

Player Name **industrygothica**

Baern Stoneheart

4

Invoker

Character Name

Level

Class

Paragon Path

Epic Destiny

Total XP

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
2	Initiative	2	

CONDITIONAL MODIFIERS

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

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
39	19	9
	1/2 HP	1/4 HP
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		

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

Baern Stoneheart

DEFENSES

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

CONDITIONAL BONUSES

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

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

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
5	Speed (Squares)	5		

SPECIAL MOVEMENT

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					

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		

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**

CHARACTER NAME
Baern Stoneheart

PLAYER NAME
industrygothica

RACE DwarfCLASS InvokerLEVEL 4

SCORE ABILITY MOD

HP39

STR10+0

AC21

Spd5

CON17+3

Fort18

Init+2

DEX10+0

Ref15

INT11+0

WIS21+5

CHA8-1

22

Passive Insight

17

Passive Perception

PLAY DATA

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

LEVEL

BOOK

PH

UTILITY POWER

DUNGEONS & DRAGONS

Thunder of Judgment

KEYWORDS

Divine, Implement, Thunder

USED

Standard

10

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

ENCOUNTER POWER

DUNGEONS & DRAGONS

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

PLAY DATA

DUNGEONS & DRAGONS

Avenging Light

KEYWORDS

Divine, Implement, Radiant

USED

Standard

10

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

AT-WILL POWER

DUNGEONS & DRAGONS

Armor of Wrath

KEYWORDS

Divine, Radiant

USED

Imm React

5

Close burst 5

ACTION

RANGE

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

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

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

AT-WILL POWER

DUNGEONS & DRAGONS

Rebuke Undead

KEYWORDS

Divine, Implement, Radiant

USED

Standard

5

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

BOOK

PH2

ENCOUNTER POWER

DUNGEONS & DRAGONS

Fires of Judgment

KEYWORDS

Divine, Fire, Implement

USED

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

DUNGEONS & DRAGONS

Angelic Echelon

KEYWORDS

Divine, Implement, Radiant

USED

Standard

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

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

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

DUNGEONS & DRAGONS

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

DUNGEONS & DRAGONS

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

DUNGEONS & DRAGONS

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

DUNGEONS & DRAGONS

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

DUNGEONS & DRAGONS