

Player Name

Ginn & Tonique
 Character Name: **8** Avenger
 Level: **8** Class: **Paragon Path** Epic Destiny: **13,000** Total XP

Kalashtar Medium
 Race: **Medium** Size: **Medium** Age: **Medium** Gender: **Medium** Height: **Medium** Weight: **Medium** Alignment: **Medium** Deity: **Medium**

INITIATIVE			
SCORE	DEX	1/2 LVL	MISC
4	4	4	

CONDITIONAL MODIFIERS

DEFENSES									
SCORE	DEFENSE	10 +	ARMOR/ 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
25	AC	14	3			2	2		4

CONDITIONAL BONUSES

MOVEMENT				
SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

ABILITY SCORES			
SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
10	STR Strength	0	4
10	CON Constitution	0	4
11	DEX Dexterity	0	4
16	INT Intelligence	3	7
22	WIS Wisdom	6	10
10	CHA Charisma	0	4

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

CONDITIONAL BONUSES

DEFENSES									
SCORE	DEFENSE	10 +	ARMOR/ 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
20	REF	14	3	1			2		

CONDITIONAL BONUSES

DEFENSES									
SCORE	DEFENSE	10 +	ARMOR/ 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
23	WILL	14	6	1			2		

CONDITIONAL BONUSES

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

27	Passive Perception	10	+ 17
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SPECIAL SENSES
 telepathy 5

ATTACK WORKSPACE							
ABILITY:	Melee Basic Attack - Falchion of Oaths Fulfilled +						
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 10	4	0		3	1	2	

ABILITY: **Melee Basic Attack - Unarmed**

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

HIT POINTS			
MAX HP	BLOODIED	HEALING SURGES	SURGES/DAY
66	33	16	7

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 +1 item bonus against ongoing damage

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS		
ACTION POINTS	MILESTONES	ACTION POINTS
1	0	1
2	1	2
3	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES	
Dual Soul	Make saves vs. dazed and dominated at the start of your turn instead of the end.
Bastion of Mental Clarity	You have the bastion of mental clarity power.
Telepathy 5	Two way telepathic communication within 5.

DAMAGE WORKSPACE					
ABILITY:	Melee Basic Attack - Falchion of Oaths Fulfilled +				
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
2d4+4	0		2	2	

ABILITY: **Melee Basic Attack - Unarmed**

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+2	0			2	

BASIC ATTACKS			
ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
13	vs Will	Avenging Shackles (Falchion)	1d8+8
4	vs AC	Unarmed (Melee)	1d4+2
4	vs AC	Unarmed (Range)	1d4

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

CLASS / PATH / DESTINY FEATURES	
Armor of Faith	Gain +3 bonus to AC while wearing cloth or no armor and not using a shield.
Avenger's Censure	Gain an avenger's censure power.
Censure of Unity	
Channel Divinity	Invoke a channel divinity class feature or other power; encounter.
Oath of Enmity	Gain the oath of enmity power
Versatile Expertise (Heavy Blade)	+1 to attack rolls with Heavy Blades.
Versatile Expertise (Holy Symbol)	+1 to attack rolls with holy symbols

FEATS	
Avenging Resolution	Treat damage dice results of 1 or 2 as a result of 3
Versatile Expertise	Bonus to attacks with weapons and implements of your choice
Unarmored Agility	+2 AC while wearing cloth armor or no armor
Divine Distraction	Allies gain bonus to damage your oath of enmity target when you are adjacent to target
Improved Armor of Faith	Increases armor of faith bonus to AC

LANGUAGES KNOWN	
Common	

CHARACTER NAME
Ginn & Tonique

PLAYER NAME

RACE **Kalashtar** CLASS **Avenger** LEVEL **8**

SCORE	ABILITY	MOD
HP 66	STR 10	+0
Spd 6	CON 10	+0
Init +4	DEX 11	+0
	INT 16	+3
	WIS 22	+6
	CHA 10	+0

AC 25
Fort 17
Ref 20
Will 23

24 Passive Insight **27** Passive Perception

Skills

4	Acrobatics	DEX
7	Arcana	INT
4	Athletics	STR
4	Bluff	CHA
4	Diplomacy	CHA
10	Dungeoneering	WIS
4	Endurance	CON
10	Heal	WIS
7	History	INT
14	Insight	WIS
4	Intimidate	CHA
10	Nature	WIS
17	Perception	WIS (Trained)
12	Religion	INT (Trained)
9	Stealth	DEX (Trained)
9	Streetwise	CHA (Trained)
4	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 16 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS Avenger LEVEL 1 BOOK *PH*

PLAY DATA **DUNGEONS & DRAGONS**

Focused Fury

KEYWORDS Divine, Weapon

Standard Melee or Ranged weapon

ACTION RANGE

16 vs AC One creature

ATTACK DEFENSE TARGET

Attack: Wisdom vs. AC
Hit: 1[W] + Wisdom modifier (+6) damage. If the target is your oath of enmity target, you can push a different enemy that is adjacent to you 2 squares.
Level 21: 2[W] + Wisdom modifier (+6) damage.

Falchion of Oaths Fulfilled +2: +16 attack, 2d4 +10 damage

ADDITIONAL EFFECTS
+1 to damage rolls against your oath of enmity target for each ally adjacent to that target - Censure of Unity.

CLASS Avenger LEVEL 1 BOOK *PHS2*

ENCOUNTER SPECIAL **DUNGEONS & DRAGONS**

Avenging Shackles

KEYWORDS Divine, Implement, Radiant

Standard Ranged 5

ACTION RANGE

13 vs Will One creature

ATTACK DEFENSE TARGET

Attack: Wisdom vs. Will
Hit: 1d8 + Wisdom modifier (+6) radiant damage. If the target is your oath of enmity target, the target is also slowed until the end of your next turn.
Level 21: 2d8 + Wisdom modifier (+6) damage.

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

Falchion of Oaths Fulfilled +2: +13 attack, 1d8+8 damage

ADDITIONAL EFFECTS
+1 to damage rolls against your oath of enmity target for each ally adjacent to that target - Censure of Unity.

CLASS Avenger LEVEL 1 BOOK *Dragon 382*

UTILITY POWER **DUNGEONS & DRAGONS**

Bastion of Mental Clarity

KEYWORDS

Imm Interr Close burst 5

ACTION 5 RANGE

vs You and each ally in burst

ATTACK DEFENSE TARGET

Trigger: An enemy hits or misses you with an attack against your Will
Effect: Each target gains a +4 power bonus to Will until the end of your next turn.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL * BOOK *EPG*

AT-WILL POWER **DUNGEONS & DRAGONS**

Oath of Enmity

KEYWORDS Divine

Minor Close burst 10

ACTION 10 RANGE

vs One enemy you can see in burst

ATTACK DEFENSE TARGET

Effect: When you make a melee attack against the target and the target is the only enemy adjacent to you, you make two attack rolls and use either result. This effect lasts until the end of the encounter or until the target drops to 0 hit points, at which point you regain the use of this power. If another effect lets you roll twice and use the higher result when making an attack roll, this power has no effect on that attack. If an effect forces you to roll twice and use the lower result when making an attack roll, this power has no effect on that attack either. If an effect lets you reroll an attack roll and you rolled twice because of this power, you reroll both dice.

ADDITIONAL EFFECTS

CLASS Avenger LEVEL BOOK *PH2*

AT-WILL POWER **DUNGEONS & DRAGONS**

Raging Tempest

KEYWORDS Divine, Lightning, Thunder, Weapon

Standard Melee weapon

ACTION RANGE

16 vs AC One creature

ATTACK DEFENSE TARGET

Attack: Wisdom vs. AC
Hit: 1[W] + Wisdom modifier (+6) damage plus 1d6 lightning damage. The next time the target takes damage from an attack before the start of your next turn, it takes 1d6 extra thunder damage.
Special: You can use this power in place of a melee basic attack when charging.

Falchion of Oaths Fulfilled +2: +16 attack, 2d4 +10 damage

ADDITIONAL EFFECTS
+1 to damage rolls against your oath of enmity target for each ally adjacent to that target - Censure of Unity.

CLASS Avenger LEVEL 1 BOOK *Dragon 383*

ENCOUNTER POWER **DUNGEONS & DRAGONS**

ENCOUNTER POWER **DUNGEONS & DRAGONS**

ENCOUNTER POWER **DUNGEONS & DRAGONS**

Abjure Undead

KEYWORDS		Divine, Implement, Radiant	USED
Standard		Close burst 5	
ACTION	5	RANGE	
13	vs	Will	One undead creature in burst
ATTACK		DEFENSE	TARGET

Channel Divinity: You can use only one channel divinity power per encounter
Attack: Wisdom vs. Will
Hit: 3d10 + Wisdom modifier (+6) radiant damage, and you pull the target a number of squares equal to 1 + your Wisdom modifier (+6). The target is also immobilized until the end of your next turn.
 Level 5: 4d10 + Wisdom modifier (+6) damage.
 Level 11: 5d10 + Wisdom modifier (+6) damage.
 Level 15: 6d10 + Wisdom modifier (+6) damage.
 Level 21: 7d10 + Wisdom modifier (+6) damage.
 Level 25: 8d10 + Wisdom modifier (+6) damage.
Miss: Half damage, and you pull the target 1 square.

Falchion of Oaths Fulfilled +2: +13 attack, 4d10+8 damage

ADDITIONAL EFFECTS
 +1 to damage rolls against your oath of enmity target for each ally adjacent to that target - Censure of Unity.

CLASS	Avenger	LEVEL		BOOK	PH2
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ENCOUNTER POWER

Divine Guidance

KEYWORDS		Divine	USED
Imm Interr		Close burst 10	
ACTION	10	RANGE	
	vs		The triggering ally
ATTACK		DEFENSE	TARGET

Channel Divinity: You can use only one channel divinity power per encounter
Trigger: An ally within 10 squares of you makes an attack roll against your oath of enmity target
Effect: The target makes a second attack roll and uses either result.

ADDITIONAL EFFECTS

CLASS	Avenger	LEVEL		BOOK	PH2
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ENCOUNTER POWER

Fury's Advance

KEYWORDS		Divine, Weapon	USED
Minor		Melee weapon	
ACTION		RANGE	
16	vs	AC	One creature
ATTACK		DEFENSE	TARGET

Attack: Wisdom vs. AC
Hit: 1[W] damage. You push the target 1 square, and it takes 3 damage for each of your allies adjacent to it after the push. You then shift 1 square to a square adjacent to the target.
Censure of Unity: The number of squares you push and shift equals your Intelligence modifier (+3). You still must end the shift adjacent to the target.

Falchion of Oaths Fulfilled +2: +16 attack, 2d4+4 damage

ADDITIONAL EFFECTS
 +1 to damage rolls against your oath of enmity target for each ally adjacent to that target - Censure of Unity.

CLASS	Avenger	LEVEL	3	BOOK	DP
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ENCOUNTER POWER

Excoriating Call

KEYWORDS		Divine, Implement, Radiant	USED
Standard		Close burst 3	
ACTION	3	RANGE	
13	vs	Will	Each creature in burst
ATTACK		DEFENSE	TARGET

Attack: Wisdom vs. Will
Hit: You push the target 3 squares. If the target is your oath of enmity target, it instead takes 2d10 + your Wisdom modifier (+6) radiant damage, and you pull it to a square adjacent to you.

Falchion of Oaths Fulfilled +2: +13 attack

ADDITIONAL EFFECTS

CLASS	Avenger	LEVEL	7	BOOK	DP
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ENCOUNTER POWER

Strength of Many

KEYWORDS		Divine, Weapon	USED
Standard		Melee weapon	
ACTION		RANGE	
16	vs	AC	One creature
ATTACK		DEFENSE	TARGET

Effect: Whenever you make a damage roll before the end of your next turn, you gain a +2 bonus for each ally within 2 squares of you.
Attack: Wisdom vs. AC
Hit: 3[W] + Wisdom modifier (+6) damage.
Miss: Half damage.

Falchion of Oaths Fulfilled +2: +16 attack, 6d4 +10 damage

ADDITIONAL EFFECTS
 +1 to damage rolls against your oath of enmity target for each ally adjacent to that target - Censure of Unity.

CLASS	Avenger	LEVEL	1	BOOK	DP
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DAILY POWER

Living Death Strike

KEYWORDS		Divine, Necrotic, Weapon	USED
Standard		Melee weapon	
ACTION		RANGE	
16	vs	AC	One creature
ATTACK		DEFENSE	TARGET

Attack: Wisdom vs. AC
Hit: 2[W] + Wisdom modifier (+6) damage.
Miss: Half damage.
Effect: You can lose a healing surge to deal an additional 2[W] necrotic damage.

Falchion of Oaths Fulfilled +2: +16 attack, 4d4 +10 damage

ADDITIONAL EFFECTS
 +1 to damage rolls against your oath of enmity target for each ally adjacent to that target - Censure of Unity.

CLASS	Avenger	LEVEL	5	BOOK	Dragon 372
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DAILY POWER

Loyal Sanction

KEYWORDS		Divine	USED
Minor		Close burst 5	
ACTION	5	RANGE	
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	

Target: One ally in burst
Effect: Until the end of your next turn, the target gains a power bonus to damage rolls against your oath of enmity target equal to your Wisdom modifier (+6).

ADDITIONAL EFFECTS

CLASS	Avenger	LEVEL	2	BOOK	DP
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UTILITY POWER

Aspect of Agility

KEYWORDS		Divine	USED
Move		Personal	
ACTION		RANGE	
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	

Effect: You shift 5 squares, and you gain a +2 bonus to AC and Reflex until the end of your next turn.

ADDITIONAL EFFECTS

CLASS	Avenger	LEVEL	6	BOOK	PH2
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UTILITY POWER

Falchion of Oaths Fulfilled +2

2d4	3	Heavy Blade	
DAMAGE	PROFICIENT	GROUP	RANGE
+2 attack rolls and damage rolls		9	+1d6 damage per plus
ENHANCEMENT		LEVEL	CRITICAL

PROPERTIES
 Avengers can use this weapon as an implement for avenger powers and avenger paragon path powers.
 When you reduce the target of your oath of enmity to 0 hit points, the next attack you make with this weapon before the end of your next turn deals 1d6 extra damage per plus.
 High Crit

Avenging Shackles: +13 attack, 1d8+8 damage

<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
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POWER

ITEM SLOT	Two-Hands	WEIGHT	7	PRICE	4200	BOOK	PH
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MAGIC WEAPON

Cloth Armor (Basic Clothing) of Sudder

AC BONUS	CHECK	SPEED	QUANTITY
+2 AC			1
ENHANCEMENT	LEVEL	TYPE	
	8	Armor	

PROPERTIES
You gain a +1 item bonus to saving throws against ongoing damage.

AT-WILL ENCOUNTER DAILY

POWER
Power (Daily * Healing): Minor. You can use this power when you're taking ongoing damage. The ongoing damage ends, and you gain regeneration equal to the amount of the ongoing damage until the end of the encounter.

ITEM SLOT	Body	WEIGHT	4	PRICE	3400	BOOK	PH
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MAGIC ITEM 

Cloak of Resistance +2

AC BONUS	CHECK	SPEED	QUANTITY
+2 Fortitude, Reflex, and Will			1
ENHANCEMENT	LEVEL	TYPE	
	7	Neck Slot Item	

PROPERTIES

AT-WILL ENCOUNTER DAILY

POWER
Power (Daily): Minor Action. Gain resist 5 to all damage until the start of your next turn.

ITEM SLOT	Neck	WEIGHT	0	PRICE	2600	BOOK	PH
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MAGIC ITEM 

Iron Armbands of Power (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
			1
ENHANCEMENT	LEVEL	TYPE	
	6	Arms Slot Item	

PROPERTIES
Gain a +2 item bonus to melee damage rolls.

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT	Arms	WEIGHT	0	PRICE	1800	BOOK	AV
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MAGIC ITEM 