

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA

12

Level

**Ardek**

Good male Dwarf Invoker

54 4' 3" 160 lbs Medium Pelor  
Age Height Weight Size Deity

32000

Total XP

39000

### Defenses

<b>26</b>	<b>26</b>	<b>23</b>	<b>26</b>
AC	FORT	REF	WILL

Conditional Bonuses

### Action Points

Action Points	Milestones	Action Points
<input type="checkbox"/>	0	1
<input type="checkbox"/>	1	2
<input type="checkbox"/>	2	3

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.

### Second Wind (one per encounter)

Used

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

### Death Saving Throw Failures

**Saving Throw Mods** 0

+5 Saving Throws against poison

### Resistances/Vulnerabilities

### Current Conditions and Effects

### Basic Attacks

#### Melee

Accurate staff of Ruin +2

12	1d8+6
Strength vs. AC	Damage

#### Ranged

Unarmed

8	1d4+2
Dexterity vs. AC	Damage

### Languages

Common, Dwarven



### Abilities

Ability	Score	Check
STR Strength	15	8
CON Constitution	20	11
DEX Dexterity	15	8
INT Intelligence	12	7
WIS Wisdom	20	11
CHA Charisma	11	6

### Skills

Skill	Ability	Score
Acrobatics	Dexterity	8
Arcana	Intelligence ✓	12
Athletics	Strength	8
Bluff	Charisma	6
Diplomacy	Charisma	6
Dungeoneering	Wisdom	13
Endurance	Constitution ✓	18
Heal	Wisdom	11
History	Intelligence	7
Insight	Wisdom ✓	18
Intimidate	Charisma	6
Nature	Wisdom	11
Perception	Wisdom	11
Religion	Intelligence ✓	12
Stealth	Dexterity	8
Streetwise	Charisma	6
Thievery	Dexterity	8

### Hit Points

**Max HP** (Bloodied 37 ) **74** Temp HP

Current Hit Points

### Healing Surges

Surge Value	Surges/Day
19	11

Current Conditions:

### Combat Statistics and Senses

**Initiative** 12

Conditional Modifiers:

**Speed** 5

**Passive Insight** 28

**Passive Perception** 21

Special Senses: Low-light



Ardek  
Character Name

Player Name

### Character Details

#### Background

#### Theme

#### Mannerisms and Appearance

#### Personality Traits

#### Adventuring Company

#### Companions and Allies

#### Session and Campaign Notes

Other Notes

### Equipment

#### Head

#### Neck

#### Arms

#### Hands

#### Rings

#### Rings

#### Off Hand

#### Main Hand

#### Waist

#### Armor

#### Feet

#### Tattoo

#### Ki Focus

### Other Equipment

Ritual Book  
Potion of Healing (4)  
Scroll of Sending  
Adventurer's Kit  
Tent  
Shining Sundial

Total Weight (lbs.)

114

Carrying Capacity (lbs.)

#### Treasure

186 pp; 90 gp  
0 gp banked

Normal

150

Heavy

300

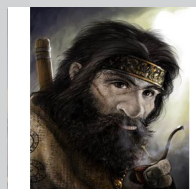
Max

750

# Ardek

Player Name

Character Name



## Racial Features

### Cast-Iron Stomach

+5 bonus to saving throws against poison.

### Dwarven Resilience

You have the dwarven resilience power.

### Dwarven Weapon Proficiency

Proficient with hammers.

### Encumbered Speed

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

### Stand Your Ground

Can move 1 less when forced to move. Immediate saving throw to avoid being knocked prone.

## Class/Other Features

### Channel Divinity

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

### 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.

### Divine Covenant

Choose a Divine Covenant option.

### Ritual Casting

Gain Ritual Caster as a bonus feat.

In addition, you possess a ritual book, and it contains two 1st-level rituals of your choice that you have mastered.

### Blighting Action

When you take an action point action, enemies within 5 gain vulnerable 5 necrotic and you deal necrotic damage.

### Dissolution's Call

When you crit with a divine attack power, regain 5 + Wis mod hp.

## Feats

### Improved Initiative

+4 to initiative checks

### Ritual Caster

Master and perform rituals

### Armor Proficiency: Scale

Training with scale armor

### Superior Implement Training (Accurate staff)

Can use Accurate staves

### Implement Expertise (Staff)

+1 to attack rolls with staves

### Power of the Sun

+2 to Insight.

### Solar Enemy

Gain solar enemy power.

### Danger Sense

Roll twice for initiative, use the higher result

### Paragon Defenses

+1 to Fortitude, Reflex, and Will

## Ardek

Level 12 Dwarf Invoker

	SCORE	ABILITY	MOD	
<b>HP</b>				<b>AC</b>
74	15	STR	2	26
	20	CON	5	<b>Fort</b>
<b>Spd</b>	15	DEX	2	26
5	12	INT	1	<b>Ref</b>
	20	WIS	5	23
<b>Init</b>	11	CHA	0	<b>Will</b>
+12				26

28 Passive Insight

21 Passive Perception

## Skills

Acrobatics	Dexterity	8
Arcana	Intelligence	• 12
Athletics	Strength	8
Bluff	Charisma	6
Diplomacy	Charisma	6
Dungeoneering	Wisdom	13
Endurance	Constitution	• 18
Heal	Wisdom	11
History	Intelligence	7
Insight	Wisdom	• 18
Intimidate	Charisma	6
Nature	Wisdom	11
Perception	Wisdom	11
Religion	Intelligence	• 12
Stealth	Dexterity	8
Streetwise	Charisma	6
Thievery	Dexterity	8

• indicates a trained skill.

## Action Point

Base action points: 1

**Blighting Action:** When you spend an action point to take an extra action, each enemy within 5 squares of you gains vulnerable 5 necrotic until the end of your next turn. In addition, all damage you deal during this turn is necrotic in addition to its other damage types.



**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

## Melee Basic Attack

At-Will ♦ Standard Action

**Accurate staff of Ruin +2:** +12 vs. AC, 1d8+6 damage

**Defensive Accurate staff +1:** +11 vs. AC, 1d8+3 damage

**Melee** weapon      **Target:** One creature

*You resort to the simple attack you learned when you first picked up a melee weapon.*

**Keyword:** Weapon

**Attack:** Strength vs. AC

**Hit:** 1[W] + Str modifier (+2) damage.

**Level 21:** 2[W] + Str modifier (+2) damage.

Additional Effects

Basic Attack

## Ranged Basic Attack

At-Will ♦ Standard Action

**Unarmed:** +8 vs. AC, 1d4+2 damage

**Ranged** weapon      **Target:** One creature

*You resort to the simple attack you learned when you first picked up a ranged weapon.*

**Keyword:** Weapon

**Attack:** Dexterity vs. AC

**Hit:** 1[W] + Dex modifier (+2) damage.

**Level 21:** 2[W] + Dex modifier (+2) damage.

Additional Effects

Basic Attack

## Grasping Shards

At-Will ♦ Standard Action

**Accurate staff of Ruin +2:** +16 vs. Fortitude, 5 damage

**Defensive Accurate staff +1:** +15 vs. Fortitude, 5 damage

**Area** burst 1 within 10      **Target:** Each creature in the burst

*You hurl a crystalline sphere of magic at your foes. On impact, it splinters into hundreds of tiny, radiant blades, which slice into your enemies and slow their movement.*

**Keywords:** Divine, Implement, Radiant

**Attack:** Wisdom vs. Fortitude

**Hit:** Wis modifier (+5) radiant damage, and the target is slowed until the end of your next turn.

Additional Effects

Invoker Attack 1

## Sun Strike

At-Will ♦ Standard Action

**Accurate staff of Ruin +2:** +16 vs. Reflex, 1d8+9 damage

**Defensive Accurate staff +1:** +15 vs. Reflex, 1d8+6 damage

**Ranged** 10      **Target:** One creature

*A beam of radiant energy extends from your hands to bathe a foe in searing light and force it to move.*

**Keywords:** Divine, Implement, Radiant

**Attack:** Wisdom vs. Reflex

**Hit:** 1d8 + Wis modifier (+5) radiant damage, and you slide the target 1 square.

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

Additional Effects

Invoker Attack 1

## Thunder of Judgment

Encounter ♦ Standard Action

**Accurate staff of Ruin +2:** +16 vs. Fortitude, 1d6+9 damage

**Defensive Accurate staff +1:** +15 vs. Fortitude, 1d6+6 damage

**Ranged** 10      **Target:** One, two, or three creatures

*Blasts of thunder rock the air around your foes each time you strike your staff on the ground, leaving them battered and senseless.*

**Keywords:** Divine, Implement, Thunder

**Attack:** Wisdom vs. Fortitude

**Hit:** 1d6 + Wis modifier (+5) thunder damage, or 2d6 + Wis 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 Con modifier (+5).

Additional Effects

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

Invoker Attack 1

Used

## Glyph of Imprisonment

Encounter ♦ Standard Action

**Accurate staff of Ruin +2:** +16 vs. Will, 1d8+9 damage

**Defensive Accurate staff +1:** +15 vs. Will, 1d8+6 damage

**Area** burst 1 within 10      **Target:** Each creature in the burst

*A divine glyph of censure forms around your foes, searing them and glowing with radiant power. If they move from their positions, the glyph flares with searing light.*

**Keywords:** Divine, Implement, Radiant

**Attack:** Wisdom vs. Will

**Hit:** 1d8 + Wis modifier (+5) radiant damage. If the target moves before the end of its next turn, the target takes 5 radiant damage.

Additional Effects

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

Invoker Attack 3

Used

## Invoke Obedience

Encounter ♦ Standard Action

**Accurate staff of Ruin +2:** +21 vs. Will, 2d6+9 damage

**Defensive Accurate staff +1:** +20 vs. Will, 2d6+6 damage

**Area** burst 1 within 10 squares **Target:** Each creature in the burst

*As you are filled with glory, your enemies know they must either bow before you or suffer your wrath.*

**Keywords:** Divine, Implement, Psychic

**Effect:** Before the attack, each target can fall prone as a free action. The attack automatically misses a prone target.

**Covenant of Wrath:** Each prone target takes 1d6 psychic damage.

**Attack:** Wisdom + 5 vs. Will

**Hit:** 2d6 + Wis modifier (+5) psychic damage.

Additional Effects

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

Invoker Attack 7

Used

## Chains of Death

Encounter ♦ Standard Action

**Accurate staff of Ruin +2:** +16 vs. Will, 2d6+9 damage

**Defensive Accurate staff +1:** +15 vs. Will, 2d6+6 damage

**Ranged** 10 **Target:** One creature

*Deadly necrotic energy binds your foe where it stands.*

**Keywords:** Divine, Implement, Necrotic

**Attack:** Wisdom vs. Will

**Hit:** 2d6 + Wis modifier (+5) necrotic damage, and the target is restrained until the end of your next turn.

Additional Effects

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

Blightspeaker Attack 11

Used

## Silent Malediction

Daily ♦ Standard Action

**Accurate staff of Ruin +2:** +16 vs. Fortitude, 2d6+9 damage

**Defensive Accurate staff +1:** +15 vs. Fortitude, 2d6+6 damage

**Close** blast 3 **Target:** Each creature in the blast

*You enter a trance as your lips move. Your enemies don't hear what you're saying because of the thunder rumbling around them.*

**Keywords:** Divine, Implement, Thunder

**Attack:** Wisdom vs. Fortitude

**Hit:** 2d6 + Wis 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.

Additional Effects

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

Invoker Attack 1

Used

## Grasping Chains of the...

Daily ♦ Standard Action

**Accurate staff of Ruin +2:** +16 vs. Reflex, 1d6+9 damage

**Defensive Accurate staff +1:** +15 vs. Reflex, 1d6+6 damage

**Area** burst 2 within 10 squares **Target:** Each enemy in the burst

*You invoke the chains of Rathos, an exarch of the gods charged with capturing renegade angels. These glowing blue chains erupt from the ground to tether your foes in place.*

**Keywords:** Divine, Force, Implement

**Attack:** Wisdom vs. Reflex

**Hit:** 1d6 + Wis modifier (+5) force damage, and the target is immobilized (save ends).

**Miss:** Half damage, and the target is slowed until the end of your next turn.

Additional Effects

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

Invoker Attack 5

Used

## Fourfold Invocation of...

Daily ♦ Standard Action

**Accurate staff of Ruin +2:** +16 vs. Will

**Defensive Accurate staff +1:** +15 vs. Will

**Close** burst 10 **Target:** Each enemy in the burst

*As you speak the four verses of doom, your foes wilt in fear, their enthusiasm for the battle doused.*

**Keywords:** Divine, Fear, Implement, Psychic

**Attack:** Wisdom vs. Will

**Hit:** The target is dazed (save ends).

**Miss:** The target is dazed until the end of your next turn.

**Effect:** Until the end of the encounter, any creature that hits or misses you takes 5 psychic damage.

Additional Effects

Invoker Attack 9

Used

## Rebuke Undead

Encounter (Special) ♦ Standard Action

**Accurate staff of Ruin +2:** +16 vs. Will, 3d10+9 damage

**Defensive Accurate staff +1:** +15 vs. Will, 3d10+6 damage

**Close** blast 5 **Target:** Each undead creature in the blast

*Undead flee and then cower in your presence, their bodies seared by divine light.*

**Keywords:** Divine, Implement, Radiant

**Channel Divinity:** You can use only one channel divinity power per encounter.

**Attack:** Wisdom vs. Will

**Hit:** 1d10 + Wis modifier (+5) radiant damage. You push the target 2 squares, and it is dazed until the end of your next turn.

Level 11: 3d10 + Wis modifier (+5) radiant damage.

**Miss:** Half damage.

Additional Effects

Invoker Feature

Used

## Armor of Wrath

Encounter ♦ Immediate Reaction

**Close** burst 5 **Target:** The triggering enemy in the burst

*As your foe strikes, you invoke the gods' power to encase yourself in a burning aura of radiant energy.*

**Keywords:** Divine, Radiant

**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 Con modifier (+5), and you push the target 2 squares.

Level 11: 1d6 + Con modifier (+5) radiant damage.

Additional Effects

Covenant of Wrath Power

Used

## Dwarven Resilience

Encounter ♦ Minor Action

**Personal**

**Effect:** You use your second wind.

Additional Effects

Dwarf Racial Power

Used

## Solar Enemy

Encounter ♦ Minor Action

**Close** burst 2 **Target:** Each enemy in the burst

*The divine sunlight playing across your enemies is a sign of the radiance to come.*

**Keyword:** Divine

**Channel Divinity:** You can use only one channel divinity power per encounter

**Effect:** Each target gains vulnerable 5 radiant, or its vulnerability to radiant damage increases by 5 until the end of your next turn.

Additional Effects

Feat Utility

Used

### Divine Protection

Encounter ♦ Minor Action

#### Personal

*You act knowing that your god will save you from harm.*

**Keyword:** Divine

**Effect:** Until the end of your next turn, you don't provoke opportunity attacks.

Additional Effects

Invoker Utility 2

Used

### Symbol of Hope

Daily ♦ Minor Action

#### Ranged 10

*You conjure a glowing symbol of hope, which renews your allies' efforts against the enemy*

**Keywords:** Conjuraction, Divine

**Effect:** You conjure a symbol of hope in an unoccupied square within range. The symbol lasts until the end of your next turn. Any ally within 5 squares of the symbol gains a +2 power bonus to saving throws, and any ally who starts his or her turn within 5 squares of the symbol gains 5 temporary hit points.

**Sustain Minor:** The symbol persists.

Additional Effects

Invoker Utility 6

Used

### Enunciation

Daily ♦ Minor Action

#### Personal

*Your voice raised, you extend the reach of your prayers.*

**Keyword:** Divine

**Effect:** Until the end of your next turn, you can increase the size of your close blast or close burst attacks by 1.

Additional Effects

Invoker Utility 10

Used

### False Life

Daily ♦ Minor Action

#### Personal

*You draw the life force from your opponent, gathering it to yourself and gaining a temporary boost of vitality.*

**Keyword:** Divine

**Effect:** You gain temporary hit points equal to one-half your level + your Wis modifier (+5). If you have hit an enemy since the end of your last turn, you instead gain temporary hit points equal to your level + your Wis modifier (+5).

Additional Effects

Blightspeaker Utility 12

Used

### Mithral Drakescale Armor +2

Armor ♦ Level 9

**Armor Bonus:** 8

**Speed:** -1

**Enhancement:** +2 AC

**Power ♦ Daily** (Immediate Reaction Action)

Use this power when a melee or ranged attack hits you. Take half damage.

### Bracers of Defense (heroic...)

Arms Slot Item ♦ Level 7

**Power ♦ Daily** (Immediate Interrupt)

*Trigger:* You are hit by a melee attack.

*Effect:* Reduce the damage dealt to you by the attack by 10.

### Defensive Accurate staff +1

Staff ♦ Level 2

**Proficiency Bonus:** 2

**Properties:** Accurate

**Enhancement:** +1 attack rolls and damage rolls

**Critical:** +1d8 damage per plus

#### Properties

Gain a +1 item bonus to your Fortitude, Reflex, and Will defenses. If you have the Staff of Defense class feature, you also gain a +1 item bonus to your AC.

### Boots of Surging Speed

Feet Slot Item ♦ Level 7

#### Properties

When you use your second wind, you can shift 2 squares.

### Belt of Vigor (heroic tier)

Waist Slot Item ♦ Level 2

#### Properties

You gain a +1 item bonus to your healing surge value.

### Potion of Healing

Consumable ♦ Level 5

**Power** (Healing) ♦ **Consumable** (Minor Action)

Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.

### Shining Sundial

Wondrous Item ♦ Level 10

#### Properties

This sundial must be placed in a location where it receives natural light while the sun is up. When you use a radiant attack power, until the end of your next turn, creatures within 10 squares of the sundial gain a +1 bonus to attack rolls and a +3 bonus to damage rolls.

### Periapt of Cascading Health...

Neck Slot Item ♦ Level 10

**Enhancement:** +2 Fortitude, Reflex, and Will

**Power ♦ Encounter** (Minor Action)

You end one condition that a save can end.

### Accurate staff of Ruin +2

Staff ♦ Level 8

**Proficiency Bonus:** 2

**Properties:** Accurate

**Enhancement:** +2 attack rolls and damage rolls

**Critical:** +1d10 damage per plus

#### Properties

Whenever you make an attack using this staff, you gain an item bonus to the attack's damage rolls equal to the staff's enhancement bonus.