Jim Auwaerter Fellick Avenger Half-Elf Polymath 26,000 Class Paragon Path Epic Destiny 5'8" Medium Male 120 lbs. Unaligned Corellon Height Weight Alignment Deity Adventuring Company RPGA Number

Character Name Half-Elf Race Age Gender INITIATIVE SCORE 7 Initiative ABILITY SCORES MOD + 1/2 LVL SCORE STR 11 0 CON 14 DEX 18 INT 12 6 22 10 HIT POINTS мах нр HEALING SURGES BLOODIED 88 44 22 CURRENT HIT POINTS

CURRENT SURGE USES TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES SAVING THROW MODS

CURRENT CONDITIONS AND EFFECTS

RESISTANCES

11

15

Thievery

Dungeoneering

Endurance

SKILLS ABIL MOD ARMOR SKILL NAME

BONUS PENALTY MISC Acrobatics n/a 7 0 Arcana n/a 1 INT 5 0 0 **Athletics** n/a STR 5 0 n/a 0 Bluff 10 0 n/a 5 Diplomacy CHA

WIS

CON

11 n/a 0 Heal n/a History TNT 5 21 n/a Insight WIS 7 0 2 Intimidate n/a CHA 11 0 0 n/a Nature

18 n/a Perception WIS 13 n/a Religion TNT 3 17 5 n/a Stealth DEX 5 0 n/a Streetwise CHA

DEFENSES 28 3

CONDITIONAL BONUSES

3 1 FORT CONDITIONAL BONUSES

24 3 REF 15 1 1 CONDITIONAL BONUSES

26 WILL 15 6 1 3 CONDITIONAL BONUSES

+2 Will Defense against charm, fear, and illusion attacks when within 10 squares of Cameron RACE FEATURES

Dilettante - Gain 1st-level out-of-class at-will attack power

Dual Heritage - Count as elf, half-elf, and human for feat prerequisites

Group Diplomacy - Allies within 10 sq. gain +1 to

Level 1 Samurai Feature - Gain the iaijutsu power

Diplomacy

0

0

n/a

n/a

as encounter power

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 Pursuit - Deal 8 extra damage if oath

target moves away.

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

Oath of Enmity - Gain the oath of enmity power Level 5 Samurai Feature - Gain a +2 power bonus to

Diplomacy checks and Intimidate checks

Level 10 Samurai Feature - Deal 1d6 extra damage with critical hits made using a chosen weapon group

Heavy blade (Level 10 Samurai Feature) - +1d6 crit damage with Heavy Blades

Dabbler Action - Move your speed or shift 1 square after using Dilettante power as an extra action with action point

Well-Rounded - Gain training in two skills

CHARACTER PORTRAIT



MOVEMENT Speed (Squares) SPECIAL MOVEME

SENSES PASSIVE SENSE SKILL BONUS SCORE Passive Insight 10 31 21 28 **Passive Perception** 10 18

SPECIAL SENSES Low-light Vision

FEATS

Adept Dilettante - Use Con, Wis, or Cha modifier with Dilettante power

Unarmored Agility - +2 to AC while wearing cloth armor

Mighty Crusader Expertise - You gain a +1 feat bonus to weapon attack rolls you make with a two-handed melee weapon, and to implement attack rolls you make with a holy symbol.

Valenar Weapon Training - Gain proficiency, +3 to damage with scimitars, double scimitars, and falchions

Power of Skill - +1 to trained skill checks; associated

powers can be used as BAs

Painful Oath - Deal Wis modifier extra radiant and necrotic damage to oath target with first hit each turn

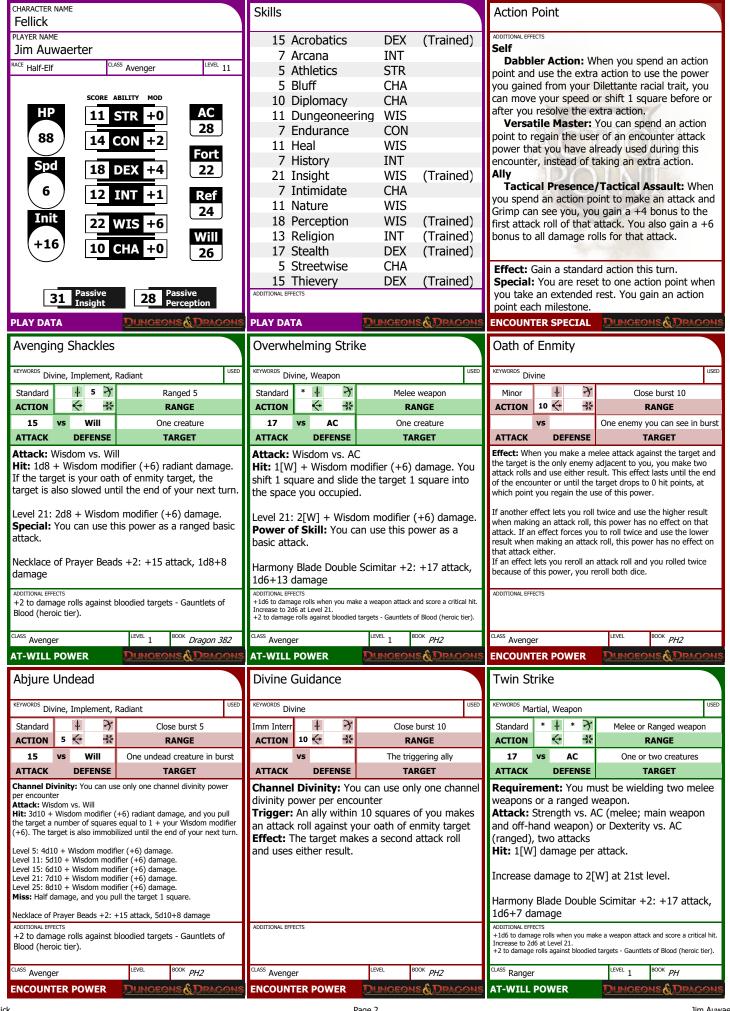
Versatile Master - Dilettante power becomes at-will; can

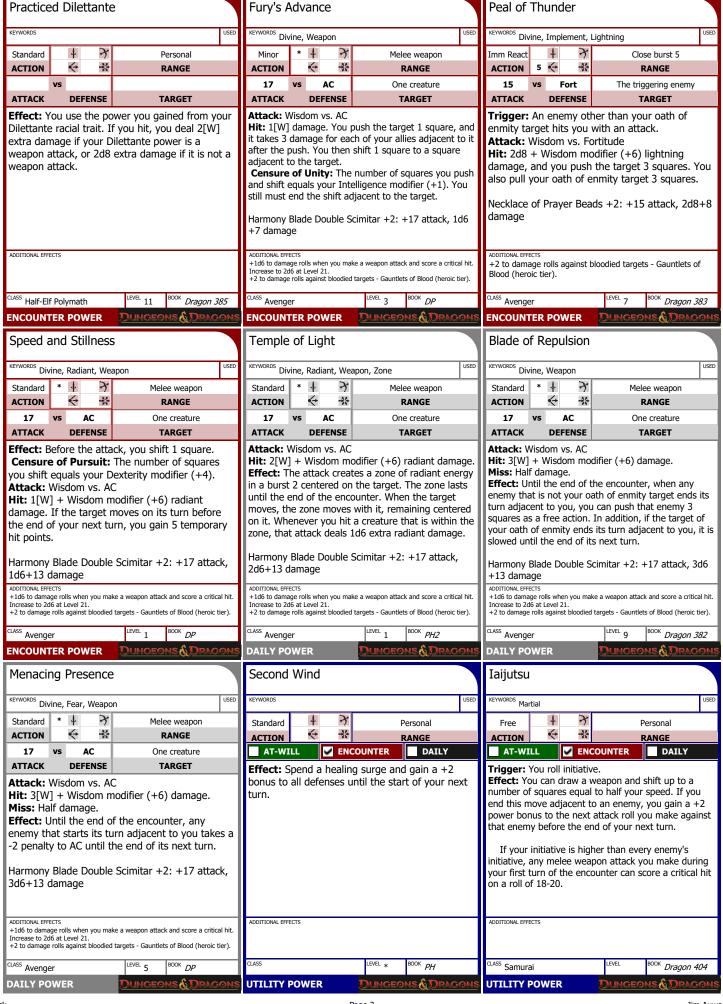
pick paragon multiclassing powers from any class; can use AP to regain encounter attack power

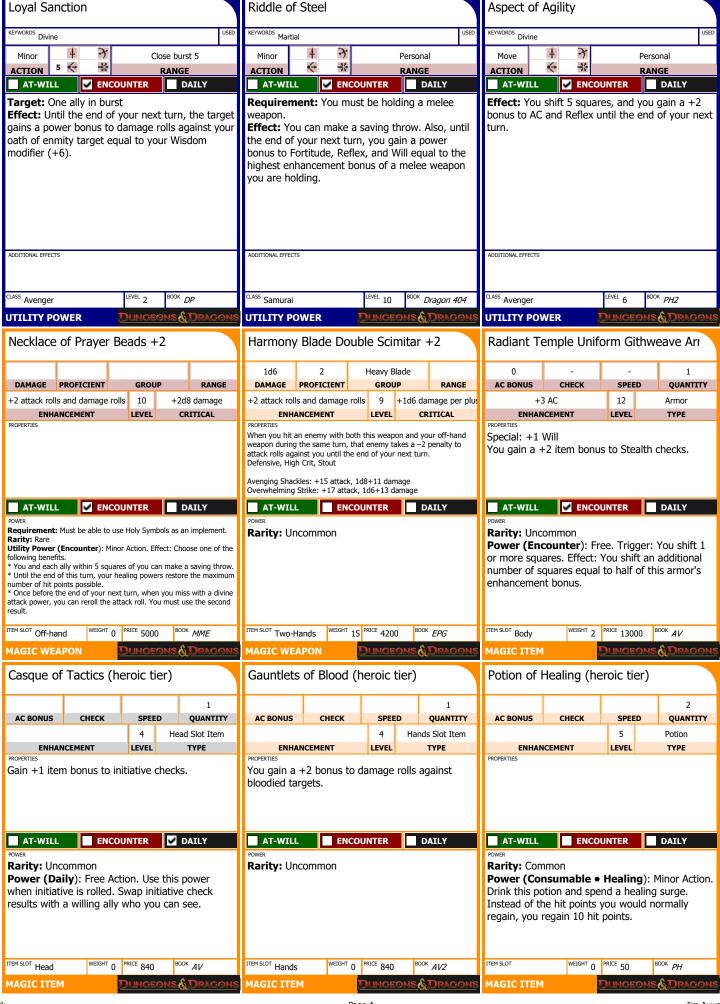
LANGUAGES KNOWN

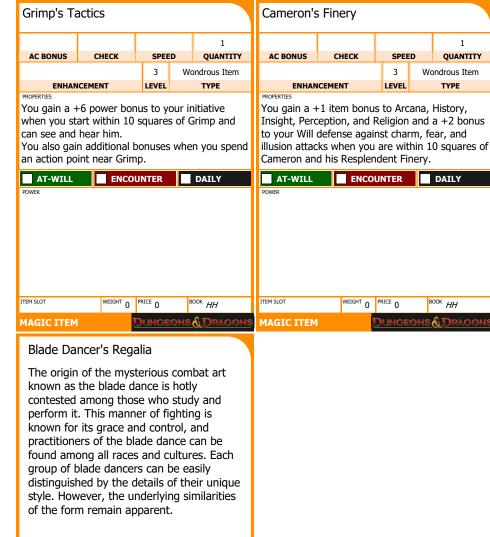
Common, Elven, Deep Speech

Fellick Page 1 Jim Auwaerter









Radiant Temple Treasures

Many cultures tell versions of the myth of the Radiant Temple—a great bastion of light created during the ancient war between the gods and the primordials. Though the temple was taken to the celestial realms by the gods in the aftermath of their victory, a number of its faithful stayed behind in the mortal realm. The treasures they bore became their legacy.

Any character can wield the Radiant Temple Treasures, but they're most useful to avengers.

- 2: When your oath of enmity reduces a target to 0 hit points, you gain temporary hit points equal to twice the number of items you have from this set.
- 4: You gain a +10 bonus to your first death saving throw each day.

ITEM SET

Dungeons&Dragon

- 2: You gain a bonus to AC against opportunity attacks equal to the number of items you have from this set.
- 5: You can use your Hunter's Quarry class feature as a free action instead of a minor action.

ITEM SET

<u>Dungeons&Dragon</u>