

Player Name **industrygothica****Baern Stoneheart**Level **1** Class **Invoker**

Paragon Path

Epic Destiny

Total XP **0**

Character Name **Dwarf** Medium **78** Male **4' 5"** **180 lb.** **Lawful Good** **Moradin**

Race **Dwarf** Size **Medium** Age **78** Gender **Male** Height **4' 5"** Weight **180 lb.** Alignment **Lawful Good** Deity **Moradin**

Adventuring Company

RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
0			

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ 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 Strength	0	0
16	CON Constitution	3	3
10	DEX Dexterity	0	0
11	INT Intelligence	0	0
20	WIS Wisdom	5	5
8	CHA Charisma	-1	-1

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
20	Passive Insight	10	+ 10

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
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

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
26	13	6
	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

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.

SKILLS

BONUS	SKILL NAME	ABIL	MOD + 1/2 LVL	TRND (+5)	ARMOR 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	

LANGUAGES KNOWN

Common, Dwarven

CHARACTER NAME
Baern Stoneheart

PLAYER NAME
industrygothica

RACE Dwarf CLASS Invoker LEVEL 1

HP 26	STR 10	AC 16
Spd 5	CON 16	Fort 14
Init +0	DEX 10	Ref 11
	INT 11	Will 16
	WIS 20	
	CHA 8	

20 Passive Insight 15 Passive Perception

PLAY DATA **DUNGEONS & DRAGONS**



ENCOUNTER SPECIAL **DUNGEONS & DRAGONS**

Second Wind

KEYWORDS USED

Minor Personal

ACTION **RANGE**

AT-WILL ENCOUNTER DAILY

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.

CLASS LEVEL BOOK PH

UTILITY POWER **DUNGEONS & DRAGONS**

Avenging Light

KEYWORDS Divine, Implement, Radiant USED

Standard +10 Ranged 10

ACTION **RANGE**

5 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.

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.

CLASS Invoker LEVEL 1 BOOK PH2

AT-WILL POWER **DUNGEONS & DRAGONS**

Grasping Shards

KEYWORDS Divine, Implement, Radiant USED

Standard +1 Area burst 1 within 10

ACTION **RANGE**

5 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.

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.

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**

5 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.

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

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

CLASS Invoker LEVEL BOOK PH2

ENCOUNTER POWER **DUNGEONS & DRAGONS**

Thunder of Judgment

KEYWORDS Divine, Implement, Thunder USED

Standard +10 Ranged 10

ACTION **RANGE**

5 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).

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.

CLASS Invoker LEVEL 1 BOOK PH2

ENCOUNTER POWER **DUNGEONS & DRAGONS**

Angelic Echelon

KEYWORDS Divine, Implement, Radiant USED

Standard +3 Close burst 3

ACTION **RANGE**

5 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.

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.

CLASS Invoker LEVEL 1 BOOK PH2

DAILY POWER **DUNGEONS & DRAGONS**