

Player Name **industrygothica**

Baern Stoneheart

3 Invoker

Character Name

Level Class

Paragon Path

Epic Destiny

2,250

Dwarf

Medium

78

Male

4' 5"

180 lb.

Lawful Good

Race

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company

RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
1	Initiative	1	

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
17	AC	11	6					

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
5	Speed (Squares)	5		

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
10	STR Strength	0	1
16	CON Constitution	3	4
10	DEX Dexterity	0	1
11	INT Intelligence	0	1
20	WIS Wisdom	5	6
8	CHA Charisma	-1	0

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	FORT	11	3	1				

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
12	REF	11		1				

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
17	WILL	11	5	1				

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
21	Passive Insight	10 +	11

16	Passive Perception	10	+	6
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SPECIAL SENSES

Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Warhammer

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 8	1	5		2			

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 6	1	5					

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Warhammer

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10+5	5				

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+5	5				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
8	vs AC	Warhammer	1d10+5
6	vs AC	Unarmed (Melee)	1d4+5
1	vs AC	Unarmed (Range)	1d4
	vs		

FEATS

Ritual Caster - Master and perform rituals**Melee Training (Wisdom)** - Use Wisdom for melee basic attacks**Wrath of Ages Past** - Gain more damage when you use armor of wrath against enemies larger than you

HIT POINTS

MAX HP	BLOODED	HEALING SURGES SURGE VALUE	SURGES/DAY
34	17	8	9

CURRENT HIT POINTS	CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

USED ☐

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES ☐☐☐

SAVING THROW MODS +5 Racial bonus against poison

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

Dwarven Weapon Proficiency - Proficient with hammers.**Cast-Iron Stomach** - +5 bonus to saving throws against po**Encumbered Speed** - Armor or heavy load doesn't reduce y**Dwarven Resilience** - Second wind is minor action.**Stand Your Ground** - Can move 1 less when forced to move

CLASS / PATH / DESTINY FEATURES

Channel Divinity - Invoke a channel divinity class feature

or other power; encounter.

Divine Covenant - Choose a Divine Covenant option**Covenant of Wrath** - When you use a divine encounter or daily attack power on your turn, add +1 to the

damage roll for each enemy you attack.

Ritual Casting - Gain Ritual Caster as a bonus feat.

LANGUAGES KNOWN

Common, Dwarven

CHARACTER NAME
Baern Stoneheart

PLAYER NAME
industrygothica

RACE **Dwarf** CLASS **Invoker** LEVEL **3**

	SCORE	ABILITY	MOD
HP	10	STR	+0
34	16	CON	+3
Spd	10	DEX	+0
5	11	INT	+0
Init	20	WIS	+5
+1	8	CHA	-1

AC **17**

Fort **15**

Ref **12**

Will **17**

21 Passive Insight **16** Passive Perception

PLAY DATA **DUNGEONS & DRAGONS**

Second Wind

KEYWORDS **Divine, Implement, Radiant** USED

Minor **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
Second wind is a minor action for dwarves.

CLASS **Invoker** LEVEL **1** BOOK **PH**

UTILITY POWER **DUNGEONS & DRAGONS**

Thunder of Judgment

KEYWORDS **Divine, Implement, Thunder** USED

Standard **10** **Ranged 10**

ACTION **RANGE**

8 vs **Fort** One, two, or three creatures

ATTACK **DEFENSE** **TARGET**

Attack: Wisdom vs. Fortitude
Hit: 1d6 + Wisdom modifier (+5) thunder damage, or 2d6 + Wisdom modifier (+5) thunder damage if you target only one creature. In addition, the target is dazed until the end of your next turn.
Covenant of Wrath: You also push the target a number of squares equal to your Constitution modifier (+3).

Magic Rod +2: +8 attack, 1d6+7 damage

ADDITIONAL EFFECTS
+1 to damage rolls for each enemy you attack - Covenant of Wrath.

CLASS **Invoker** LEVEL **1** BOOK **PH2**

ENCOUNTER POWER **DUNGEONS & DRAGONS**

Skills

0	Acrobatics	DEX
6	Arcana	INT (Trained)
0	Athletics	STR
0	Bluff	CHA
0	Diplomacy	CHA
8	Dungeoneering	WIS
10	Endurance	CON (Trained)
6	Heal	WIS
1	History	INT
11	Insight	WIS (Trained)
0	Intimidate	CHA
6	Nature	WIS
6	Perception	WIS
6	Religion	INT (Trained)
0	Stealth	DEX
0	Streetwise	CHA
0	Thievery	DEX

ADDITIONAL EFFECTS

PLAY DATA **DUNGEONS & DRAGONS**

Avenging Light

KEYWORDS **Divine, Implement, Radiant** USED

Standard **10** **Ranged 10**

ACTION **RANGE**

8 vs **Fort** One creature

ATTACK **DEFENSE** **TARGET**

Attack: Wisdom vs. Fortitude
Hit: 1d10 + Wisdom modifier (+5) radiant damage. If a bloodied ally is adjacent to the target, the attack deals extra radiant damage equal to your Constitution modifier (+3).
Level 21: 2d10 + Wisdom modifier (+5) radiant damage.
Special: You can use this power as a ranged basic attack.

Magic Rod +2: +8 attack, 1d10+7 damage

ADDITIONAL EFFECTS

CLASS **Invoker** LEVEL **1** BOOK **PH2**

AT-WILL POWER **DUNGEONS & DRAGONS**

Armor of Wrath

KEYWORDS **Divine, Radiant** USED

Imm React **5** **Close burst 5**

ACTION **RANGE**

5 vs **Will** The triggering enemy in burst

ATTACK **DEFENSE** **TARGET**

Channel Divinity: You can use only one channel divinity power per encounter.
Trigger: An enemy within 5 squares of you hits you
Effect: The target takes radiant damage equal to your Constitution modifier (+3), and you push the target 2 squares.
Level 11: 1d6 + Constitution modifier (+3) radiant damage.
Level 21: 2d6 + Constitution modifier (+3) radiant damage.

ADDITIONAL EFFECTS

CLASS **Invoker** LEVEL ***** BOOK **PH2**

ENCOUNTER POWER **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**

Grasping Shards

KEYWORDS **Divine, Implement, Radiant** USED

Standard **1** **Area burst 1 within 10**

ACTION **RANGE**

8 vs **Fort** Each creature in burst

ATTACK **DEFENSE** **TARGET**

Attack: Wisdom vs. Fortitude
Hit: Wisdom modifier (+5) radiant damage, and the target is slowed until the end of your next turn.
Level 21: 1d10 + Wisdom modifier (+5) radiant damage.

Magic Rod +2: +8 attack, 5 damage

ADDITIONAL EFFECTS

CLASS **Invoker** LEVEL **1** BOOK **PH2**

AT-WILL POWER **DUNGEONS & DRAGONS**

Penance Compelled

KEYWORDS **Divine, Implement, Radiant** USED

Standard **10** **Ranged 10**

ACTION **RANGE**

8 vs **Will** One creature

ATTACK **DEFENSE** **TARGET**

Attack: Wisdom vs. Will
Hit: 2d6 + Wisdom modifier (+5) radiant damage. The next time the target deals damage before the end of your next turn, choose another enemy within 10 squares of you. That enemy takes 5 radiant damage.
Covenant of Wrath: The radiant damage that the chosen enemy takes equals 5 + your Constitution modifier (+3).

Magic Rod +2: +8 attack, 2d6+7 damage

ADDITIONAL EFFECTS
+1 to damage rolls for each enemy you attack - Covenant of Wrath.

CLASS **Invoker** LEVEL **3** BOOK **DP**

ENCOUNTER POWER **DUNGEONS & DRAGONS**

Angelic Echelon

KEYWORDS

Divine, Implement, Radiant

USED

Standard

Close burst 3

ACTION

3

RANGE

8

vs

Will

Each enemy in burst

ATTACK

DEFENSE

TARGET

Attack:

Wisdom vs. Will

Hit:

1d6 + Wisdom modifier (+5) radiant damage. Whenever the target attacks before the end of your next turn, the target takes 5 radiant damage.

Miss:

Half damage.

Magic Rod +2: +8 attack, 1d6+7 damage

ADDITIONAL EFFECTS

+1 to damage rolls for each enemy you attack - Covenant of Wrath.

CLASS

Invoker

LEVEL

1

BOOK

PH2

DAILY POWER

DUNGEONS & DRAGONS

Divine Call

KEYWORDS

Divine

USED

Minor

10

Ranged 10

ACTION

RANGE

AT-WILL

ENCOUNTER

DAILY

Target:

One or two allies

Effect:

You pull each target 3 squares.

ADDITIONAL EFFECTS

CLASS

Invoker

LEVEL

2

BOOK

PH2

UTILITY POWER

DUNGEONS & DRAGONS

Magic Rod +2

DAMAGE

PROFICIENT

GROUP

RANGE

+2 attack rolls and damage rolls

6

+2d6 damage

ENHANCEMENT

LEVEL

CRITICAL

PROPERTIES

AT-WILL

ENCOUNTER

DAILY

POWER

ITEM SLOT

Off-hand

WEIGHT

0

PRICE

1800

BOOK

PH

MAGIC WEAPON

DUNGEONS & DRAGONS