

Player Name

Rhys Belloc

Character Name

1

Invoker

Level Class

Human

Medium

34

Male

5'8"

160 lb

Paragon Path  
Unaligned

Avandra

Epic Destiny

Total XP

Race

Size

Age

Gender

Height

Weight

Alignment

Deity

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		HEALING SURGES	
25	BLOODIED	SURGE VALUE	SURGES/DAY
	12	6	8
1/2 HP		1/4 HP	
CURRENT HIT POINTS		CURRENT SURGE USES	
SECOND WIND 1/ENCOUNTER		USED <input type="checkbox"/>	
TEMPORARY HIT POINTS			
DEATH SAVING THROW FAILURES		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
SAVING THROW MODS			
RESISTANCES			
CURRENT CONDITIONS AND EFFECTS			

### SKILLS

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

Rhys Belloc

### DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
17	<b>AC</b>	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	<b>FORT</b>	10	2	1			1	

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

### ACTION POINTS

	MILESTONES	ACTION POINTS
<input type="checkbox"/>	0	1
<input type="checkbox"/>	1	2
<input type="checkbox"/>	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	<b>Speed (Squares)</b>	6	-1	

SPECIAL MOVEMENT

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
19	Passive Insight	10 +	9

14	<b>Passive Perception</b>	10	+	4
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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 <b>Fort</b>	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
HP	10 STR	+0
25	15 CON	+2
Spd	10 DEX	+0
5	13 INT	+1
Init	18 WIS	+4
+0	11 CHA	+0

AC 17 Fort 14 Ref 14 Will 16

19 Passive Insight 14 Passive Perception

PLAY DATA DUNGEONS & DRAGONS

Second Wind

KEYWORDS Standard, Personal, ACTION, RANGE

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

UTILITY POWER DUNGEONS & DRAGONS

Avenging Light

KEYWORDS Divine, Implement, Radiant

Standard, ACTION, RANGE, 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

AT-WILL POWER DUNGEONS & DRAGONS

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

PLAY DATA DUNGEONS & DRAGONS

Divine Bolts

KEYWORDS Divine, Implement, Lightning

Standard, ACTION, RANGE, 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

AT-WILL POWER DUNGEONS & DRAGONS

Armor of Wrath

KEYWORDS Divine, Radiant

Imm React, ACTION, RANGE, 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

ENCOUNTER POWER DUNGEONS & DRAGONS

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.

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Astral Wind

KEYWORDS Divine, Implement

Standard, ACTION, RANGE, 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

AT-WILL POWER DUNGEONS & DRAGONS

Scourge of Heaven

KEYWORDS Divine, Implement

Standard, ACTION, RANGE, 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

ENCOUNTER POWER DUNGEONS & DRAGONS

Rebuke Undead

KEYWORDS Divine, Implement, Radiant		USED
Standard		Close blast 5
ACTION	5 	RANGE
4	vs Will	Each undead creature in blast
ATTACK	DEFENSE	TARGET
<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.</p> <p>Level 11: 3d10 + Wisdom modifier (+4) radiant damage.</p> <p>Level 15: 4d10 + Wisdom modifier (+4) radiant damage.</p> <p>Level 21: 5d10 + Wisdom modifier (+4) radiant damage.</p> <p>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 PH2
ENCOUNTER POWER		

Binding Invocation of Chains

KEYWORDS Divine, Implement		USED
Standard		Close burst 10
ACTION	10 	RANGE
4	vs Reflex	Each enemy in burst
ATTACK	DEFENSE	TARGET
<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 PH2
DAILY POWER		