASS

Avenger

LEVEL

1

BOOK

PH2

AT-WILL POWER

DUNGEONS & DRAGONS

Bond of Censure

KEYWORDS

Charm, Divine, Implement, Radiant

USED

Standard

5

Ranged 5

ACTION

RANGE

4

vs

Will

One creature

ATTACK

DEFENSE

TARGET

Attack:

Wisdom vs. Will. If the target is your oath of enmity target and no enemies are adjacent to you, you can make two attack rolls and use either result.

Hit:

You pull the target a number of squares equal to your Intelligence modifier (+3). If the target ends this movement adjacent to you, it takes 1d10 radiant damage.

Level 21:

2d10 radiant damage.

Unarmed:

+4 attack, 1d10 damage

ADDITIONAL EFFECTS

+1 to damage rolls against your oath of enmity target for each ally adjacent to that target - Censure of Unity.

CLASS

Avenger

LEVEL

1

BOOK

DP

AT-WILL POWER

DUNGEONS & DRAGONS

Oath of Enmity

KEYWORDS

Divine

USED

Minor

Close burst 10

ACTION

10

RANGE

vs

One enemy you can see in burst

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

Rictus Grin

KEYWORDS

Divine, Fear, Weapon

USED

Standard

*

Melee weapon

ACTION

RANGE

7

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack:

Wisdom vs. AC

Hit:

2[W] + Wisdom modifier (+4) damage. Until the end of your next turn, any enemy adjacent to you takes a -2 penalty to attack rolls.

Fullblade:

+7 attack, 2d12+4 damage

ADDITIONAL EFFECTS

+1 to damage rolls against your oath of enmity target for each ally adjacent to that target - Censure of Unity.

CLASS

Avenger

LEVEL

1

BOOK

Dragon 380

ENCOUNTER POWER

DUNGEONS & DRAGONS

Abjure Undead

KEYWORDS		Divine, Implement, Radiant		USED
Standard	<div><div>↓</div><div>↗</div></div>	Close burst 5		
ACTION	5	<div><div>↶</div><div>✱</div></div>	RANGE	
4	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. Unarmed: +4 attack, 3d10+4 damage				
ADDITIONAL EFFECTS				
+1 to damage rolls against your oath of enmity target for each ally adjacent to that target - Censure of Unity.				
CLASS	Avenger	LEVEL	BOOK	PH2
ENCOUNTER POWER		DUNGEONS & DRAGONS		

Divine Guidance

KEYWORDS		Divine		USED
Imm Interr	<div><div>↓</div><div>↗</div></div>	Close burst 10		
ACTION	10	<div><div>↶</div><div>✱</div></div>	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
ENCOUNTER POWER		DUNGEONS & DRAGONS		

Aspect of Might

KEYWORDS		Divine, Weapon		USED
Standard	*	<div><div>↓</div><div>↗</div></div>	Melee weapon	
ACTION		<div><div>↶</div><div>✱</div></div>	RANGE	
7	vs	AC	One creature	
ATTACK	DEFENSE	TARGET		
Attack: Wisdom vs. AC Hit: 3[W] + Wisdom modifier (+4) damage. Miss: Half damage. Effect: Until the end of the encounter, you gain a +5 power bonus to Athletics checks, a +2 power bonus to speed, and a +2 power bonus to the damage rolls of melee attacks. Fullblade: +7 attack, 3d12+4 damage				
ADDITIONAL EFFECTS				
+1 to damage rolls against your oath of enmity target for each ally adjacent to that target - Censure of Unity.				
CLASS	Avenger	LEVEL	1	BOOK PH2
DAILY POWER		DUNGEONS & DRAGONS		