

Karesh

3

Avenger

2,250

Character Name

Level

Class

Paragon Path

Epic Destiny

Total XP

Deva

Medium

20

Male

Unaligned

Race

Size

Age

Gender

Alignment

Deity

Adventuring Company

RPGA Number

INITIATIVE

SCORE

DEX

1/2 LVL

MISC

3

Initiative

2

1

CONDITIONAL MODIFIERS

MOVEMENT

SCORE

BASE

ARMOR

ITEM

MISC

6

Speed (Squares)

6

SPECIAL MOVEMENT

SENSES

SCORE

PASSIVE SENSE

BASE

SKILL BONUS

15

Passive Insight

10

+

5

20

Passive Perception

10

+

10

SPECIAL SENSES

ABILITY SCORES

SCORE

ABILITY

ABIL MOD

MOD + 1/2 LVL

9

STR

Strength

-1

0

12

CON

Constitution

1

2

14

DEX

Dexterity

2

3

16

INT

Intelligence

3

4

18

WIS

Wisdom

4

5

10

CHA

Charisma

0

1

DEFENSES

SCORE

DEFENSE

10 + 1/2 LVL

ARMOR/ABIL

CLASS

FEAT

ENH

MISC

MISC

18

AC

11

3

1

3

CONDITIONAL BONUSES

+1 AC against attacks made by bloodied creatures

14

FORT

11

1

1

1

CONDITIONAL BONUSES

+1 Fortitude Defense against attacks made by bloodied creatures

16

REF

11

3

1

1

CONDITIONAL BONUSES

+1 Reflex Defense against attacks made by bloodied creatures

17

WILL

11

4

1

1

CONDITIONAL BONUSES

+1 Will Defense against attacks made by bloodied creatures

ACTION POINTS

MILESTONES

ACTION POINTS

0

1

2

1

2

3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

ATTACK WORKSPACE

ABILITY:

Melee Basic Attack - Magic Greatsword +1

ATT BONUS

1/2 LVL

ABIL

CLASS

PROF

FEAT

ENH

MISC

+

4

1

-1

3

1

ABILITY:

Overwhelming Strike - Magic Greatsword +1

ATT BONUS

1/2 LVL

ABIL

CLASS

PROF

FEAT

ENH

MISC

+

9

1

4

3

1

ABILITY:

Compelling Blade - Magic Greatsword +1

ATT BONUS

1/2 LVL

ABIL

CLASS

PROF

FEAT

ENH

MISC

+

9

1

4

3

1

ABILITY:

Wings of Light - Magic Greatsword +1

ATT BONUS

1/2 LVL

ABIL

CLASS

PROF

FEAT

ENH

MISC

+

9

1

4

3

1

ABILITY:

Halo of Fire - Magic Greatsword +1

ATT BONUS

1/2 LVL

ABIL

CLASS

PROF

FEAT

ENH

MISC

+

9

1

4

3

1

ABILITY:

Abjure Undead - Magic Holy Symbol +1

ATT BONUS

1/2 LVL

ABIL

CLASS

PROF

FEAT

ENH

MISC

+

6

1

4

1

ABILITY:

Bond of Censure - Magic Holy Symbol +1

ATT BONUS

1/2 LVL

ABIL

CLASS

PROF

FEAT

ENH

MISC

+

6

1

4

1

DAMAGE WORKSPACE

ABILITY:

Melee Basic Attack - Magic Greatsword +1

DAMAGE

ABIL

FEAT

ENH

MISC

MISC

1d10

-1

1

ABILITY:

Overwhelming Strike - Magic Greatsword +1

DAMAGE

ABIL

FEAT

ENH

MISC

MISC

1d10+5

4

1

ABILITY:

Compelling Blade - Magic Greatsword +1

DAMAGE

ABIL

FEAT

ENH

MISC

MISC

1d10+5

4

1

ABILITY:

Wings of Light - Magic Greatsword +1

DAMAGE

ABIL

FEAT

ENH

MISC

MISC

3d10+5

4

1

ABILITY:

Halo of Fire - Magic Greatsword +1

DAMAGE

ABIL

FEAT

ENH

MISC

MISC

2d10+5

4

1

ABILITY:

Abjure Undead - Magic Holy Symbol +1

DAMAGE

ABIL

FEAT

ENH

MISC

MISC

3d10+5

4

1

ABILITY:

Bond of Censure - Magic Holy Symbol +1

DAMAGE

ABIL

FEAT

ENH

MISC

MISC

HIT POINTS

MAX HP

HEALING SURGES

38

BLOODIED

SURGE VALUE

SURGES/DAY

19

9

8

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

Resist 6 Necrotic, Resist 6 Radiant

CURRENT CONDITIONS AND EFFECTS

BASIC ATTACKS

ATTACK

DEFENSE

WEAPON OR POWER

DAMAGE

0

vs

AC

Unarmed (Melee)

1d4-1

| SKILLS | | | | | | | |
|--------|---------------|-----|--------------------|-----------|---------------|------|--|
| BONUS | SKILL NAME | | ABIL MOD + 1/2 LVL | TRND (+5) | ARMOR PENALTY | MISC | |
| 8 | Acrobatics | DEX | 3 | 5 | | | |
| 4 | Arcana | INT | 4 | 0 | n/a | | |
| 0 | Athletics | STR | 0 | 0 | | | |
| 1 | Bluff | CHA | 1 | 0 | n/a | | |
| 1 | Diplomacy | CHA | 1 | 0 | n/a | | |
| 5 | Dungeoneering | WIS | 5 | 0 | n/a | | |
| 2 | Endurance | CON | 2 | 0 | | | |
| 5 | Heal | WIS | 5 | 0 | n/a | | |
| 6 | History | INT | 4 | 0 | n/a | 2 | |
| 5 | Insight | WIS | 5 | 0 | n/a | | |
| 1 | Intimidate | CHA | 1 | 0 | n/a | | |
| 5 | Nature | WIS | 5 | 0 | n/a | | |
| 10 | Perception | WIS | 5 | 5 | n/a | | |
| 11 | Religion | INT | 4 | 5 | n/a | 2 | |
| 3 | Stealth | DEX | 3 | 0 | | | |
| 6 | Streetwise | CHA | 1 | 5 | n/a | | |
| 3 | Thievery | DEX | 3 | 0 | | | |

CHARACTER NAME
Karesh

PLAYER NAME

RACEDeva

CLASSAvenger

LEVEL3

HP

38

9 STR

12 CON

14 DEX

16 INT

18 WIS

10 CHA

AC

18

Fort14

Ref16

Will17

Spd

6

Init

+3

15

Passive Insight

20

Passive Perception



Second Wind

KEYWORDS

USED

Standard

Personal

ACTION

RANGE

vs

ATTACK

DEFENSE

TARGET

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

CLASS

LEVEL

BOOKPH

PLAY DATA

Bond of Censure

KEYWORDSCharm, Divine, Implement, Radiant

USED

Standard

Ranged 5

ACTION

RANGE

6

vs

Will

ATTACK

DEFENSE

TARGET

One creature

Attack: Wisdom vs. Will. If the target is your oath of enmity target and no enemies are adjacent to you, you can make two attack rolls and use either result.
Hit: You pull the target a number of squares equal to your Intelligence modifier (+3). If the target ends this movement adjacent to you, it takes 1d10 radiant damage.
Level 21: 2d10 radiant damage.

Magic Holy Symbol +1: +6 attack

ADDITIONAL EFFECTS

CLASSAvenger

LEVEL1

BOOKDP

ENCOUNTER SPECIAL

Overwhelming Strike

KEYWORDSDivine, Weapon

USED

Standard

Melee weapon

ACTION

RANGE

9

vs

AC

ATTACK

DEFENSE

TARGET

One creature

Attack: Wisdom vs. AC
Hit: 1[W] + Wisdom modifier (+4) damage. You shift 1 square and slide the target 1 square into the space you occupied.
Level 21: 2[W] + Wisdom modifier (+4) damage.

Magic Greatsword +1: +9 attack, 1d10+5 damage

ADDITIONAL EFFECTS

CLASSAvenger

LEVEL1

BOOKPH2

ENCOUNTER ACTION

Memory of a Thousand Lifetimes

KEYWORDS

USED

No Action

Personal

ACTION

RANGE

vs

ATTACK

DEFENSE

TARGET

Trigger: You make an attack roll, a saving throw, a skill check, or an ability check and dislike the result
Effect: You add 1d6 to the triggering roll.

ADDITIONAL EFFECTS

CLASSRacial Power

LEVEL*

BOOKPH2

AT-WILL POWER

Abjure Undead

KEYWORDSDivine, Implement, Radiant

USED

Standard

Close burst 5

ACTION

RANGE

5

vs

Will

ATTACK

DEFENSE

TARGET

One undead creature in burst

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

Magic Holy Symbol +1: +6 attack, 3d10+5 damage

ADDITIONAL EFFECTS

CLASSAvenger

LEVEL

BOOKPH2

AT-WILL POWER

Divine Guidance

KEYWORDSDivine

USED

Imm Interr

Close burst 10

ACTION

RANGE

10

vs

ATTACK

DEFENSE

TARGET

The triggering ally

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.
Prerequisite: Channel Divinity, Avenger

ADDITIONAL EFFECTS

CLASSAvenger

LEVEL

BOOKPH2

ENCOUNTER POWER

Oath of Enmity

KEYWORDSDivine

USED

Minor

Close burst 10

ACTION

RANGE

10

vs

ATTACK

DEFENSE

TARGET

One enemy you can see in burst

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

CLASSAvenger

LEVEL

BOOKPH2

Compelling Blade

KEYWORDS

Divine, Weapon

USED

Standard

*

Melee weapon

ACTION

RANGE

9

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Wisdom vs. AC
Hit: 1[W] + Wisdom modifier (+4) damage. Until the end of your next turn, the first time an enemy enters a square adjacent to you on its turn, you can shift 1 square as a free action and then slide the target 1 square into the space you left.
Censure of Retribution: The distance of the shift and the slide equals your Intelligence modifier (+3), but after the slide, you must be adjacent to the target.

Magic Greatsword +1: +9 attack, 1d10+5 damage

ADDITIONAL EFFECTS

CLASS

Avenger

LEVEL

1

BOOK

DP

ENCOUNTER POWER

Avenger's Resolve

KEYWORDS

Divine

USED

Divine Domain

Personal

ACTION

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

Trigger: An enemy other than your oath of enmity target hits you
Effect: You gain resist 5 to all damage until the end of your next turn.

ADDITIONAL EFFECTS

CLASS

Avenger

LEVEL

2

BOOK

DP

UTILITY POWER

Halo of Fire

KEYWORDS

Divine, Fire, Weapon

USED

Standard

*

Melee touch

ACTION

RANGE

9

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Wisdom vs. AC
Hit: 2[W] + Wisdom modifier (+4) fire damage. Until the end of your next turn, any enemy that ends its turn adjacent to the target takes 5 fire damage.
Censure of Retribution: The fire damage equals 5 + your Intelligence modifier (+3).

Magic Greatsword +1: +9 attack, 2d10+5 damage

ADDITIONAL EFFECTS

CLASS

Avenger

LEVEL

3

BOOK

PH2

ENCOUNTER POWER

Alchemist's Acid (level 1)

AC BONUS

CHECK

SPEED

1

QUANTITY

ENHANCEMENT

LEVEL

1

Alchemical

TYPE

PROPERTIES

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

Power (Consumable • Acid): Standard Action. Make an attack: Ranged 5/10; +4 vs. Reflex; on a hit, the attack deals 1d10 acid damage and ongoing 5 acid damage (save ends); on miss, half damage and no ongoing acid damage.

ITEM SLOT

WEIGHT

0

PRICE

20

BOOK

AV

MAGIC ITEM

Wings of Light

KEYWORDS

Divine, Weapon

USED

Standard

*

Melee weapon

ACTION

RANGE

9

vs

AC

Your oath of enmity target

ATTACK

DEFENSE

TARGET

Effect: Before the attack, you can fly 6 squares and must land in a square adjacent to your oath of enmity target. This movement does not provoke opportunity attacks.
Attack: Wisdom vs. AC
Hit: 3[W] + Wisdom modifier (+4) damage.
Miss: Half damage.

Magic Greatsword +1: +9 attack, 3d10+5 damage

ADDITIONAL EFFECTS

CLASS

Avenger

LEVEL

1

BOOK

DP

DAILY POWER