

Player Name **industrygothica**

Baern Stoneheart

 Level **4** Invoker

 Total XP **3,750**

Character Name

 Level **4** Class

Paragon Path

Epic Destiny

Total XP

Dwarf Medium 78 Male 4' 5" 180 lb. Lawful Good

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company

RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
2	Initiative	2	

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + ARMOR/1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
21	AC	12	7			2		

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	2
17	CON Constitution	3	5
10	DEX Dexterity	0	2
11	INT Intelligence	0	2
21	WIS Wisdom	5	7
8	CHA Charisma	-1	1

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
18	FORT	12	3	1		2		

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
20	WILL	12	5	1		2		

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
22	Passive Insight	10	+ 12

17	Passive Perception	10	+ 7
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 SPECIAL SENSES
Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Vicious Warhammer +2

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 11	2	5		2		2	

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 7	2	5					

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES	
1/2 HP	1/4 HP	SURGE VALUE	SURGES/DAY
39	19	9	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
1	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

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Vicious Warhammer +2

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10+7	5		2		

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+5	5				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
11	vs AC	Vicious Warhammer +2	1d10+7
7	vs AC	Unarmed (Melee)	1d4+5
2	vs AC	Unarmed (Range)	1d4
	vs		

SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
1	Acrobatics	DEX 2	0	-1	0
7	Arcana	INT 2	5	n/a	0
1	Athletics	STR 2	0	-1	0
1	Bluff	CHA 1	0	n/a	0
1	Diplomacy	CHA 1	0	n/a	0
9	Dungeoneering	WIS 7	0	n/a	2
11	Endurance	CON 5	5	-1	2
7	Heal	WIS 7	0	n/a	0
2	History	INT 2	0	n/a	0
12	Insight	WIS 7	5	n/a	0
1	Intimidate	CHA 1	0	n/a	0
7	Nature	WIS 7	0	n/a	0
7	Perception	WIS 7	0	n/a	0
7	Religion	INT 2	5	n/a	0
1	Stealth	DEX 2	0	-1	0
1	Streetwise	CHA 1	0	n/a	0
1	Thievery	DEX 2	0	-1	0

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.

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

Divine Implement Proficiency

LANGUAGES KNOWN

Common, Dwarven

CHARACTER NAME
Baern Stoneheart

PLAYER NAME
industrygothica

RACE Dwarf CLASS Invoker LEVEL 4

SCORE	ABILITY	MOD
HP	10 STR	+0
39	17 CON	+3
Spd	10 DEX	+0
5	11 INT	+0
Init	21 WIS	+5
+2	8 CHA	-1

AC	21
Fort	18
Ref	15
Will	20

22 Passive Insight 17 Passive Perception

Skills

1	Acrobatics	DEX
7	Arcana	INT (Trained)
1	Athletics	STR
1	Bluff	CHA
1	Diplomacy	CHA
9	Dungeoneering	WIS
11	Endurance	CON (Trained)
7	Heal	WIS
2	History	INT
12	Insight	WIS (Trained)
1	Intimidate	CHA
7	Nature	WIS
7	Perception	WIS
7	Religion	INT (Trained)
1	Stealth	DEX
1	Streetwise	CHA
1	Thievery	DEX

ADDITIONAL EFFECTS

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.

PLAY DATA DUNGEONS & DRAGONS

PLAY DATA DUNGEONS & DRAGONS

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Second Wind

KEYWORDS: Minor, Personal, ACTION, RANGE

AT-WILL ENCOUNTER DAILY

Effect: You spend a healing surge and regain 9 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

Avenging Light

KEYWORDS: Divine, Implement, Radiant, Standard, Ranged 10, ACTION, RANGE

9 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: +9 attack, 1d10+7 damage

ADDITIONAL EFFECTS

CLASS Invoker LEVEL 1 BOOK PH2

Grasping Shards

KEYWORDS: Divine, Implement, Radiant, Standard, Area burst 1 within 10, ACTION, RANGE

9 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: +9 attack, 5 damage

ADDITIONAL EFFECTS

CLASS Invoker LEVEL 1 BOOK PH2

UTILITY POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

Thunder of Judgment

KEYWORDS: Divine, Implement, Thunder, Standard, Ranged 10, ACTION, RANGE

9 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: +9 attack, 1d6+7 damage

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

CLASS Invoker LEVEL 1 BOOK PH2

Armor of Wrath

KEYWORDS: Divine, Radiant, Imm React, Close burst 5, ACTION, RANGE

5 vs 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

Rebuke Undead

KEYWORDS: Divine, Implement, Radiant, Standard, Close blast 5, ACTION, RANGE

9 vs Will Each undead creature in blast

ATTACK DEFENSE TARGET

Channel Divinity: You can use only one channel divinity power per encounter.
Attack: Wisdom vs. Will
Hit: 1d10 + Wisdom modifier (+5) radiant damage. You push the target 2 squares, and it is dazed until the end of your next turn.
Level 5: 2d10 + Wisdom modifier (+5) radiant damage.
Level 11: 3d10 + Wisdom modifier (+5) radiant damage.
Level 15: 4d10 + Wisdom modifier (+5) radiant damage.
Level 21: 5d10 + Wisdom modifier (+5) radiant damage.
Level 25: 6d10 + Wisdom modifier (+5) radiant damage.
Miss: Half damage.

Magic Rod +2: +9 attack, 1d10+7 damage

ADDITIONAL EFFECTS

CLASS Invoker LEVEL 1 BOOK PH2

ENCOUNTER POWER DUNGEONS & DRAGONS

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Fires of Judgment

KEYWORDS Divine, Fire, Implement

Standard	10	Area burst 1 within 10 squares
ACTION	1	RANGE
9	vs Reflex	Each enemy in burst
ATTACK	DEFENSE	TARGET

Attack: Wisdom vs. Reflex
Covenant of Wrath: You gain a +1 bonus to the attack roll if any bloodied allies are in the burst.
Hit: 2d10 + Wisdom modifier (+5) fire damage. If you have any bloodied allies in the burst, the attack deals 2d12 + Wisdom modifier (+5) fire damage instead.
Covenant of Malediction (Fear): The target also slides 1 square.
Covenant of Preservation: Allies in the burst gain a +2 bonus to saving throws until the start of your next turn.

Magic Rod +2: +9 attack, 2d10+7 damage

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

CLASS Invoker LEVEL 3 BOOK *Dragon 383*

ENCOUNTER POWER

Angelic Echelon

KEYWORDS Divine, Implement, Radiant

Standard	3	Close burst 3
ACTION	3	RANGE
9	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: +9 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

Divine Call

KEYWORDS Divine

Minor	10	Ranged 10
ACTION	10	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: One or two allies
Effect: You pull each target 3 squares.

ADDITIONAL EFFECTS

CLASS Invoker LEVEL 2 BOOK *PH2*

UTILITY POWER

Vicious Warhammer +2

1d10	2	Hammer	
DAMAGE	PROFICIENT	GROUP	RANGE
+2 attack rolls and damage rolls		7	+2d12 damage
ENHANCEMENT		LEVEL	CRITICAL

PROPERTIES
Versatile

Melee Basic Attack: +11 attack, 1d10+7 damage

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT One-hand WEIGHT 5 PRICE 2600 BOOK *PH*

MAGIC WEAPON

Finemail of Dwarven Vigor +2

7	-1	-1	1
AC BONUS	CHECK	SPEED	QUANTITY
+2 AC		7	Armor
ENHANCEMENT		LEVEL	TYPE

PROPERTIES
Finemail is a more common armor made according to an advanced technique perfected in the eladrin courts of the Feywild, consisting of closely linked chains that provide few openings for enemy attacks.

AT-WILL ENCOUNTER DAILY

POWER
Power (Daily * Healing): Minor. You use your second wind and regain an additional 1d6 hit points per plus.
Special: If you're a dwarf, you can use this armor's power as a free action on your turn.

ITEM SLOT Body WEIGHT 40 PRICE 2600 BOOK *AV*

MAGIC ITEM

Potion of Healing (heroic tier)

			4
AC BONUS	CHECK	SPEED	QUANTITY
		5	Potion
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

AT-WILL ENCOUNTER DAILY

POWER
Power (Consumable • Healing): Minor Action. Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.

ITEM SLOT WEIGHT 0 PRICE 50 BOOK *PH*

MAGIC ITEM

Amulet of Protection +2

			1
AC BONUS	CHECK	SPEED	QUANTITY
+2 Fortitude, Reflex, and Will		6	Neck Slot Item
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT Neck WEIGHT 0 PRICE 1800 BOOK *PH*

MAGIC ITEM

Aleheart Companions' Gear

The Aleheart Companions' Gear is a set of items first crafted for a legendary Underdark adventuring group. The items in the set were designed by dwarves for the benefit of their nondwarf allies, so that those allies might be gifted with the innate qualities of the dwarf race.

2: You gain a +2 item bonus to Dungeoneering checks and Endurance checks.
4: You gain resist poison equal to 10+ your Constitution modifier (+3).

ITEM SET