

Player Name

Character Name	17	Avenger	Favored Soul	83,000
Longtooth Shifter	Level	Class	Paragon Path	Total XP
Race	Size	Age	Gender	
		Height	Weight	
		Alignment	Selûne	
			Deity	
			Adventuring Company	RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
13	Initiative	5	8

CONDITIONAL MODIFIERS

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
14	STR Strength	2	10
14	CON Constitution	2	10
20	DEX Dexterity	5	13
11	INT Intelligence	0	8
22	WIS Wisdom	6	14
9	CHA Charisma	-1	7

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
124	62	31
	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

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
19	Acrobatics	DEX	13	5	n/a
8	Arcana	INT	8	0	n/a
12	Athletics	STR	10	0	n/a
7	Bluff	CHA	7	0	n/a
7	Diplomacy	CHA	7	0	n/a
14	Dungeoneering	WIS	14	0	n/a
12	Endurance	CON	10	0	n/a
19	Heal	WIS	14	5	n/a
8	History	INT	8	0	n/a
14	Insight	WIS	14	0	n/a
7	Intimidate	CHA	7	0	n/a
14	Nature	WIS	14	0	n/a
20	Perception	WIS	14	5	n/a
13	Religion	INT	8	5	n/a
13	Stealth	DEX	13	0	n/a
7	Streetwise	CHA	7	0	n/a
13	Thievery	DEX	13	0	n/a

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
31	AC	18	5		2	3		3

CONDITIONAL BONUSES

+1 AC while you have maximum hit points

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

CONDITIONAL BONUSES

+1 Fortitude Defense while you have maximum hit points

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
27	REF	18	5	1		3		

CONDITIONAL BONUSES

+1 Reflex Defense while you have maximum hit points

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
28	WILL	18	6	1		3		

CONDITIONAL BONUSES

+1 Will Defense while you have maximum hit points

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Longtooth Shifting - Use longtooth shifting as an

encounter power

CLASS / PATH / DESTINY FEATURES

Armor of Faith - Gain +3 bonus to AC while wearing cloth or

Avenger's Censure - Gain an avenger's censure power.

Censure of Pursuit - Deal 2 + Dex mod extra damage in

Channel Divinity - Invoke a channel divinity class feature or

Oath of Enmity - Gain the oath of enmity power

Versatile Expertise (Heavy Blade) - +1 to attack rolls with

Versatile Expertise (Holy Symbol) - +1 to attack rolls with

Favored Action

Heaven's Shield

Heaven's Boon

LANGUAGES KNOWN

Draconic, Common, Elven

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
24	Passive Insight	10	+

30	Passive Perception	10	+
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SPECIAL SENSES

Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Flaming Fullblade +3

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 18	8	2		3	2	3	

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 10	8	2					

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Flaming Fullblade +3

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d12+7	2	2	3		

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+2	2				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
18	vs	AC	Flaming Fullblade +3
10	vs	AC	Unarmed (Melee)
13	vs	AC	Unarmed (Range)
	vs		

FEATS

Initiate of the Faith - Cleric: Religion skill, healing word 1/

day

Weapon Proficiency (Fullblade) - Gain proficiency with

the Fullblade.

Weapon Focus (Heavy Blade) - Gain +1 damage per tier

with Heavy Blades.

Ritual Caster - Master and perform rituals

Unarmored Agility - +2 AC while wearing cloth armor or

no armor

Versatile Expertise - Bonus to attacks with weapons and

implements of your choice

Eager for Blood - During first round of combat, weapon

attacks deal extra damage

Invigorating Pursuit - Gain +2 AC and damage when you

charge oath of enmity target

Agile Athlete - Roll twice with Acrobatics and Athletics

checks

Blood Thirst - +2 to damage against bloodied foes







CHARACTER NAME		
PLAYER NAME		
RACE Longtooth Shifter	CLASS Avenger	LEVEL 17

	SCORE	ABILITY	MOD
HP	124	STR	+2
Spd	6	DEX	+5
Init	+13	WIS	+6
		CHA	-1
		AC	31
		Fort	24
		Ref	27
		Will	28

24 Passive Insight	30 Passive Perception
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PLAY DATA

Second Wind

KEYWORDS		USED
Standard	  	Personal
ACTION	  	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY







Effect: You spend a healing surge and regain 31 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS	

CLASS	LEVEL	BOOK
		PH

UTILITY POWER

Longtooth Shifting

KEYWORDS		USED
Minor	  	Personal
ACTION	  	RANGE
	vs	
ATTACK	DEFENSE	TARGET

Requirement: You must be bloodied.
Effect: Until the end of the encounter, you gain a +2 bonus to damage rolls. In addition, while you are bloodied, you gain regeneration 2.
 Level 11: Regeneration 4.
 Level 21: Regeneration 6.

Unarmed: +8 attack

ADDITIONAL EFFECTS	

CLASS	LEVEL	BOOK
Racial Power	*	PH2

ENCOUNTER POWER







Skills

19 Acrobatics	DEX	(Trained)
8 Arcana	INT	
12 Athletics	STR	
7 Bluff	CHA	
7 Diplomacy	CHA	
14 Dungeoneering	WIS	
12 Endurance	CON	
19 Heal	WIS	(Trained)
8 History	INT	
14 Insight	WIS	
7 Intimidate	CHA	
14 Nature	WIS	
20 Perception	WIS	(Trained)
13 Religion	INT	(Trained)
13 Stealth	DEX	
7 Streetwise	CHA	
13 Thievery	DEX	

ADDITIONAL EFFECTS	

PLAY DATA

Bond of Pursuit

KEYWORDS		USED
Divine, Weapon		
Standard	  	Melee weapon
ACTION	  	RANGE
22	vs	AC
ATTACK	DEFENSE	TARGET

Attack: Wisdom vs. AC
Hit: 1[W] + Wisdom modifier (+6) damage. If the target doesn't end its next turn adjacent to you, you can shift a number of squares equal to 1 + your Dexterity modifier (+5) as a free action, and you must end that shift closer to the target.
 Level 21: 2[W] + Wisdom modifier (+6) damage.







Flaming Fullblade +3: +22 attack, 1d12+11 damage

ADDITIONAL EFFECTS	

CLASS	LEVEL	BOOK
Avenger	1	PH2

AT-WILL POWER

Oath of Enmity

KEYWORDS		USED
Divine		
Minor	  	Close burst 10
ACTION	  	RANGE
	vs	
ATTACK	DEFENSE	TARGET

Effect: When you make a melee attack against the target and the target is the only enemy adjacent to you, you make two attack rolls and use either result. This effect lasts until the end of the encounter or until the target drops to 0 hit points, at which point you regain the use of this power. If another effect lets you roll twice and use the higher result when making an attack roll, this power has no effect on that attack. If an effect forces you to roll twice and use the lower result when making an attack roll, this power has no effect on that attack either. If an effect lets you reroll an attack roll and you rolled twice because of this power, you reroll both dice.


ADDITIONAL EFFECTS	

CLASS	LEVEL	BOOK
Avenger		PH2

ENCOUNTER POWER

Action Point






ADDITIONAL EFFECTS	
Favored Action: When you spend an action point to take an extra action, you or an ally adjacent to you can also spend a healing surge.	



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

Radiant Vengeance

KEYWORDS		USED
Divine, Implement, Radiant		
Standard	  	Ranged 10
ACTION	  	RANGE
19	vs	Reflex
ATTACK	DEFENSE	TARGET

Attack: Wisdom vs. Reflex
Hit: 1d8 + Wisdom modifier (+6) radiant damage, and you gain temporary hit points equal to your Wisdom modifier (+6).
 Level 21: 2d8 + Wisdom modifier (+6) damage.







Magic Holy Symbol +3: +19 attack, 1d8+9 damage

ADDITIONAL EFFECTS	

CLASS	LEVEL	BOOK
Avenger	1	PH2

AT-WILL POWER

Abjure Undead

KEYWORDS		USED
Divine, Implement, Radiant		
Standard	  	Close burst 5
ACTION	  	RANGE
19	vs	Will
ATTACK	DEFENSE	TARGET

Channel Divinity: You can use only one channel divinity power per encounter.
Attack: Wisdom vs. Will
Hit: 3d10 + Wisdom modifier (+6) radiant damage, and you pull the target a number of squares equal to 1 + your Wisdom modifier (+6). The target is also immobilized until the end of your next turn.
 Level 5: 4d10 + Wisdom modifier (+6) damage.
 Level 11: 5d10 + Wisdom modifier (+6) damage.
 Level 15: 6d10 + Wisdom modifier (+6) damage.
 Level 21: 7d10 + Wisdom modifier (+6) damage.
 Level 25: 8d10 + Wisdom modifier (+6) damage.
Miss: Half damage, and you pull the target 1 square.

Magic Holy Symbol +3: +19 attack, 6d10+9 damage

ADDITIONAL EFFECTS	

CLASS	LEVEL	BOOK
Avenger		PH2

ENCOUNTER POWER

Divine Guidance

KEYWORDS

Divine

USED

Imm Interr

Close burst 10

ACTION

10

RANGE

vs

The triggering ally

ATTACK

DEFENSE

TARGET

Channel Divinity: You can use only one channel divinity power per encounter
Trigger: An ally within 10 squares of you makes an attack roll against your oath of enmity target
Effect: The target makes a second attack roll and uses either result.

ADDITIONAL EFFECTS

CLASS

Avenger

LEVEL

BOOK

PH2

ENCOUNTER POWER

DUNGEONS & DRAGONS

Sequestering Strike

KEYWORDS

Divine, Teleportation, Weapon

USED

Standard

Melee weapon

ACTION

RANGE

22

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Wisdom vs. AC
Hit: 2[W] + Wisdom modifier (+6) damage, and you teleport the target 2 squares. You then teleport to a space adjacent to the target.
Censure of Pursuit: The number of squares you teleport the target equals 1 + your Dexterity modifier (+5).

Flaming Fullblade +3: +22 attack, 2d12+11 damage

ADDITIONAL EFFECTS

CLASS

Avenger

LEVEL

3

BOOK

PH2

ENCOUNTER POWER

DUNGEONS & DRAGONS

Radiant Rush

KEYWORDS

Divine, Radiant, Weapon

USED

Standard

Melee weapon

ACTION

RANGE

22

vs

AC

Your oath of enmity target

ATTACK

DEFENSE

TARGET

Attack: Wisdom vs. AC
Hit: 2[W] + Wisdom modifier (+6) radiant damage, you push the target 2 squares, and the target is dazed until the end of your next turn.
Miss: You gain concealment until the end of your next turn.
Special: When charging, you can use this power in place of a melee basic attack.

Flaming Fullblade +3: +22 attack, 2d12+11 damage

ADDITIONAL EFFECTS

CLASS

Favored Soul

LEVEL

11

BOOK

DP

ENCOUNTER POWER

DUNGEONS & DRAGONS

Whirling Blades

KEYWORDS

Divine, Weapon

USED

Standard

Melee weapon

ACTION

RANGE

22

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Wisdom vs. AC. You gain a +2 bonus to the attack roll if no enemy is adjacent to the target.
Hit: 3[W] + Wisdom modifier (+6) damage. The attack deals 5 extra damage if no enemy is adjacent to the target.

Flaming Fullblade +3: +22 attack, 3d12+11 damage

ADDITIONAL EFFECTS

CLASS

Avenger

LEVEL

13

BOOK

PH2

ENCOUNTER POWER

DUNGEONS & DRAGONS

Lethal Intercession

KEYWORDS

Divine, Weapon

USED

Standard

Melee weapon

ACTION

RANGE

22

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Wisdom vs. AC
Hit: 3[W] + Wisdom modifier (+6) damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.
Censure of Pursuit: When you use this power against your oath of enmity target, the power is reliable.
Special: This power can be used as an opportunity attack against your oath of enmity target.

Flaming Fullblade +3: +22 attack, 3d12+11 damage

ADDITIONAL EFFECTS

CLASS

Avenger

LEVEL

17

BOOK

DP

ENCOUNTER POWER

DUNGEONS & DRAGONS

Healing Word

KEYWORDS

Divine, Healing

USED

Minor

Close burst 5 (10 at 11th level, 15 at 17th level)

ACTION

5

RANGE

vs

You or one ally

ATTACK

DEFENSE

TARGET

Effect: The target can spend a healing surge and regain an additional 1d6 hit points. Increase the amount of additional hit points regained to 2d6 at 6th level, 3d6 at 11th level, 4d6 at 16th level, 5d6 at 21st level, and 6d6 at 26th level.

Unarmed: +8 attack

ADDITIONAL EFFECTS

CLASS

Cleric

LEVEL

BOOK

PH

DAILY POWER

DUNGEONS & DRAGONS

Aspect of Might

KEYWORDS

Divine, Weapon

USED

Standard

Melee weapon

ACTION

RANGE

22

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Wisdom vs. AC
Hit: 3[W] + Wisdom modifier (+6) damage.
Miss: Half damage.
Effect: Until the end of the encounter, you gain a +5 power bonus to Athletics checks, a +2 power bonus to speed, and a +2 power bonus to the damage rolls of melee attacks.

Flaming Fullblade +3: +22 attack, 3d12+11 damage

ADDITIONAL EFFECTS

CLASS

Avenger

LEVEL

1

BOOK

PH2

DAILY POWER

DUNGEONS & DRAGONS

Enduring Strike

KEYWORDS

Divine, Weapon

USED

Standard

Melee weapon

ACTION

RANGE

22

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Wisdom vs. AC
Hit: 3[W] + Wisdom modifier (+6) damage, and you make a saving throw with a +5 bonus.
Miss: Half damage, and you make a saving throw.

Flaming Fullblade +3: +22 attack, 3d12+11 damage

ADDITIONAL EFFECTS

CLASS

Avenger

LEVEL

9

BOOK

PH2

DAILY POWER

DUNGEONS & DRAGONS

Temple of Brilliance

KEYWORDS

Divine, Implement, Radiant, Zone

USED

Standard

Melee touch

ACTION

RANGE

19

vs

Fort

One creature

ATTACK

DEFENSE

TARGET

Attack: Wisdom vs. Fortitude
Hit: 2d6 + Wisdom modifier (+6) radiant damage.
Miss: Half damage.
Effect: The attack creates a zone of radiant energy in a burst 2 centered on the target. The zone lasts until the end of your next turn. When the target moves, the zone moves with it, remaining centered on it. Any enemy other than the target that ends its turn within the zone is blinded until the end of its next turn.
Sustain Minor: The zone persists.

Magic Holy Symbol +3: +19 attack, 2d6+9 damage

ADDITIONAL EFFECTS

CLASS

Avenger

LEVEL

15

BOOK

DP

DAILY POWER

DUNGEONS & DRAGONS

Refocus Enmity

KEYWORDS

Divine

USED

Minor

Close burst 10

ACTION

10

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

Target: One creature you can see in burst
Effect: The target becomes the target of your oath of enmity, replacing the current target.

ADDITIONAL EFFECTS

CLASS

Avenger

LEVEL

2

BOOK

PH2

UTILITY POWER

DUNGEONS & DRAGONS

Aspect of Agility

KEYWORDS

Divine

USED

Move

Personal

ACTION

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

Effect: You shift 5 squares, and you gain a +2 bonus to AC and Reflex until the end of your next turn.

ADDITIONAL EFFECTS

CLASS

Avenger

LEVEL

6

BOOK

PH2

UTILITY POWER

DUNGEONS & DRAGONS

Conviction

KEYWORDS

USED

Minor

Personal

ACTION

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

Effect: You gain a +5 bonus to the next saving throw you make before the start of your next turn.
Prerequisite: You must be trained in Religion.

ADDITIONAL EFFECTS

CLASS

Religion

LEVEL

10

BOOK

PH3

UTILITY POWER

DUNGEONS & DRAGONS

Wings of Angels

KEYWORDS

Divine, Healing, Stance

USED

Minor

Personal

ACTION

RANGE

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

Effect: Until the stance ends, your fly speed increases by 4, and you can hover. In addition, while you aren't bloodied, you gain regeneration equal to your Wisdom modifier (+6).

Unarmed: +8 attack

ADDITIONAL EFFECTS

CLASS

Favored Soul

LEVEL

12

BOOK

DP

UTILITY POWER

DUNGEONS & DRAGONS

Reflexive Dodge

KEYWORDS

USED

Imm Interr

Personal

ACTION

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

Trigger: An area or a close attack hits you
Effect: You make an Acrobatics check and reduce the damage you take from the triggering attack by half the check result. You then shift half your speed.
Prerequisite: You must be trained in Acrobatics.

ADDITIONAL EFFECTS

CLASS

Acrobatics

LEVEL

16

BOOK

PH3

UTILITY POWER

DUNGEONS & DRAGONS

Flaming Fullblade +3

1d12

3

Heavy Blade

DAMAGE

PROFICIENT

GROUP

RANGE

+3 attack rolls and damage rolls

15

+3d6 fire damage

ENHANCEMENT

LEVEL

CRITICAL

PROPERTIES

High Crit

Melee Basic Attack: +18 attack, 1d12+7 damage

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

Power (At-Will • Fire): Free Action. All damage dealt by this weapon is fire damage. Another free action returns the damage to normal.
Power (Daily • Fire): Free Action. Use this power when you hit with the weapon. Deal 2d6 fire damage, and the target takes ongoing 10 fire damage (save ends).

ITEM SLOT

Two-Hands

WEIGHT

10

PRICE

25000

BOOK

AV

MAGIC WEAPON

DUNGEONS & DRAGONS

Magic Holy Symbol +3

DAMAGE

PROFICIENT

GROUP

RANGE

+3 attack rolls and damage rolls

11

+3d6 damage

ENHANCEMENT

LEVEL

CRITICAL

PROPERTIES

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

ITEM SLOT

Off-hand

WEIGHT

0

PRICE

9000

BOOK

PH

MAGIC WEAPON

DUNGEONS & DRAGONS

Magic Cloth Armor (Basic Clothing) +3

AC BONUS

CHECK

SPEED

QUANTITY

+3 AC

11

Armor

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

ITEM SLOT

Body

WEIGHT

4

PRICE

9000

BOOK

PH

MAGIC ITEM

DUNGEONS & DRAGONS

Acrobat Boots (heroic tier)

AC BONUS

CHECK

SPEED

QUANTITY

2

Feet Slot Item

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

Gain a +1 item bonus to Acrobatics checks.

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

Power (At-Will): Minor Action. Stand up from prone.

ITEM SLOT

Feet

WEIGHT

0

PRICE

520

BOOK

PH

MAGIC ITEM

DUNGEONS & DRAGONS

Headband of Perception (heroic tier)					
			1		
AC BONUS	CHECK	SPEED	QUANTITY		
		1	Head Slot Item		
ENHANCEMENT		LEVEL	TYPE		
PROPERTIES					
Gain a +1 item bonus to Perception checks.					
<input type="checkbox"/> AT-WILL		<input type="checkbox"/> ENCOUNTER		<input type="checkbox"/> DAILY	
POWER					
ITEM SLOT Head		WEIGHT 0	PRICE 360	BOOK AV	
MAGIC ITEM			DUNGEONS & DRAGONS		

Amulet of Protection +3			
AC BONUS	CHECK	SPEED	1 QUANTITY
+3 Fortitude, Reflex, and Will ENHANCEMENT		11 LEVEL	Neck Slot Item TYPE
PROPERTIES			
<div> <input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY </div>			
POWER			
<div> <div>ITEM SLOT</div> <div>Neck</div> <div>WEIGHT</div> <div>0</div> <div>PRICE</div> <div>9000</div> <div>BOOK</div> <div>PH</div> </div>			
MAGIC ITEM		DUNGEONS & DRAGONS	