DUNGEONS & DRAGONS

Character Sheet

Player Name: Valthos

Character Name	Level	Class	Paragon Path	Epic Destiny	Total XP
Mikal	5	Avenger			5.500

Race	Size	Age	Gender	Height	Weight	Alignment	Deity	Adventuring Company	RPGA Number
Human	Medium	28	Male	5'4"	150 lb.	Unaligned	Ioun		

INITIATIVE

SCORE		DEX	1/2 LVL	MISC
5	Initiative	3	2	

CONDITIONAL MODIFIERS

ABILITY SCORES

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

HIT POINTS

MAX HP	BLOODIED (1/2 HP)	HEALING SURGES: SURGE VALUE (1/4 HP)	HEALING SURGES: SURGES/DAY
51	25	12	8

CURRENT HIT POINTS

CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER — USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

SKILLS

BONUS	SKILL NAME		ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
10	Acrobatics	DEX	5	5		
2	Arcana	INT	2	0	n/a	
2	Athletics	STR	2	0		
7	Bluff	CHA	2	5	n/a	
2	Diplomacy	CHA	2	0	n/a	
6	Dungeoneering	WIS	6	0	n/a	
3	Endurance	CON	3	0		
6	Heal	WIS	6	0	n/a	
2	History	INT	2	0	n/a	
6	Insight	WIS	6	0	n/a	
2	Intimidate	CHA	2	0	n/a	
6	Nature	WIS	6	0	n/a	
11	Perception	WIS	6	5	n/a	
7	Religion	INT	2	5	n/a	
10	Stealth	DEX	5	5		
7	Streetwise	CHA	2	5	n/a	
10	Thievery	DEX	5	5		

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
23	AC	12	5			2		4
16	FORT	12	1	1		1	1	
18	REF	12	3	1		1	1	
19	WILL	12	4	1		1	1	

CONDITIONAL BONUSES

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.

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

Armor of Faith - Gain +3 bonus to AC while neither wearing heavy armor nor using a shield.

Avenger's Censure - Gain an avenger's censure power.

Censure of Pursuit - Deal 2 + Dex mod extra damage if oath target moves away. (4 + Dex mod at 11th level, 6 + Dex mod at 21st)

Channel Divinity - Invoke a channel divinity class feature or other power; encounter.

Oath of Enmity - Gain the oath of enmity power

Sneak Attack - Once per round, if you have combat advantage and hit with a crossbow, light blade, or sling, deal extra damage.

LANGUAGES KNOWN

Common, Elven

MOVEMENT

SCORE		BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6			

SPECIAL MOVEMENT

SENSES

SCORE	PASSIVE SENSE	BASE		SKILL BONUS
16	Passive Insight	10	+	6
21	Passive Perception	10	+	11

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Sacrificial Longsword +2

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 7	2	0		3		2	

ABILITY: Melee Basic Attack - Unarmed

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

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Sacrificial Longsword +2

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+3	0		2	1	

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4	0				

BASIC ATTACKS

ATTACK		DEFENSE	WEAPON OR POWER	DAMAGE
7	vs	AC	Sacrificial Longsword +2	1d8+3
2	vs	AC	Unarmed (Melee)	1d4
5	vs	AC	Unarmed (Range)	1d4+3
	vs			

FEATS

Improved Armor of Faith - Increases armor of faith bonus to AC

Sneak of Shadows - Rogue: Thievery skill, Sneak Attack 1/ encounter

Armor Proficiency (Leather) - Training with leather armor

Skill Training (Bluff) - Gain training in Bluff

POWER INDEX

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

AT-WILL POWERS

- Bond of Pursuit
- Radiant Vengeance
- Overwhelming Strike

ENCOUNTER POWERS

- Abjure Undead ☐
- Divine Guidance ☐
- Oath of Enmity ☐
- Angelic Alacrity ☐
- Deflecting Thunder ☐

DAILY POWERS

- Aspect of Might ☐
- Temple of Light ☐

UTILITY POWERS

- Refocus Enmity ☐

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	Sacrificial Longsword +2 (E)	☐
WEAPON		☐
WEAPON		☐
WEAPON		☐
ARMOR	Summoned Leather Armor +2 (E)	☐
ARMS		☐
FEET		☐
HANDS		☐
HEAD		☐
NECK	Cloak of the Walking Wounded +1 (E)	☐
RING		☐
RING		☐
WAIST		☐
	Symbol of Good Fortune +1 (Off-hand)	☐

Daily Item Powers Per Day

Heroic (1-10)	☐	Milestone ☐ / ☐ / ☐ / ☐
Paragon (11-20)	☐ ☐	Milestone ☐ / ☐ / ☐ / ☐
Epic (21-30)	☐ ☐ ☐	Milestone ☐ / ☐ / ☐ / ☐

CHARACTER PORTRAIT

PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

OTHER EQUIPMENT

- Adventurer's Kit
- Sling
- Sling Bullets (60)

COINS AND OTHER WEALTH

Money on hand: 19 gp
Stored money: 0 gp
Encumbrance: 34 / 100

RITUALS / ALCHEMY

CHARACTER NAME
Mikal

PLAYER NAME
Valthos

RACE	CLASS	LEVEL
Human	Avenger	5

HP 51	10 STR	AC 23	
Spd 6	13 CON	Fort 16	
Init +5	16 DEX	Ref 18	
	10 INT	Will 19	
	19 WIS		
	10 CHA		

16 Passive Insight

21 Passive Perception

PLAY DATA — Dungeons & Dragons ®

ENCOUNTER SPECIAL — Dungeons & Dragons ®

Second Wind

KEYWORDS | USED

Standard		Personal
ACTION		RANGE
	vs	Self
ATTACK	DEFENSE	TARGET

Effect: You spend a healing surge and regain 12 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS | LEVEL | BOOK *PH*

ENCOUNTER ACTION — Dungeons & Dragons ®

Bond of Pursuit

KEYWORDS Divine, Weapon | USED

Standard	*	Melee weapon
ACTION		RANGE
11	vs AC	One creature
ATTACK	DEFENSE	TARGET

Attack: Wisdom vs. AC
Hit: 1[W] + Wisdom modifier (+4) damage. If the target doesn't end its next turn adjacent to you, you can shift a number of squares equal to 1 + your Dexterity modifier (+3) as a free action, and you must end that shift closer to the target.
Level 21: 2[W] + Wisdom modifier (+4) damage.

Sacrificial Longsword +2: +11 attack, 1d8+7 damage

ADDITIONAL EFFECTS

CLASS Avenger | LEVEL 1 | BOOK *PH2*

AT-WILL POWER — Dungeons & Dragons ®

Radiant Vengeance

KEYWORDS Divine, Implement, Radiant | USED

Standard	10	Ranged 10
ACTION		RANGE
7	vs Reflex	One creature
ATTACK	DEFENSE	TARGET

Attack: Wisdom vs. Reflex
Hit: 1d8 + Wisdom modifier (+4) radiant damage, and you gain temporary hit points equal to your Wisdom modifier (+4).
Level 21: 2d8 + Wisdom modifier (+4) damage.

Symbol of Good Fortune +1: +7 attack, 1d8+5 damage

ADDITIONAL EFFECTS

CLASS Avenger | LEVEL 1 | BOOK *PH2*

AT-WILL POWER — Dungeons & Dragons ®

Overwhelming Strike

KEYWORDS Divine, Weapon | USED

Standard	*	Melee weapon
ACTION		RANGE
11	vs AC	One creature
ATTACK	DEFENSE	TARGET

Attack: Wisdom vs. AC
Hit: 1[W] + Wisdom modifier (+4) damage. You shift 1 square and slide the target 1 square into the space you occupied.
Level 21: 2[W] + Wisdom modifier (+4) damage.

Sacrificial Longsword +2: +11 attack, 1d8+7 damage

ADDITIONAL EFFECTS

CLASS Avenger | LEVEL 1 | BOOK *PH2*

AT-WILL POWER — Dungeons & Dragons ®

Abjure Undead

KEYWORDS Divine, Implement, Radiant | USED

Standard	5	Close burst 5
ACTION		RANGE
7	vs Will	One undead creature in burst
ATTACK	DEFENSE	TARGET

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

Symbol of Good Fortune +1: +7 attack, 4d10+5 damage

ADDITIONAL EFFECTS

CLASS Avenger | LEVEL | BOOK *PH2*

ENCOUNTER POWER — Dungeons & Dragons ®

Divine Guidance

KEYWORDS Divine | USED

Imm Interru	10	Close burst 10
ACTION		RANGE
	vs	The triggering ally
ATTACK	DEFENSE	TARGET

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.
Prerequisite: Channel Divinity, Avenger

ADDITIONAL EFFECTS

CLASS Avenger | LEVEL | BOOK *PH2*

ENCOUNTER POWER — Dungeons & Dragons ®

Oath of Enmity

KEYWORDS Divine | USED

Minor	10	Close burst 10
ACTION		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*

ENCOUNTER POWER — Dungeons & Dragons ®

Angelic Alacrity

KEYWORDS Divine, Weapon | USED

Standard	*	Melee weapon
ACTION		RANGE

11	vs	AC	One creature
ATTACK		DEFENSE	TARGET

Effect: Before the attack, you shift 2 squares.
Censure of Pursuit: The number of squares you shift equals 1 + your Dexterity modifier (+3).
Attack: Wisdom vs. AC
Hit: 2[W] + Wisdom modifier (+4) damage.

Sacrificial Longsword +2: +11 attack, 2d8+7 damage

ADDITIONAL EFFECTS

CLASS Avenger | LEVEL 1 | BOOK *PH2*

ENCOUNTER POWER Dungeons & Dragons ®

Deflecting Thunder

KEYWORDS Divine, Thunder, Weapon | USED

Standard	*	Melee weapon
ACTION		RANGE

11	vs	AC	One creature
ATTACK		DEFENSE	TARGET

Attack: Wisdom vs. AC
Hit: 1[W] + Wisdom modifier (+4) thunder damage. Until the end of your next turn, the next melee or ranged attack against you instead targets an enemy adjacent to you other than the attacker.

Sacrificial Longsword +2: +11 attack, 1d8+7 damage

ADDITIONAL EFFECTS

CLASS Avenger | LEVEL 3 | BOOK *PH2*

ENCOUNTER POWER Dungeons & Dragons ®

Aspect of Might

KEYWORDS Divine, Weapon | USED

Standard	*	Melee weapon
ACTION		RANGE

11	vs	AC	One creature
ATTACK		DEFENSE	TARGET

Attack: Wisdom vs. AC
Hit: 3[W] + Wisdom modifier (+4) damage.
Miss: Half damage.
Effect: Until the end of the encounter, you gain a +5 power bonus to Athletics checks, a +2 power bonus to speed, and a +2 power bonus to the damage rolls of melee attacks.

Sacrificial Longsword +2: +11 attack, 3d8+7 damage

ADDITIONAL EFFECTS

CLASS Avenger | LEVEL 1 | BOOK *PH2*

DAILY POWER Dungeons & Dragons ®

Temple of Light

KEYWORDS Divine, Radiant, Weapon, Zone | USED

Standard	*	Melee weapon
ACTION		RANGE

11	vs	AC	One creature
ATTACK		DEFENSE	TARGET

Attack: Wisdom vs. AC
Hit: 2[W] + Wisdom modifier (+4) radiant damage.
Effect: The attack creates a zone of radiant energy in a burst 2 centered on the target. The zone lasts until the end of the encounter. When the target moves, the zone moves with it, remaining centered on it. Whenever you hit a creature that is within the zone, that attack deals 1d6 extra radiant damage.

Sacrificial Longsword +2: +11 attack, 2d8+7 damage

ADDITIONAL EFFECTS

CLASS Avenger | LEVEL 1 | BOOK *PH2*

DAILY POWER Dungeons & Dragons ®

Refocus Enmity

KEYWORDS Divine | USED

Minor	10	Close burst 10
ACTION		RANGE

☐ AT-WILL ☑ ENCOUNTER ☐ DAILY

Target: One creature you can see in burst
Effect: The target becomes the target of your oath of enmity, replacing the current target.

ADDITIONAL EFFECTS

CLASS Avenger | LEVEL 2 | BOOK *PH2*

UTILITY POWER Dungeons & Dragons ®

Sacrificial Longsword +2

1d8	3	Heavy Blade	
DAMAGE	PROFICIENT	GROUP	RANGE

+2 attack rolls and damage rolls	6	+2d6 damage
ENHANCEMENT	LEVEL	CRITICAL

PROPERTIES
Versatile

Melee Basic Attack: +7 attack, 1d8+3 damage

☐ AT-WILL ☐ ENCOUNTER ☑ DAILY

POWER
Power (Daily): Free Action. Use this power when you hit with the weapon. Spend a healing surge, and instead of regaining hit points, you cause the target to become weakened until the end of your next turn.

ITEM SLOT One-hand | WEIGHT 4 | PRICE 1800 | BOOK *PH*

MAGIC WEAPON Dungeons & Dragons ®

Symbol of Good Fortune +1

DAMAGE	PROFICIENT	GROUP	RANGE

+1 attack rolls and damage rolls	2	+1d6 damage
ENHANCEMENT	LEVEL	CRITICAL

PROPERTIES

☐ AT-WILL ☐ ENCOUNTER ☑ DAILY

POWER
Power (Daily): Free Action. Use this power when you hit with an attack using this holy symbol. Gain a +2 power bonus to the next attack roll you make before the end of your next turn.

ITEM SLOT Off-hand | WEIGHT 0 | PRICE 520 | BOOK *AV*

MAGIC WEAPON Dungeons & Dragons ®

Cloak of the Walking Wounded +1

			1
AC BONUS	CHECK	SPEED	QUANTITY

+1 Fortitude, Reflex, and Will	4	Neck Slot Item
ENHANCEMENT	LEVEL	TYPE

PROPERTIES
If you use your second wind while bloodied, you can expend two healing surges instead of one (gaining hit points from both).

☐ AT-WILL ☐ ENCOUNTER ☐ DAILY

POWER

ITEM SLOT Neck | WEIGHT 0 | PRICE 840 | BOOK *AV*

MAGIC ITEM Dungeons & Dragons ®

Summoned Leather Armor +2

2	-	-	1
AC BONUS	CHECK	SPEED	QUANTITY

+2 AC	6	Armor
ENHANCEMENT	LEVEL	TYPE

PROPERTIES

☑ AT-WILL ☐ ENCOUNTER ☐ DAILY

POWER
Power (At-Will): Minor Action. You banish this armor to a secure extradimensional location. At any point in the future, unless you are wearing armor, you can use another minor action to recall the armor. The armor appears on you as though you had donned it normally.

ITEM SLOT Body | WEIGHT 15 | PRICE 1800 | BOOK *PH*

MAGIC ITEM Dungeons & Dragons ®