

Player Name

Uriah Arrenveldt 2 Invoker 1,000  
 Character Name Level Class Paragon Path Epic Destiny Total XP  
 Dwarf Medium 35 Male 4'5" 180 Unaligned Asmodeus  
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
7	2	1	4

INITIATIVE: 7

### DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
17	AC	11	6					

DEFENSES: AC 17

### MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
5	Speed (Squares)	5		

MOVEMENT: Speed 5

### ABILITY SCORES

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

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	FORT	11	3	1				

DEFENSES: FORT 15

CONDITIONAL BONUSES

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

DEFENSES: REF 14

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	WILL	11	4	1				

DEFENSES: WILL 16

CONDITIONAL BONUSES

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
20	Passive Insight	10	+

SENSES: Passive Insight 20

15	Passive Perception	10	+
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SENSES: Passive Perception 15

 SPECIAL SENSES  
 Low-light Vision

### ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Staff of Expansion +1

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

ABILITY: Melee Basic Attack - Unarmed

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

### HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
30	15	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 +5 Racial bonus against poison

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

### SKILLS

BONUS	SKILL NAME	DEX	INT	STR	CHA	CON	WIS
2	Acrobatics	3	0	-1	0		
1	Arcana	1	0	n/a	0		
-1	Athletics	0	0	-1	0		
2	Bluff	2	0	n/a	0		
2	Diplomacy	2	0	n/a	0		
7	Dungeoneering	5	0	n/a	2		
10	Endurance	4	5	-1	2		
5	Heal	5	0	n/a	0		
1	History	1	0	n/a	0		
10	Insight	5	5	n/a	0		
9	Intimidate	2	5	n/a	2		
5	Nature	5	0	n/a	0		
5	Perception	5	0	n/a	0		
6	Religion	1	5	n/a	0		
2	Stealth	3	0	-1	0		
2	Streetwise	2	0	n/a	0		
2	Thievery	3	0	-1	0		

### ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

### RACE FEATURES

**Dwarven Weapon Proficiency** - Proficient with hammers.

**Cast-Iron Stomach** - +5 bonus to saving throws against po

**Encumbered Speed** - Armor or heavy load doesn't reduce y

**Dwarven Resilience** - Second wind is minor action.

**Stand Your Ground** - Can move 1 less when forced to move

### 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.

### DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Staff of Expansion +1

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8	-1		1		

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4-1	-1				

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
3	vs AC	Staff of Expansion +1	1d8
0	vs AC	Unarmed (Melee)	1d4-1
3	vs AC	Unarmed (Range)	1d4+2
	vs		

### LANGUAGES KNOWN

Common, Dwarven

### FEATS

**Ritual Caster** - Master and perform rituals

**Power of Tyranny** - +2 to Intimidate. When you attack with Divine Bolts, each target takes a -2 penalty to saves TSNT, whether you hit or miss.

**Improved Initiative** - +4 to initiative checks



CHARACTER NAME  
**Uriah Arrenveldt**

PLAYER NAME

RACE Dwarf CLASS Invoker LEVEL 2

SCORE	ABILITY	MOD
HP	8 STR	-1
30	16 CON	+3
Spd	14 DEX	+2
5	10 INT	+0
Init	18 WIS	+4
+7	13 CHA	+1

AC 17  
Fort 15  
Ref 14  
Will 16

20 Passive Insight 15 Passive Perception


Skills

2	Acrobatics	DEX
1	Arcana	INT
-1	Athletics	STR
2	Bluff	CHA
2	Diplomacy	CHA
7	Dungeoneering	WIS
10	Endurance	CON (Trained)
5	Heal	WIS
1	History	INT
10	Insight	WIS (Trained)
9	Intimidate	CHA (Trained)
5	Nature	WIS
5	Perception	WIS
6	Religion	INT (Trained)
2	Stealth	DEX
2	Streetwise	CHA
2	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

PLAY DATA DUNGEONS & DRAGONS

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Second Wind

KEYWORDS

Minor Personal

ACTION RANGE

AT-WILL ENCOUNTER DAILY

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

Visions of Blood

KEYWORDS Divine, Fear, Implement, Psychic

Standard Close blast 3

ACTION 3 RANGE

6 vs Will Each creature in blast

ATTACK DEFENSE TARGET

**Attack:** Wisdom vs. Will  
**Hit:** 1d6 + Wisdom modifier (+4) psychic damage, and the target takes a -1 penalty to all defenses until the start of your next turn.  
Level 21: 2d6 + Wisdom modifier (+4) psychic damage.

Staff of Expansion +1: +6 attack, 1d6+5 damage

ADDITIONAL EFFECTS

CLASS Invoker LEVEL 1 BOOK DP

Divine Bolts

KEYWORDS Divine, Implement, Lightning

Standard Ranged 10

ACTION 10 RANGE

6 vs Reflex One or two creatures

ATTACK DEFENSE TARGET

**Attack:** Wisdom vs. Reflex  
**Hit:** 1d6 + Wisdom modifier (+4) lightning damage.  
Level 21: 2d6 + Wisdom modifier (+4) lightning damage.

Staff of Expansion +1: +6 attack, 1d6+5 damage

ADDITIONAL EFFECTS

CLASS Invoker LEVEL 1 BOOK PH2

UTILITY POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

Armor of Wrath

KEYWORDS Divine, Radiant

Imm React Close burst 5

ACTION 5 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

Lightning's Revelation

KEYWORDS Divine, Implement, Lightning

Standard Area burst 1 within 10 squares

ACTION 10 1 RANGE

6 vs Reflex Each creature in burst

ATTACK DEFENSE TARGET

**Attack:** Wisdom vs. Reflex  
**Hit:** 2d6 + Wisdom modifier (+4) lightning damage, and the target takes a -1 penalty to all defenses until the end of your next turn.  
**Covenant of Wrath:** The penalty to all defenses equals your Constitution modifier (+3).

Staff of Expansion +1: +6 attack, 2d6+5 damage

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

CLASS Invoker LEVEL 1 BOOK DP

Rebuke Undead

KEYWORDS Divine, Implement, Radiant

Standard Close blast 5

ACTION 5 RANGE

6 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 (+4) radiant damage. You push the target 2 squares, and it is dazed until the end of your next turn.  
Level 5: 2d10 + Wisdom modifier (+4) radiant damage.  
Level 11: 3d10 + Wisdom modifier (+4) radiant damage.  
Level 15: 4d10 + Wisdom modifier (+4) radiant damage.  
Level 21: 5d10 + Wisdom modifier (+4) radiant damage.  
Level 25: 6d10 + Wisdom modifier (+4) radiant damage.  
**Miss:** Half damage.

Staff of Expansion +1: +6 attack, 1d10+5 damage

ADDITIONAL EFFECTS

CLASS Invoker LEVEL BOOK PH2

ENCOUNTER POWER DUNGEONS & DRAGONS

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### Brilliant Beacon

KEYWORDS		Divine, Fear, Implement, Radiant, Zone		USED
Standard	10	Area burst 1 within 10 squares		
<b>ACTION</b>	1	<b>RANGE</b>		
6	vs	Will	Each enemy in burst	
<b>ATTACK</b>		<b>DEFENSE</b>	<b>TARGET</b>	

**Attack:** Wisdom vs. Will  
**Hit:** The target takes ongoing 10 radiant damage (save ends).  
**Miss:** 5 radiant damage.  
**Effect:** The burst creates a zone of brilliant light that lasts until the end of your next turn. As part of a move action, you can move the zone up to 6 squares. Enemies in the zone take a -2 penalty to attack rolls, defenses, and saving throws. The zone ends at the end of your turn if you are within the zone.  
**Sustain Minor:** The zone persists.

Staff of Expansion +1: +6 attack, ongoing 10 damage

ADDITIONAL EFFECTS

CLASS	Invoker	LEVEL	1	BOOK	Dragon 383
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**DAILY POWER**

### Divine Call

KEYWORDS		Divine		USED
Minor	10	Ranged 10		
<b>ACTION</b>	1	<b>RANGE</b>		
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY		

**Target:** One or two allies  
**Effect:** You pull each target 3 squares.

ADDITIONAL EFFECTS

CLASS	Invoker	LEVEL	2	BOOK	PH2
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**UTILITY POWER**

### Staff of Expansion +1

<b>DAMAGE</b>	<b>PROFICIENT</b>	<b>GROUP</b>	<b>RANGE</b>
+1 attack rolls and damage rolls		2	+1d4 damage
<b>ENHANCEMENT</b>		<b>LEVEL</b>	<b>CRITICAL</b>

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

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

**Power (Daily):** Minor Action. Before the end of your next turn, the next close or area attack you make that has a burst area of effect gains a 1 square increase to the size of its burst.

ITEM SLOT	Off-hand	WEIGHT	0	PRICE	520	BOOK	Dragon 365
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**MAGIC WEAPON**

### Potion of Healing (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
		5	1
<b>ENHANCEMENT</b>	<b>LEVEL</b>	<b>TYPE</b>	
		Potion	

PROPERTIES

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

**Power (Consumable • Healing):** Minor Action. Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.

ITEM SLOT	WEIGHT	PRICE	BOOK
	0	50	PH

**MAGIC ITEM**