

Player Name

Samus of Gail 6 Invoker 7 500
 Character Name Level Class Paragon Path Epic Destiny Total XP
 Human Medium 21 Male Good The Raven Queen
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
4	1	3	

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
19	AC	13	6					

CONDITIONAL BONUSES

MOVEMENT

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

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
10	STR Strength	0	3
13	CON Constitution	1	4
12	DEX Dexterity	1	4
15	INT Intelligence	2	5
19	WIS Wisdom	4	7
10	CHA Charisma	0	3

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
18	FORT	13	1	1		1	1	1

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
18	REF	13	2	1		1	1	

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
20	WILL	13	4	1		1	1	

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
24	Passive Insight	10	+ 14

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
17	Passive Perception	10	+ 7

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Mace

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 5	3	0		2			

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 3	3	0					

HIT POINTS

MAX HP	BLOODED	HEALING SURGES	SURGE VALUE	SURGES/DAY
43	21	10	7	

CURRENT HIT POINTS

CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

 USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES Resist 5 Poison

CURRENT CONDITIONS AND EFFECTS

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.

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

Human Power Selection - Choose an option for your human character.

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 Preservation - When you use a divine encounter or daily attack power on your turn, slide an ally within 10 squares 1 square

Ritual Casting - Gain Ritual Caster as a bonus feat.

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Mace

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8	0				

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4	0				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
7	vs Ref	Sun Strike (Mace)	1d8+4
9	vs Ref	Sun Strike (Rod of Resurgent)	1d8+6
3	vs AC	Unarmed (Melee)	1d4
4	vs AC	Unarmed (Range)	1d4+1

SKILLS

BONUS	SKILL NAME	ABIL	MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
3	Acrobatics	DEX	4	0	-1	0
10	Arcana	INT	5	5	n/a	0
2	Athletics	STR	3	0	-1	0
3	Bluff	CHA	3	0	n/a	0
3	Diplomacy	CHA	3	0	n/a	0
7	Dungeoneering	WIS	7	0	n/a	0
8	Endurance	CON	4	5	-1	0
12	Heal	WIS	7	5	n/a	0
13	History	INT	5	5	n/a	3
14	Insight	WIS	7	5	n/a	2
3	Intimidate	CHA	3	0	n/a	0
7	Nature	WIS	7	0	n/a	0
7	Perception	WIS	7	0	n/a	0
10	Religion	INT	5	5	n/a	0
3	Stealth	DEX	4	0	-1	0
3	Streetwise	CHA	3	0	n/a	0
3	Thievery	DEX	4	0	-1	0

LANGUAGES KNOWN

Common, Icordian

FEATS

Armor of Winter
Ritual Caster - Master and perform rituals

Skill Training (Heal) - Gain training in Heal

Skill Focus (History) - +3 to History checks

Resonating Covenant - +1 attack with at-will after using encounter or daily power

Distant Advantage - Gain combat advantage with ranged and area attacks against flanked enemies

POWER INDEX

*List your powers below.
Check the box when the power is used.
Clear the box when the power renews.*

AT-WILL POWERS

Sun Strike	<input type="checkbox"/>
Vanguard's Lightning	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

ENCOUNTER POWERS

Second Wind	<input type="checkbox"/>
Preserver's Rebuke	<input type="checkbox"/>
Blades of Astral Fire	<input type="checkbox"/>
Rebuke Undead	<input type="checkbox"/>
Sun Hammer	<input type="checkbox"/>
	<input type="checkbox"/>

DAILY POWERS

Summon Angel of Fire	<input type="checkbox"/>
Searing Orb	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

UTILITY POWERS

Emissary of the Gods	<input type="checkbox"/>
Astral Step	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

OTHER EQUIPMENT

Ritual Book
Chainmail (E)
Mace (E)
Scroll of Animal Messenger
Scroll of Comprehend Language
Scroll of Hand of Fate
Scroll of Endure Elements

COINS AND OTHER WEALTH

Money on hand: 0 gp
Stored money: 0 gp
Encumbrance: 49 / 100

MAGIC ITEM INDEX

*List your powers below.
Check the box when the power is used.
Clear the box when the power renews.*

MAGIC ITEMS

WEAPON	Rod of Resurgent Valor +2 (Off-hand) (E)	<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
ARMOR		<input type="checkbox"/>
ARMS	Bracers of Respite (heroic tier) (E)	<input type="checkbox"/>
FEET		<input type="checkbox"/>
HANDS		<input type="checkbox"/>
HEAD		<input type="checkbox"/>
NECK	Amulet of Health +1 (E)	<input type="checkbox"/>
RING		<input type="checkbox"/>
RING		<input type="checkbox"/>
WAIST	Belt of Vim (heroic tier) (E)	<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>

Daily Item Powers Per Day

Heroic (1-10)	<input type="checkbox"/>	Milestone	<input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>
Paragon (11-20)	<input type="checkbox"/>	Milestone	<input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>
Epic (21-30)	<input type="checkbox"/>	Milestone	<input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>

RITUALS / ALCHEMY

Hand of Fate
Create Holy Water

CHARACTER PORTRAIT



PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

Birth - Omen
Your birth was marked by an unusual occurrence—perhaps a great storm, an eclipse, or the start or end of a battle. What was the omen? How was it interpreted? Were others born under the same omen, and if so, do you have any special relationships with them?

Human - Heir of the Forgotten Gods
A sign at your birth or some event in your life pointed to the influence of a god that is either dead or forgotten. Are you

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

CHARACTER NAME
Samus of Gail

PLAYER NAME

RACE Human CLASS Invoker LEVEL 6

SCORE	ABILITY	MOD
HP	10 STR	+0
43	13 CON	+1
Spd	12 DEX	+1
5	15 INT	+2
Init	19 WIS	+4
+4	10 CHA	+0

AC	19
Fort	18
Ref	18
Will	20

24 Passive Insight 17 Passive Perception


Skills

3	Acrobatics	DEX
10	Arcana	INT (Trained)
2	Athletics	STR
3	Bluff	CHA
3	Diplomacy	CHA
7	Dungeoneering	WIS
8	Endurance	CON (Trained)
12	Heal	WIS (Trained)
13	History	INT (Trained)
14	Insight	WIS (Trained)
3	Intimidate	CHA
7	Nature	WIS
7	Perception	WIS
10	Religion	INT (Trained)
3	Stealth	DEX
3	Streetwise	CHA
3	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

Second Wind

KEYWORDS

Standard  Personal

ACTION  RANGE

AT-WILL ENCOUNTER DAILY

Effect: You spend a healing surge and regain 10 hit points. You gain a +2 bonus to all defenses until the start of your next turn.


ADDITIONAL EFFECTS


CLASS Invoker LEVEL 6 BOOK PH

PLAY DATA DUNGEONS & DRAGONS

Sun Strike

KEYWORDS Divine, Implement, Radiant

Standard  Ranged 10

ACTION  RANGE

7 vs Reflex One creature

ATTACK DEFENSE TARGET

A beam of radiant energy extends from your hands to bathe a foe in searing light and force it to move.
Attack: Wisdom vs. Reflex
Hit: 1d8 + Wisdom modifier (+4) radiant damage, and you slide the target 1 square.
Level 21: 2d8 + Wisdom modifier (+4) radiant damage.
Special: You can use this power as a ranged basic attack.

Mace: +7 attack, 1d8+4 damage
Rod of Resurgent Valor +2: +9 attack, 1d8+6 damage


ADDITIONAL EFFECTS


CLASS Invoker LEVEL 1 BOOK PH2

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Vanguard's Lightning

KEYWORDS Divine, Implement, Lightning

Standard  Area burst 1 within 10

ACTION  RANGE

7 vs Reflex Each creature in burst

ATTACK DEFENSE TARGET

Bolts of divine lightning arc from your hands to scorch the area before you. The bolts linger, ready to avenge any attacks made by your foes
Attack: Wisdom vs. Reflex
Hit: 1d6 + Wisdom modifier (+4) lightning damage. Whenever the target makes an opportunity attack before the end of your next turn, the target takes lightning damage equal to your Intelligence modifier (+2).
Level 21: 2d6 + Wisdom modifier (+4) lightning damage.

Mace: +7 attack, 1d6+4 damage
Rod of Resurgent Valor +2: +9 attack, 1d6+6 damage


ADDITIONAL EFFECTS


CLASS Invoker LEVEL 1 BOOK PH2

UTILITY POWER DUNGEONS & DRAGONS

Rebuke Undead

KEYWORDS Divine, Implement, Radiant

Standard  Close blast 5

ACTION  RANGE

7 vs Will Each undead creature in blast

ATTACK DEFENSE TARGET

Undead flee and then cower in your presence, their bodies seared by divine light.
Channel Divinity: You can use only one channel divinity power per encounter.
Attack: Wisdom vs. Will
Hit: 1d10 + Wisdom modifier (+4) radiant damage. You push the target 2 squares, and it is dazed until the end of your next turn.
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.
Miss: Half damage.

Mace: +7 attack, 2d10+4 damage
Rod of Resurgent Valor +2: +9 attack, 2d10+6 damage


ADDITIONAL EFFECTS


CLASS Invoker LEVEL 6 BOOK PH2

AT-WILL POWER DUNGEONS & DRAGONS

Preserver's Rebuke

KEYWORDS Divine

Imm React  Personal

ACTION  RANGE

vs

ATTACK DEFENSE TARGET

You call upon the gods to punish the enemy that dares harm those entrusted to your care.
Channel Divinity: You can use only one channel divinity power per encounter.
Trigger: An enemy within 10 squares of you hits your ally
Effect: Before the end of your next turn, you gain a bonus to your next attack roll against the triggering enemy equal to your Intelligence modifier (+2).


ADDITIONAL EFFECTS


CLASS Invoker LEVEL * BOOK PH2

AT-WILL POWER DUNGEONS & DRAGONS

Blades of Astral Fire

KEYWORDS Divine, Implement, Radiant

Standard  Area burst 1 within 10

ACTION  RANGE

7 vs Reflex Each enemy in burst

ATTACK DEFENSE TARGET

Gleaming blades of radiant energy appear and strike your foes. The blades then transform into spectral shields that protect your allies.
Attack: Wisdom vs. Reflex
Hit: 1d6 + Wisdom modifier (+4) radiant damage.
Effect: Each ally in the burst gains a +2 power bonus to AC until the end of your next turn.
Covenant of Preservation: The bonus to AC equals 1 + your Intelligence modifier (+2).

Mace: +7 attack, 1d6+4 damage
Rod of Resurgent Valor +2: +9 attack, 1d6+6 damage

ADDITIONAL EFFECTS

CLASS Invoker LEVEL 1 BOOK PH2

ENCOUNTER POWER DUNGEONS & DRAGONS

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Sun Hammer

KEYWORDS: Divine, Implement, Radiant

Standard: Area burst 1 within 10

ACTION 1 **RANGE**

7 vs Fort: Each enemy in burst

ATTACK **DEFENSE** **TARGET**

Forged from the light of the Bright City of Hestavar, the sun hammer glows brighter the more your allies suffer. You invoke the hammer to call down a radiant burst upon your foes.

Attack: Wisdom vs. Fortitude
Hit: 1d10 + Wisdom modifier (+4) radiant damage. If any bloodied allies are in the burst, the attack deals 2 extra radiant damage.

Mace: +7 attack, 1d10+4 damage
 Rod of Resurgent Valor +2: +9 attack, 1d10+6 damage

CLASS Invoker LEVEL 3 BOOK PH2

Summon Angel of Fire

KEYWORDS: Divine, Fire, Implement, Summoning

Minor: Ranged 5

ACTION 5 **RANGE**

vs

ATTACK **DEFENSE** **TARGET**

A mote of light appears before you, and from it steps an angelic figure wreathed in fire.

Effect: You summon a Medium angel of fire in an unoccupied square within range. The angel has speed 6 and fly 6 (hover). You can give the angel the following special commands.

Standard action: Close burst 1; targets each creature in burst; Wisdom vs. Reflex; 1d8 + Wisdom modifier (+4) fire damage.

Opportunity Attack: Melee 1; targets one creature; Wisdom vs. Reflex; 1d8 + Wisdom modifier (+4) fire damage.

CLASS Invoker LEVEL 1 BOOK PH2

Searing Orb

KEYWORDS: Divine, Implement, Radiant

Standard: Area burst 1 within 10 squares

ACTION 1 **RANGE**

7 vs Fort: Each creature in burst

ATTACK **DEFENSE** **TARGET**

A miniature sun appears amid your foes, blinding them with divine radiance.

Attack: Wisdom vs. Fortitude
Hit: 1d8 + Wisdom modifier (+4) radiant damage, and the target is blinded (save ends).
Covenant of Preservation: The target is also dazed until the end of your next turn.
Miss: Half damage, and the target is blinded until the end of your next turn.

Mace: +7 attack, 1d8+4 damage
 Rod of Resurgent Valor +2: +9 attack, 1d8+6 damage

CLASS Invoker LEVEL 5 BOOK PH2

Emissary of the Gods

KEYWORDS: Divine

Minor: Personal

ACTION **RANGE**

AT-WILL ENCOUNTER DAILY

You speak with the voice of the gods, compelling others to heed your words.

Effect: You gain a +5 power bonus to your next Diplomacy check or Intimidate check during this encounter. If you make this check as part of a skill challenge, you gain 2 successes if the check is successful and don't gain a failure if the check fails.

CLASS Invoker LEVEL 2 BOOK PH2

Astral Step

KEYWORDS: Divine, Teleportation

Move: Close burst 5

ACTION 5 **RANGE**

AT-WILL ENCOUNTER DAILY

You create momentary doorways through the Astral Sea, teleporting yourself and your companions a short distance.

Target: You and each ally in burst
Effect: You teleport each target 3 squares.
Covenant of Preservation: The number of squares you teleport each target equals 3 + your Intelligence modifier (+2).

CLASS Invoker LEVEL 6 BOOK PH2

Rod of Resurgent Valor +2

DAMAGE	PROFICIENT	GROUP	RANGE
+2 attack rolls and damage rolls		8	+2d6 damage

ENHANCEMENT	LEVEL	CRITICAL

PROPERTIES

When any creature attacks you, you gain a +1 item bonus to attack rolls with this rod against that creature until the end of your next turn.

Sun Strike: +9 attack, 1d8+6 damage

AT-WILL ENCOUNTER DAILY

POWER

Divine wrath channeled through this rod empowers your prayers against those who dare to attack you.

ITEM SLOT Off-hand WEIGHT 0 PRICE 3400 BOOK PH2

Belt of Vim (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
		8	1

Waist Slot Item

ENHANCEMENT LEVEL TYPE

PROPERTIES

Gain a +1 bonus to Fortitude defense.

AT-WILL ENCOUNTER DAILY

POWER

You feel hale and hearty while wearing this wide belt.

ITEM SLOT Waist WEIGHT 0 PRICE 3400 BOOK AV

Amulet of Health +1

AC BONUS	CHECK	SPEED	QUANTITY
+1 Fortitude, Reflex, and Will		3	1

Neck Slot Item

ENHANCEMENT LEVEL TYPE

PROPERTIES

Gain resist 5 poison.

AT-WILL ENCOUNTER DAILY

POWER

This golden amulet increases your defenses and resists poison.

ITEM SLOT Neck WEIGHT 0 PRICE 680 BOOK PH

Bracers of Respite (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
		2	1

Arms Slot Item

ENHANCEMENT LEVEL TYPE

PROPERTIES

Commonly worn by combat medics, these white linen arm guards spread healing benefits.

Power (Daily • Healing): Free Action. Use this power when an ally adjacent to you regains hit points. You or one other ally adjacent to you regains 1d8 hit points.

AT-WILL ENCOUNTER DAILY

POWER

Commonly worn by combat medics, these white linen arm guards spread healing benefits.

ITEM SLOT Arms WEIGHT 0 PRICE 520 BOOK AV

MAGIC ITEM

MAGIC ITEM

MAGIC ITEM