

CHARACTER NAME

Shavar

PLAYER NAME

Urara

RACE

Elf

CLASS

Avenger

LEVEL

3

SCORE

ABILITY

MOD

HP

38

10

STR

+0

AC

19

Spd

7

12

CON

+1

Fort

14

Init

+5

18

DEX

+4

Ref

17

12

INT

+1

Will

17

18

WIS

+4

8

CHA

-1

15

Passive

Insight

23

Passive

Perception

PLAY DATA

DUNGEONS & DRAGONS

Second Wind

KEYWORDS

USED

Standard

Personal

ACTION

RANGE

AT-WILL

ENCOUNTER

DAILY

Effect: You spend a healing surge and regain 9 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK

PH

UTILITY POWER

DUNGEONS & DRAGONS

Elven Accuracy

KEYWORDS

USED

Free

Personal

ACTION

RANGE

vs

ATTACK

DEFENSE

TARGET

Effect: Reroll an attack roll. Use the second roll, even if it's lower.

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK

PH

ENCOUNTER POWER

DUNGEONS & DRAGONS

Skills

11

Acrobatics

DEX

(Trained)

2

Arcana

INT

7

Athletics

STR

(Trained)

0

Bluff

CHA

0

Diplomacy

CHA

5

Dungeoneering

WIS

2

Endurance

CON

5

Heal

WIS

2

History

INT

5

Insight

WIS

0

Intimidate

CHA

9

Nature

WIS

13

Perception

WIS

(Trained)

8

Religion

INT

(Trained)

5

Stealth

DEX

0

Streetwise

CHA

5

Thievery

DEX

ADDITIONAL EFFECTS

PLAY DATA

DUNGEONS & DRAGONS

Leading Strike

KEYWORDS

Divine, Weapon

USED

Standard

*

Melee weapon

ACTION

RANGE

9

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier (+4) damage. One ally adjacent to you or to the target gains a bonus to his or her next damage roll against the target equal to your Intelligence modifier (+1).
Level 21: 2[W] + Wisdom modifier (+4) damage.

Vanguard Fullblade +1: +9 attack, 1d12+5 damage

ADDITIONAL EFFECTS

CLASS

Avenger

LEVEL

1

BOOK

DP

AT-WILL POWER

DUNGEONS & DRAGONS

Oath of Enmity

KEYWORDS

Divine

USED

Minor

Close burst 10

ACTION

10

RANGE

vs

ATTACK

DEFENSE

TARGET

One enemy you can see in burst

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

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.

ENCOUNTER SPECIAL

DUNGEONS & DRAGONS

Overwhelming Strike

KEYWORDS

Divine, Weapon

USED

Standard

*

Melee weapon

ACTION

RANGE

9

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.

Vanguard Fullblade +1: +9 attack, 1d12+5 damage

ADDITIONAL EFFECTS

CLASS

Avenger

LEVEL

1

BOOK

PH2

AT-WILL POWER

DUNGEONS & DRAGONS

Abjure Undead

KEYWORDS

Divine, Implement, Radiant

USED

Standard

Close burst 5

ACTION

5

RANGE

5

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 (+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.

Unarmed: +5 attack, 3d10+4 damage

ADDITIONAL EFFECTS

CLASS

Avenger

LEVEL

BOOK

PH2

ENCOUNTER POWER

DUNGEONS & DRAGONS

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

DUNGEONS & DRAGONS

Temple of Light

KEYWORDS		Divine, Radiant, Weapon, Zone		USED	
Standard	*			Melee weapon	
ACTION				RANGE	
9	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.

Vanguard Fullblade +1: +9 attack, 2d12+5 damage

ADDITIONAL EFFECTS

CLASS	Avenger	LEVEL	1	BOOK	PH2
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DAILY POWER

DUNGEONS & DRAGONS

Cloak of the Walking Wounded +1

AC BONUS	CHECK	SPEED	1	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	4V
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MAGIC ITEM

DUNGEONS & DRAGONS

Shielded by Faith

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

Attack: Wisdom vs. AC
Hit: 2[W] + Wisdom modifier (+4) damage. Until the end of your next turn, you gain a +2 power bonus to all defenses against attacks made by creatures other than the target.

Vanguard Fullblade +1: +9 attack, 2d12+5 damage

ADDITIONAL EFFECTS

CLASS	Avenger	LEVEL	1	BOOK	DP
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ENCOUNTER POWER

DUNGEONS & DRAGONS

Enduring Spirit

KEYWORDS		Divine		USED	
Minor			Personal		
ACTION				RANGE	
☐ AT-WILL		☒ ENCOUNTER		☐ DAILY	

Requirement: You must be bloodied.
Effect: You gain a +4 bonus to all defenses until the end of your next turn.

ADDITIONAL EFFECTS

CLASS	Avenger	LEVEL	2	BOOK	DP
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UTILITY POWER

DUNGEONS & DRAGONS

Cloth Armor (Basic Clothing) of Resista

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

PROPERTIES

Resist 5 to a damage type chosen from the following list at the time the armor is created: acid, cold, fire, force, lightning, necrotic, poison, psychic, thunder.

☐ AT-WILL☐ ENCOUNTER☐ DAILY

POWER

ITEM SLOT	Body	WEIGHT	4	PRICE	520	BOOK	PH
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MAGIC ITEM

DUNGEONS & DRAGONS

Deadly Stride

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

Effect: Before the attack, you shift a number of squares equal to one-half your speed. You gain phasing during this movement.
Attack: Wisdom vs. AC
Hit: 2[W] + Wisdom modifier (+4) damage.

Vanguard Fullblade +1: +9 attack, 2d12+5 damage

ADDITIONAL EFFECTS

CLASS	Avenger	LEVEL	3	BOOK	DP
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ENCOUNTER POWER

DUNGEONS & DRAGONS

Vanguard Fullblade +1

1d12	3	Heavy Blade	
DAMAGE	PROFICIENT	GROUP	RANGE
+1 attack rolls and damage rolls	3	+1d8 damage	
ENHANCEMENT	LEVEL	CRITICAL	

PROPERTIES

Deal +1d8 damage on any successful charge. High Crit

Melee Basic Attack: +5 attack, 1d12+1 damage

☐ AT-WILL☐ ENCOUNTER☐ DAILY

POWER

Power (Daily): Minor Action. Use this power when you make a charge attack. If you hit with your charge attack, all allies within 10 squares of you gain a +1 bonus to attack rolls and gain your Charisma bonus as a bonus to damage rolls until the start of your next turn.

ITEM SLOT	Two-Hands	WEIGHT	10	PRICE	680	BOOK	4V
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MAGIC WEAPON

DUNGEONS & DRAGONS