

Stone

Character Name

Warforged

Race

Medium

Size

2

Level

Male

Gender

Rune priest

Class

Paragon Path

Unaligned

Alignment

Moradin

Deity

Epic Destiny

Tempus

Adventuring Company

Total XP

1,000

RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
1	Initiative	1	

CONDITIONAL MODIFIERS

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
20	STR Strength	5	6
17	CON Constitution	3	4
10	DEX Dexterity	0	1
12	INT Intelligence	1	2
13	WIS Wisdom	1	2
9	CHA Charisma	-1	0

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES SURGE VALUE	SURGES/DAY
34	17	8	10
CURRENT HIT POINTS		CURRENT SURGE USES	
SECOND WIND 1/ENCOUNTER			USED ☐
TEMPORARY HIT POINTS			
DEATH SAVING THROW FAILURES			☐ ☐ ☐
SAVING THROW MODS +2 Racial bonus against ongoing damage			
RESISTANCES			
CURRENT CONDITIONS AND EFFECTS			

SKILLS

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

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
20	AC	11	7			1	2	-1

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	FORT	11	5					

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
13	REF	11	1				2	-1

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	WILL	11	1	2			1	

CONDITIONAL BONUSES

ACTION POINTS

	MILESTONES	ACTION POINTS
☐ Action Points	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Living Construct - No need to eat, drink, breathe, or sleep**Warforged Resolve** - Use warforged resolve as an

encounter power

Warforged Mind - +1 to Will defense**Warforged Resilience** - +2 racial bonus to saving throws

against ongoing damage

Unsleeping Watcher - 4 hours of inactivity counts as an

extended rest

CLASS / PATH / DESTINY FEATURES

Rune Master - Gain either Rune of Destruction or Rune of

Protection rune state

Rune of Destruction - Allies gain +1 to attack against

enemies adjacent to you or others in rune state

Rune of Protection - Allies adjacent to you gain resist

2/all, 4/all at 11th level, 6/all at 21st level

Rune of Mending - Gain rune of mending power**Runic Artistry** - Follow path of Defiant Word or way of

Wrathful Hammer

Wrathful Hammer - Proficiency with military hammers

and maces; Con modifier bonus to damage after enemy hits

you

LANGUAGES KNOWN

Common

MOVEMENT

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

SPECIAL MOVEMENT

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
12	Passive Insight	10 +	2

12	Passive Perception	10 +	2
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SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Earth-Wrought Hammer War

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 9	1	5		2		1	

ABILITY: Ranged Basic Attack - Magic Hand Crossbow +1

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

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Earth-Wrought Hammer War

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10+6	5		1		

ABILITY: Ranged Basic Attack - Magic Hand Crossbow +1

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d6+1	0		1		

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
9	vs AC	Earth-Wrought Hammer Warf	1d10+6
4	vs AC	Magic Hand Crossbow +1	1d6+1
6	vs AC	Unarmed (Melee)	1d4+5
1	vs AC	Unarmed (Range)	1d4
	vs		

FEATS

Rune of Vengeance - Bonus to damage equal to your

number of rune feats after you are first bloodied

Rune of Zeal - Bonus to Athletics and Endurance equal to

your number of rune feats

Word of Shielding

KEYWORDS

Divine, Runic, Weapon

USED

Standard

*

↓

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Melee weapon

ACTION

↺

✱

RANGE

9

vs

AC

ATTACK

DEFENSE

TARGET

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+5) damage.
Rule of Destruction: The first time the target hits or misses you or an ally adjacent to you with an attack before the end of your next turn, the target takes damage equal to your Constitution modifier (+3). The target doesn't take this damage if it attacks a creature marking it.
Rule of Protection: The first time the target hits or misses you or an ally adjacent to you with an attack before the end of your next turn, the target of that attack gains temporary hit points equal to your Constitution modifier (+3).

Earth-Wrought Hammer Warhammer +1: +9 attack, 1d10+6 damage

FLAVOR TEXT
The rune of shielding flares to life when your foe strikes at you or your friends.

CLASS

Rune priest

LEVEL

1

BOOK

PH3

AT-WILL POWER

DUNGEONS & DRAGONS

Word of Diminishment

KEYWORDS

Divine, Runic, Weapon

USED

Standard

*

↓

↺

Melee weapon

ACTION

↺

✱

RANGE

9

vs

AC

ATTACK

DEFENSE

TARGET

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+5) damage.
Rule of Destruction: Until the end of your next turn, the target has vulnerable 2 to all damage, but vulnerable 5 against opportunity attacks.
Level 11: Vulnerable 4, but 7 against opportunity attacks.
Level 21: Vulnerable 6, but 10 against opportunity attacks.
Rule of Protection: Until the end of your next turn, the target takes a penalty to damage rolls equal to your Constitution modifier (+3).

Earth-Wrought Hammer Warhammer +1: +9 attack, 1d10+6 damage

FLAVOR TEXT
Your weapon flares with golden energy as you invoke the rune of diminishment. That energy ripples forth as you strike your enemy.

CLASS

Rune priest

LEVEL

1

BOOK

PH3

AT-WILL POWER

DUNGEONS & DRAGONS

Warforged Resolve

KEYWORDS

Healing

USED

Minor

↓

↺

Personal

ACTION

↺

✱

RANGE

vs

ATTACK

DEFENSE

TARGET

Effect: You gain a number of temporary hit points equal to 3 + one-half your level and can make a saving throw against one effect on you that deals ongoing damage. If you are bloodied, you also regain hit points equal to 3 + one-half your level.

Unarmed: +1 attack

FLAVOR TEXT
It's difficult to take you down, even when you're faltering.

CLASS

Racial Power

LEVEL

*

BOOK

EPG

ENCOUNTER POWER

DUNGEONS & DRAGONS

Rune of Mending

KEYWORDS

Divine, Healing, Runic

USED

Minor

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Close burst 5 (10 at 11th level, 15

ACTION

5

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RANGE

vs

ATTACK

DEFENSE

TARGET

Effect: The target can spend a healing surge.
Level 6: The target regains 1d6 additional hit points.
Level 11: The target regains 2d6 additional hit points.
Level 16: The target regains 3d6 additional hit points.
Level 21: The target regains 4d6 additional hit points.
Level 26: The target regains 5d6 additional hit points.
Rule of Destruction: You and each ally in the burst gain a +2 power bonus to damage rolls (+4 power bonus at 11th level and +6 power bonus at 21st level) until the end of your next turn.
Rule of Protection: You and each ally in the burst gain a +1 bonus to all defenses until the end of your next turn.
Special: You can use this power twice per encounter, but only once per round. At 16th level, you can use this power three times per encounter, but only once per round.

Unarmed: +1 attack

FLAVOR TEXT
The healing rune flares with a cold blue fire as you trace it in the air. The rune then appears on your allies' armor.

CLASS

Rune priest

LEVEL

BOOK

PH3

ENCOUNTER POWER

DUNGEONS & DRAGONS

Anvil of Battle

KEYWORDS

Divine, Runic, Weapon

USED

Standard

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Melee weapon

ACTION

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✱

RANGE

9

vs

Fort

ATTACK

DEFENSE

TARGET

Attack: Strength vs. Fortitude
Hit: 1[W] + Strength modifier (+5) damage. Until the start of your next turn, you have resist 5 to all damage against the target's attacks.
Rule of Destruction: Until the end of your next turn, whenever the target shifts, you or an ally adjacent to you can make an opportunity attack against it with a bonus to the attack roll equal to your Constitution modifier (+3).
Rule of Protection: Until the end of your next turn, whenever the target shifts, you and each ally within 2 squares of the target can shift 1 square as a free action.

Earth-Wrought Hammer Warhammer +1: +9 attack, 1d10+6 damage

FLAVOR TEXT
The rune of the anvil, when enhanced by your mastery of divine magic, allows you to become a bulwark.

CLASS

Rune priest

LEVEL

1

BOOK

PH3

ENCOUNTER POWER

DUNGEONS & DRAGONS

Rune of Endless Fire

KEYWORDS

Divine, Fire, Radiant, Weapon

USED

Standard

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↺

Melee weapon

ACTION

↺

✱

RANGE

9

vs

AC

ATTACK

DEFENSE

TARGET

Attack: Strength vs. AC
Hit: 2[W] + Strength modifier (+5) fire and radiant damage, and the target is blinded until the end of your next turn.
Miss: Half damage.
Effect: Until the end of the encounter, you gain a +2 bonus to damage rolls, your attacks deal fire and radiant damage instead of their normal damage types, and the number of hit points and temporary hit points granted by your powers increases by 4.

Earth-Wrought Hammer Warhammer +1: +9 attack, 2d10+6 damage

FLAVOR TEXT
The sun was shaped by the rune of endless fire. You invoke the least form of the rune to wreath your foe in golden, killing light.

CLASS

Rune priest

LEVEL

1

BOOK

PH3

DAILY POWER

DUNGEONS & DRAGONS

Arcane Senses

KEYWORDS

USED

Minor

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↺

Personal

ACTION

↺

✱

RANGE

AT-WILL

ENCOUNTER

DAILY

Effect: You make an Arcana check and learn the number of elemental, fey, and shadow creatures that are within a number of squares of you equal to the check result. You don't learn the creatures' locations, but you do learn separate counts for each type.
Prerequisite: You must be trained in Arcana.

ADDITIONAL EFFECTS
You refocus your eyes to see magic energy invisible to the untrained eye, learning how many magical creatures are nearby.

CLASS

Arcana

LEVEL

2

BOOK

PH3

UTILITY POWER

DUNGEONS & DRAGONS

Earth-Wrought Hammer Warhammer +

1d10

2

Hammer

DAMAGE

PROFICIENT

GROUP

RANGE

+1 attack rolls and damage rolls

1

The target is knocked

ENHANCEMENT

LEVEL

CRITICAL

PROPERTIES

Versatile

Melee Basic Attack: +9 attack, 1d10+6 damage

AT-WILL

ENCOUNTER

DAILY

POWER

ITEM SLOT

One-hand

WEIGHT

5

PRICE

360

BOOK

PH

MAGIC WEAPON

DUNGEONS & DRAGONS

Dwarven Scale Armor +1

7

-

-1

1

AC BONUS

CHECK

SPEED

QUANTITY

+1 AC

2

Armor

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

Gain a +1 item bonus to Endurance checks.

AT-WILL

ENCOUNTER

DAILY

POWER

Power (Daily • Healing): Free Action. Regain hit points as if you had spent a healing surge.

ITEM SLOT

Body

WEIGHT

45

PRICE

520

BOOK

PH

MAGIC ITEM

DUNGEONS & DRAGONS