

Player Name

Rhys Belloc 1 Invoker  
 Character Name Level Class  
 Human Medium 34 Male 5'8" 160 lb Unaligned Avandra  
 Race Size Age Gender Height Weight Alignment Deity

Epic Destiny

Total XP

Adventuring Company

RPGA Number

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
0			

CONDITIONAL MODIFIERS

### ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
10	<b>STR</b> Strength	0	0
15	<b>CON</b> Constitution	2	2
10	<b>DEX</b> Dexterity	0	0
13	<b>INT</b> Intelligence	1	1
18	<b>WIS</b> Wisdom	4	4
11	<b>CHA</b> Charisma	0	0

### HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
	SURGE VALUE	SURGES/DAY
25	12	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

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

### SKILLS

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

### DEFENSES

SCORE	DEFENSE	10 + ARMOR/1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
17	AC	10	6				1	

CONDITIONAL BONUSES

+4 AC against opportunity attacks that you provoke when using a ranged or an area power

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	WILL	10	4	1			1	

CONDITIONAL BONUSES

### ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

### RACE FEATURES

**Bonus Feat** - Choose an extra feat at 1st level.

**Bonus Skill** - Trained in one additional class skill.

**Bonus At-Will Power** - Know one extra 1st-level attack power from your class.

**Human Defense Bonuses** - +1 to Fortitude, Reflex, and Will.

### CLASS / PATH / DESTINY FEATURES

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

**Divine Covenant** - Choose a Divine Covenant option

**Covenant of Wrath** - When you use a divine encounter or daily attack power on your turn, add +1 to the damage roll for each enemy you attack.

**Ritual Casting** - Gain Ritual Caster as a bonus feat.

### LANGUAGES KNOWN

Supernal, Common, Draconic

### MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
5	Speed (Squares)	6	-1	

SPECIAL MOVEMENT

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
19	Passive Insight	10	+

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
14	Passive Perception	10	+

SPECIAL SENSES

### ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Quarterstaff

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 2	0	0		2			

ABILITY: Divine Bolts - Quarterstaff

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 4	0	4					

### DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Quarterstaff

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8	0				

ABILITY: Divine Bolts - Quarterstaff

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d6+4	4				

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
4	vs Fort	Avenging Light (Quarterstaff)	1d10+4
	vs		
	vs		
	vs		

### FEATS

**Hafted Defense** - +1 AC and Reflex while wielding polearm or staff in two hands

**Ritual Caster** - Master and perform rituals

**Battle Caster Defense** - +4 AC against opportunity attacks after you use ranged or area power



CHARACTER NAME  
**Rhys Belloc**

PLAYER NAME

RACE Human CLASS Invoker LEVEL 1

	SCORE	ABILITY	MOD	
<b>HP</b>	<b>10</b>	<b>STR</b>	<b>+0</b>	<b>AC</b>
<b>25</b>				<b>17</b>
<b>Spd</b>	<b>15</b>	<b>CON</b>	<b>+2</b>	<b>Fort</b>
<b>5</b>				<b>14</b>
<b>Init</b>	<b>10</b>	<b>DEX</b>	<b>+0</b>	<b>Ref</b>
<b>+0</b>				<b>14</b>
	<b>13</b>	<b>INT</b>	<b>+1</b>	<b>Will</b>
				<b>16</b>
	<b>18</b>	<b>WIS</b>	<b>+4</b>	
	<b>11</b>	<b>CHA</b>	<b>+0</b>	

**19** Passive Insight    **14** Passive Perception

Skills

-1	Acrobatics	DEX
6	Arcana	INT (Trained)
-1	Athletics	STR
0	Bluff	CHA
0	Diplomacy	CHA
4	Dungeoneering	WIS
6	Endurance	CON (Trained)
4	Heal	WIS
6	History	INT (Trained)
9	Insight	WIS (Trained)
0	Intimidate	CHA
4	Nature	WIS
4	Perception	WIS
8	Religion	INT (Trained)
-1	Stealth	DEX
0	Streetwise	CHA
-1	Thievery	DEX

ADDITIONAL EFFECTS

Action Point

ADDITIONAL EFFECTS



**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.

PLAY DATA DUNGEONS & DRAGONS

PLAY DATA DUNGEONS & DRAGONS

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Second Wind

KEYWORDS Standard, Personal, ACTION, RANGE

Standard **10** Ranged 10

**ACTION** 4 vs Reflex

**ATTACK** DEFENSE TARGET

**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

CLASS Invoker LEVEL 1 BOOK PH

Divine Bolts

KEYWORDS Divine, Implement, Lightning, ACTION, RANGE

Standard **10** Ranged 10

**ACTION** 4 vs Reflex

**ATTACK** DEFENSE TARGET

**Attack:** Wisdom vs. Reflex  
**Hit:** 1d6 + Wisdom modifier (+4) lightning damage.  
Level 21: 2d6 + Wisdom modifier (+4) lightning damage.

Quarterstaff: +4 attack, 1d6+4 damage

ADDITIONAL EFFECTS

CLASS Invoker LEVEL 1 BOOK PH2

Astral Wind

KEYWORDS Divine, Implement, ACTION, RANGE

Standard **3** Close blast 3

**ACTION** 4 vs Fort

**ATTACK** DEFENSE TARGET

**Attack:** Wisdom vs. Fortitude  
**Hit:** 1d6 + Wisdom modifier (+4) damage, and you push the target 1 square. If the target moves nearer to you on its next turn, it takes extra damage equal to your Constitution modifier (+2).  
Level 21: 2d6 + Wisdom modifier (+4) damage.

Quarterstaff: +4 attack, 1d6+4 damage

ADDITIONAL EFFECTS

CLASS Invoker LEVEL 1 BOOK PHS2

UTILITY POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

Avenging Light

KEYWORDS Divine, Implement, Radiant, ACTION, RANGE

Standard **10** Ranged 10

**ACTION** 4 vs Fort

**ATTACK** DEFENSE TARGET

**Attack:** Wisdom vs. Fortitude  
**Hit:** 1d10 + Wisdom modifier (+4) radiant damage. If a bloodied ally is adjacent to the target, the attack deals extra radiant damage equal to your Constitution modifier (+2).  
Level 21: 2d10 + Wisdom modifier (+4) radiant damage.

**Special:** You can use this power as a ranged basic attack.

Quarterstaff: +4 attack, 1d10+4 damage

ADDITIONAL EFFECTS

CLASS Invoker LEVEL 1 BOOK PH2

Armor of Wrath

KEYWORDS Divine, Radiant, ACTION, RANGE

Imm React **5** Close burst 5

**ACTION** 5 vs

**ATTACK** DEFENSE TARGET

**Channel Divinity:** You can use only one channel divinity power per encounter.  
**Trigger:** An enemy within 5 squares of you hits you  
**Effect:** The target takes radiant damage equal to your Constitution modifier (+2), and you push the target 2 squares.  
Level 11: 1d6 + Constitution modifier (+2) radiant damage.  
Level 21: 2d6 + Constitution modifier (+2) radiant damage.

ADDITIONAL EFFECTS

CLASS Invoker LEVEL \* BOOK PH2

Scourge of Heaven

KEYWORDS Divine, Implement, ACTION, RANGE

Standard **10** Area burst 1 within 10 squares

**ACTION** 6 vs AC

**ATTACK** DEFENSE TARGET

**Attack:** Wisdom +2 vs. AC  
**Hit:** 1d8 + Wisdom modifier (+4) damage.  
**Covenant of Malediction (Fear):** The target also takes a -2 penalty to attack rolls until the end of your next turn.  
**Covenant of Preservation:** Each ally in the burst gains a +2 power bonus to defenses until the end of your next turn.  
**Covenant of Wrath:** The target takes extra damage equal to your Constitution modifier (+2).

Quarterstaff: +6 attack, 1d8+6 damage

ADDITIONAL EFFECTS  
+1 to damage rolls for each enemy you attack - Covenant of Wrath.

CLASS Invoker LEVEL 1 BOOK Dragon 383

AT-WILL POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

### Rebuke Undead

KEYWORDS		Divine, Implement, Radiant	USED
Standard	 	Close blast 5	
<b>ACTION</b>	<b>5</b>  	<b>RANGE</b>	
<b>4</b>	<b>vs Will</b>	Each undead creature in blast	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	
<p><b>Channel Divinity:</b> You can use only one channel divinity power per encounter.</p> <p><b>Attack:</b> Wisdom vs. Will</p> <p><b>Hit:</b> 1d10 + Wisdom modifier (+4) radiant damage. You push the target 2 squares, and it is dazed until the end of your next turn.</p> <p>Level 5: 2d10 + Wisdom modifier (+4) radiant damage.          Level 11: 3d10 + Wisdom modifier (+4) radiant damage.          Level 15: 4d10 + Wisdom modifier (+4) radiant damage.          Level 21: 5d10 + Wisdom modifier (+4) radiant damage.          Level 25: 6d10 + Wisdom modifier (+4) radiant damage.</p> <p><b>Miss:</b> Half damage.</p> <p>Quarterstaff: +4 attack, 1d10+4 damage</p>			
ADDITIONAL EFFECTS			
CLASS	Invoker	LEVEL	BOOK <i>PH2</i>
<b>ENCOUNTER POWER</b>			

### Binding Invocation of Chains

KEYWORDS		Divine, Implement	USED
Standard	 	Close burst 10	
<b>ACTION</b>	<b>10</b>  	<b>RANGE</b>	
<b>4</b>	<b>vs Reflex</b>	Each enemy in burst	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	
<p><b>Attack:</b> Wisdom vs. Reflex</p> <p><b>Hit:</b> The target is slowed (save ends).</p> <p><b>Miss:</b> The target is slowed until the end of your next turn.</p> <p>Quarterstaff: +4 attack</p>			
ADDITIONAL EFFECTS			
CLASS	Invoker	LEVEL 1	BOOK <i>PH2</i>
<b>DAILY POWER</b>			