

Player Name _____

Hurkenderck 1 Invoker 0
 Character Name Level Class Paragon Path Epic Destiny Total XP
 Dwarf Medium 31 Male Good Sune
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
0			

CONDITIONAL MODIFIERS

DEFENSES

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

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
5	Speed (Squares)	5		

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
10	STR Strength	0	0
16	CON Constitution	3	3
10	DEX Dexterity	0	0
11	INT Intelligence	0	0
20	WIS Wisdom	5	5
8	CHA Charisma	-1	-1

FORT

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
14	FORT	10	3	1				

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
15	Passive Insight	10	5
15	Passive Perception	10	5

SPECIAL SENSES
Low-light Vision

REF

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

CONDITIONAL BONUSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

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

ABILITY: Ranged Basic Attack - Unarmed

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

WILL

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

CONDITIONAL BONUSES

HIT POINTS

MAX HP	BLOODED	HEALING SURGES SURGE VALUE	SURGES/DAY
31	15	7	9

CURRENT HIT POINTS CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS +5 Racial bonus against poison

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4	0		0		

ABILITY: Ranged Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4	0		0		

RACE FEATURES

Dwarven Weapon Proficiency - Proficient with hammers.

Cast-Iron Stomach - +5 bonus to saving throws against poison.

Encumbered Speed - Armor or heavy load doesn't reduce your speed. (Other effects still can.)

Dwarven Resilience - Second wind is minor action.

Stand Your Ground - Can move 1 less when forced to move. Immediate saving throw to avoid being knocked prone.

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
0	vs AC	Unarmed (Melee)	1d4
0	vs AC	Unarmed (Range)	1d4
	vs		
	vs		

SKILLS

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

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.

FEATS

Ritual Caster - Master and perform rituals

Toughness - Gain 5 additional hit points per tier

LANGUAGES KNOWN

Common, Dwarven

CHARACTER NAME
Hurkenderck

PLAYER NAME

RACE Dwarf CLASS Invoker LEVEL 1

HP 31	STR 10	AC 10
Spd 5	CON 16	Fort 14
Init +0	DEX 10	Ref 11
	INT 11	Will 16
	WIS 20	
	CHA 8	

15 Passive Insight **15** Passive Perception

PLAY DATA DUNGEONS & DRAGONS



ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Second Wind

KEYWORDS

Minor	↓	↖	Personal
ACTION	↖	↗	RANGE
	vs		Self
ATTACK	DEFENSE	TARGET	

Effect: You spend a healing surge and regain 7 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS
Second wind is a minor action for dwarves.

CLASS LEVEL BOOK PH

ENCOUNTER ACTION DUNGEONS & DRAGONS

Astral Wind

KEYWORDS Divine, Implement USED

Standard	↓	↖	Close blast 3
ACTION	↖	↗	RANGE
5	vs	Fort	Each creature in blast
ATTACK	DEFENSE	TARGET	

Attack: Wisdom vs. Fortitude
Hit: 1d6 + Wisdom modifier (+5) 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 (+3).
Level 21: 2d6 + Wisdom modifier (+5) damage.

Unarmed: +5 attack, 1d6+5 damage

ADDITIONAL EFFECTS

CLASS Invoker LEVEL 1 BOOK PH2

AT-WILL POWER DUNGEONS & DRAGONS

Sun Strike

KEYWORDS Divine, Implement, Radiant USED

Standard	↓	10	↖	Ranged 10
ACTION	↖	↗		RANGE
5	vs	Reflex	One creature	
ATTACK	DEFENSE	TARGET		

Attack: Wisdom vs. Reflex
Hit: 1d8 + Wisdom modifier (+5) radiant damage, and you slide the target 1 square.
Level 21: 2d8 + Wisdom modifier (+5) radiant damage.

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

Unarmed: +5 attack, 1d8+5 damage

ADDITIONAL EFFECTS

CLASS Invoker LEVEL 1 BOOK PH2

AT-WILL POWER DUNGEONS & DRAGONS

Rebuke Undead

KEYWORDS Divine, Implement, Radiant USED

Standard	↓	↖	Close blast 5
ACTION	↖	↗	RANGE
5	vs	Will	Each undead creature in blast
ATTACK	DEFENSE	TARGET	

Channel Divinity: You can use only one channel divinity power per encounter.
Attack: Wisdom vs. Will
Hit: 1d10 + Wisdom modifier (+5) radiant damage. You push the target 2 squares, and it is dazed until the end of your next turn.
Level 5: 2d10 + Wisdom modifier (+5) radiant damage.
Level 11: 3d10 + Wisdom modifier (+5) radiant damage.
Level 15: 4d10 + Wisdom modifier (+5) radiant damage.
Level 21: 5d10 + Wisdom modifier (+5) radiant damage.
Level 25: 6d10 + Wisdom modifier (+5) radiant damage.
Miss: Half damage.

Unarmed: +5 attack, 1d10+5 damage

ADDITIONAL EFFECTS

CLASS Invoker LEVEL BOOK PH2

ENCOUNTER POWER DUNGEONS & DRAGONS

Armor of Wrath

KEYWORDS Divine, Radiant USED

Imm Reacti	↓	↖	Close burst 5
ACTION	↖	↗	RANGE
	vs		The triggering enemy in burst
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 (+3), and you push the target 2 squares.
Level 11: 1d6 + Constitution modifier (+3) radiant damage.
Level 21: 2d6 + Constitution modifier (+3) radiant damage.

ADDITIONAL EFFECTS

CLASS LEVEL * BOOK PH2

ENCOUNTER POWER DUNGEONS & DRAGONS

Thunder of Judgment

KEYWORDS Divine, Implement, Thunder USED

Standard	↓	10	↖	Ranged 10
ACTION	↖	↗		RANGE
5	vs	Fort	One, two, or three creatures	
ATTACK	DEFENSE	TARGET		

Attack: Wisdom vs. Fortitude
Hit: 1d6 + Wisdom modifier (+5) thunder damage, or 2d6 + Wisdom modifier (+5) thunder damage if you target only one creature. In addition, the target is dazed until the end of your next turn.
Covenant of Wrath: You also push the target a number of squares equal to your Constitution modifier (+3).

Unarmed: +5 attack, 1d6+5 damage

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

CLASS Invoker LEVEL 1 BOOK PH2

ENCOUNTER POWER DUNGEONS & DRAGONS

Silent Malediction

KEYWORDS Divine, Implement, Thunder USED

Standard	↓	↖	Close blast 3
ACTION	↖	↗	RANGE
5	vs	Fort	Each creature in blast
ATTACK	DEFENSE	TARGET	

Attack: Wisdom vs. Fortitude
Hit: 2d6 + Wisdom modifier (+5) thunder damage, and the target is stunned (save ends).
Miss: Half damage, and the target is dazed until the end of your next turn.
Effect: You are dazed until the end of your next turn.

Unarmed: +5 attack, 2d6+5 damage

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

CLASS Invoker LEVEL 1 BOOK DP

DAILY POWER DUNGEONS & DRAGONS