

## Donovain

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CLASS \_\_\_\_\_

EPIC DESTINY

RACE

1

U

DEITY

M

30

M

5'8"

136 lb

Santiago

RPGA NUMBER

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**PLAYER**

Malcolm

### ABILITY SCORES

STR	8	-1
CON	11	0
DEX	12	1
INT	18	4
WIS	11	0
CHA	18	4

DEFENSES
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FORT	STR/ CON	10	=	10	+	0	+		+		+		+	
REF	DEX/ INT	14	=	10	+	4	+		+		+		+	
WILL	WIS/ CHA	16	=	10	+	4	+	2	+		+		+	
DEFENSE AND SAVING THROW MODIFIERS														

HIT POINTS	21
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80 10 x STRENGTH SCORE	160 2 x MAX LOAD	400 5 x MAX LOAD
BLOODIED VALUE	<b>SURGES</b> USED	TEMP HP
10 SURGE VALUE	7	
	<b>SPEED</b>	SPECIAL MOVEMENT
	6	

<div style="border: 1px solid black; width: 40px; height: 40px; margin: 0 auto;"></div> DEATH SAVES	<div style="border: 1px solid black; width: 40px; height: 40px; margin: 0 auto;"></div> <b>SECOND WIND</b>	RESISTANCES	<div style="border: 1px solid black; width: 40px; height: 40px; margin: 0 auto;"></div> <b>ACTION POINTS</b>	

INITIATIVE MODIFIERS		ATTACK BONUS		HALF LEVEL		MOD		BONUS		BONUS		MOD	
MELEE	[ ]	-1	=		+	-1	+		+		+		
RANGED	[ ]	1	=		+		+		+		+		

## ATTACK POWERS

[illegible]

Racial Traits	Utilities
Adonis	
Psychic	
Long Lived	

Class Features	Paragon Path Features
Gifted: Telepathy 10	
Targets you hit with Scion attacks take a -4 penalty to their next attack against you until end of your next turn.	

[illegible]



## POWER SHEET

☐ = Used

POWER – Adrenaline Rush (Encounter) <input type="checkbox"/>
Keywords –
Action – Minor                      Range: Personal
Effect: Choose one
* +2 to attacks and damage until end of next turn
* Roll Bluff, Diplomacy, or Intimidate x2 and choose
* Shift up to 3 squares before or after the following attack.
** Attack: Melee 1; One creature; +6 vs. Reflex; 2d8 +4

POWER – Power Surge (Encounter) <input type="checkbox"/>
Keywords – Psionic
Action – Free                      Range: Personal
Special/Trigger: Use this when you use a power with the
Power Surge Keyword
Attack:
Hit:
Miss:
Effect: Gain the Power Surge effect of the power.

POWER – Prophecy (At-Will) <input type="checkbox"/>
Keywords – Power Surge, Psionic
Action – Standard                      Range: 5
Special/Trigger:
Target: One enemy
Effect: The target grants combat advantage until the end
of your next turn.
Power Surge: Your allies gain a +4 power bonus to damage
against the target until the end of your next turn. The next
ally who misses with an attack before then can reroll it.

POWER – Twisting Tune (At-Will) <input type="checkbox"/>
Keywords – Charm, Implement, Power Surge, Psionic
Action – Standard                      Range: 10
Special/Trigger:
Target: One enemy
Attack: Intelligence vs. Will
Hit: Slide the target up to its speed or it makes a basic
attack against a creature of your choice and deals +4 damage
Power Surge: Both effects happen.

POWER – Halting Momentum (Encounter) <input type="checkbox"/>
Keywords – Implement, Power Surge, Psionic
Action – Standard                      Range: 10
Special/Trigger:
Target: One creature
Attack: Intelligence vs. Fortitude
Hit: The target is dazed and unable to charge until end of
your next turn.
Power Surge: The attack targets each creature in Area
Burst 1 within 10. On a miss the target cannot charge.