

Player Name industrygothica

Baern Stoneheart 1 Invoker 0  
Character Name Level Class Paragon Path Epic Destiny Total XP  
Dwarf Medium 78 Male 4' 5" 180 lb. Lawful Good Moradin  
Race Size Age Gender Height Weight Alignment Deity  
Adventuring Company RPGA Number

### INITIATIVE

| SCORE | DEX | 1/2 LVL | MISC |
|-------|-----|---------|------|
| 0     |     |         |      |

CONDITIONAL MODIFIERS

### DEFENSES

| SCORE | DEFENSE | 10 +<br>1/2 LVL | ARMOR/<br>ABIL | CLASS | FEAT | ENH | MISC | MISC |
|-------|---------|-----------------|----------------|-------|------|-----|------|------|
| 16    | AC      | 10              | 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<br>Strength     | 0        | 0             |
| 16    | CON<br>Constitution | 3        | 3             |
| 10    | DEX<br>Dexterity    | 0        | 0             |
| 11    | INT<br>Intelligence | 0        | 0             |
| 20    | WIS<br>Wisdom       | 5        | 5             |
| 8     | CHA<br>Charisma     | -1       | -1            |

### SENSES

| SCORE | PASSIVE SENSE      | BASE | SKILL BONUS |
|-------|--------------------|------|-------------|
| 20    | Passive Insight    | 10 + | 10          |
| 15    | Passive Perception | 10 + | 5           |

SPECIAL SENSES

Low-light Vision

### ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Warhammer

| ATT BONUS | 1/2 LVL | ABIL | CLASS | PROF | FEAT | ENH | MISC |
|-----------|---------|------|-------|------|------|-----|------|
| + 7       | 0       | 5    |       | 2    |      |     |      |

ABILITY: Melee Basic Attack - Unarmed

| ATT BONUS | 1/2 LVL | ABIL | CLASS | PROF | FEAT | ENH | MISC |
|-----------|---------|------|-------|------|------|-----|------|
| + 5       | 0       | 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 |
|--------|---------|-----------------|--------|
| 7      | vs AC   | Warhammer       | 1d10+5 |
| 5      | vs AC   | Unarmed (Melee) | 1d4+5  |
| 0      | vs AC   | Unarmed (Range) | 1d4    |
|        | vs      |                 |        |

### FEATS

Ritual Caster - Master and perform rituals

Melee Training (Wisdom) - Use Wisdom for melee basic

attacks

### 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

poison.

Encumbered Speed - Armor or heavy load doesn't reduce

your speed. (Other effects still can.)

Dwarven Resilience - Second wind is minor action.

Stand Your Ground - Can move 1 less when forced to

move. Immediate saving throw to avoid being knocked

prone.

### CLASS / PATH / DESTINY FEATURES

Channel Divinity - Invoke a channel divinity class feature or other power; encounter.

Divine Covenant - Choose a Divine Covenant option

Ritual Casting - Gain Ritual Caster as a bonus feat.

### LANGUAGES KNOWN

Common, Dwarven

### HIT POINTS

| MAX HP | BLOODED | HEALING SURGES   |
|--------|---------|------------------|
| 26     | 13      | SURGE VALUE<br>6 |
|        | 1/2 HP  | SURGES/DAY<br>9  |
|        | 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<br>+ 1/2 LVL | TRND<br>(+5) | ARMOR<br>PENALTY | MISC |
|-------|---------------|-----|-----------------------|--------------|------------------|------|
| -1    | Acrobatics    | DEX | 0                     | 0            | -1               |      |
| 5     | Arcana        | INT | 0                     | 5            | n/a              |      |
| -1    | Athletics     | STR | 0                     | 0            | -1               |      |
| -1    | Bluff         | CHA | -1                    | 0            | n/a              |      |
| -1    | Diplomacy     | CHA | -1                    | 0            | n/a              |      |
| 7     | Dungeoneering | WIS | 5                     | 0            | n/a              | 2    |
| 9     | Endurance     | CON | 3                     | 5            | -1               | 2    |
| 5     | Heal          | WIS | 5                     | 0            | n/a              |      |
| 0     | History       | INT | 0                     | 0            | n/a              |      |
| 10    | Insight       | WIS | 5                     | 5            | n/a              |      |
| -1    | Intimidate    | CHA | -1                    | 0            | n/a              |      |
| 5     | Nature        | WIS | 5                     | 0            | n/a              |      |
| 5     | Perception    | WIS | 5                     | 0            | n/a              |      |
| 5     | Religion      | INT | 0                     | 5            | n/a              |      |
| -1    | Stealth       | DEX | 0                     | 0            | -1               |      |
| -1    | Streetwise    | CHA | -1                    | 0            | n/a              |      |
| -1    | Thievery      | DEX | 0                     | 0            | -1               |      |



CHARACTER NAME  
Baern Stoneheart

PLAYER NAME  
industrygothica

RACE DwarfCLASS InvokerLEVEL 1

HP26

STR10

AC16

Spd5

DEX10

Fort14

Init+0

INT11

Ref11

WIS20

CHA8

Will16

20Passive Insight

15Passive Perception

PLAY DATA

DUNGEONS & DRAGONS®

Avenging Light

KEYWORDSDivine, Implement, RadiantUSED

Standard

10

Ranged 10

ACTION

10

RANGE

5vsFortOne creature

ATTACKDEFENSETARGET

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.

Implement, Rod: +5 attack, 1d10+5 damage

FLAVOR TEXT  
You smite your foe with a searing orb of light, an orb that burns with the fire of vengeance if your allies have been harmed.

CLASSInvokerLEVEL 1BOOK PH2

AT-WILL POWER

DUNGEONS & DRAGONS®

Thunder of Judgment

KEYWORDSDivine, Implement, ThunderUSED

Standard

10

Ranged 10

ACTION

10

RANGE

5vsFortOne, two, or three creatures

ATTACKDEFENSETARGET

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).

Implement, Rod: +5 attack, 1d6+5 damage

FLAVOR TEXT  
Blasts of thunder rock the air around your foes each time you strike your staff on the ground, leaving them battered and senseless.

CLASSInvokerLEVEL 1BOOK PH2

ENCOUNTER POWER

DUNGEONS & DRAGONS®

ACTION POINT

ENCOUNTER SPECIAL

DUNGEONS & DRAGONS®

Grasping Shards

KEYWORDSDivine, Implement, RadiantUSED

Standard

1

Area burst 1 within 10

ACTION

1

RANGE

5vsFortEach creature in burst

ATTACKDEFENSETARGET

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.

Implement, Rod: +5 attack, 5 damage

FLAVOR TEXT  
You hurl a crystalline sphere of magic at your foes. On impact, it splinters into hundreds of tiny, radiant blades, which slice into your enemies and slow their movement.

CLASSInvokerLEVEL 1BOOK PH2

AT-WILL POWER

DUNGEONS & DRAGONS®

Angelic Echelon

KEYWORDSDivine, Implement, RadiantUSED

Standard

3

Close burst 3

ACTION

3

RANGE

5vsWillEach enemy in burst

ATTACKDEFENSETARGET

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.

Implement, Rod: +5 attack, 1d6+5 damage

FLAVOR TEXT  
Spectral angels swoop down to attack the foes around you and then linger briefly, threatening to inflict further damage.

CLASSInvokerLEVEL 1BOOK PH2

DAILY POWER

DUNGEONS & DRAGONS®

Second Wind

KEYWORDS

USED

Minor

1

Personal

ACTION

1

RANGE

AT-WILLENCOUNTERDAILY

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  
Second wind is a minor action for dwarves.

CLASSLEVELBOOK PH

UTILITY POWER

DUNGEONS & DRAGONS®

Rebuke Undead

KEYWORDSDivine, Implement, RadiantUSED

Standard

5

Close blast 5

ACTION

5

RANGE

5vsWillEach undead creature in blast

ATTACKDEFENSETARGET

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.

Implement, Rod: +5 attack, 1d10+5 damage

FLAVOR TEXT  
Undead flee and then cower in your presence, their bodies seared by divine light.

CLASSInvokerLEVELBOOK PH2

ENCOUNTER POWER

DUNGEONS & DRAGONS®