

Player Name **Jim Auwaerter**

Fellick

Character Name

Half-Elf

Race

Medium

Size

35

Age

Male

Gender

Avenger

Class

5'8"

Height

120 lbs.

Weight

Half-Elf Polymath

Paragon Path

Unaligned

Alignment

Corellon

Deity

Epic Destiny

26,000

Total XP

Adventuring Company

RPGA Number

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
16	4	5	7

CONDITIONAL MODIFIERS

### ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
11	<b>STR</b> Strength	0	5
14	<b>CON</b> Constitution	2	7
18	<b>DEX</b> Dexterity	4	9
12	<b>INT</b> Intelligence	1	6
22	<b>WIS</b> Wisdom	6	11
10	<b>CHA</b> Charisma	0	5

### HIT POINTS

MAX HP	BLOODED	HEALING SURGES
88	44	22
	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

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

### SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
15	Acrobatics	DEX 9	5	n/a	1
7	Arcana	INT 6	0	n/a	1
5	Athletics	STR 5	0	n/a	0
5	Bluff	CHA 5	0	n/a	0
10	Diplomacy	CHA 5	0	n/a	5
11	Dungeoneering	WIS 11	0	n/a	0
7	Endurance	CON 7	0	n/a	0
11	Heal	WIS 11	0	n/a	0
7	History	INT 6	0	n/a	1
21	Insight	WIS 11	5	n/a	5
7	Intimidate	CHA 5	0	n/a	2
11	Nature	WIS 11	0	n/a	0
18	Perception	WIS 11	5	n/a	2
13	Religion	INT 6	5	n/a	2
17	Stealth	DEX 9	5	n/a	3
5	Streetwise	CHA 5	0	n/a	0
15	Thievery	DEX 9	5	n/a	1

### DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
28	AC	15	4		2	3	1	3

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
24	REF	15	4	1		3		1

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
26	WILL	15	6	1		3	1	

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 as encounter power

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

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

### CLASS / PATH / DESTINY FEATURES

**Level 1 Samurai Feature** - Gain the iaijutsu power

**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

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
31	Passive Insight	10	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 or no 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

PLAY DATA **DUNGEONS & DRAGONS**

AT-WILL POWER **DUNGEONS & DRAGONS**

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PLAY DATA **DUNGEONS & DRAGONS**

AT-WILL POWER **DUNGEONS & DRAGONS**

Page 2ENCOUNTER SPECIAL 

ENCOUNTER POWER **DUNGEONS & DRAGONS**

Jim Auw

Practiced Dilettante

KEYWORDS

USED

Standard

Personal

ACTION

RANGE

17

vs

AC

One creature

ATTACK

DEFENSE

TARGET

**Effect:** You use the power you gained from your Dilettante racial trait. If you hit, you deal 2[W] extra damage if your Dilettante power is a weapon attack, or 2d8 extra damage if it is not a weapon attack.

ADDITIONAL EFFECTS

CLASS

Half-Elf Polymath

LEVEL

11

BOOK

Dragon 385

ENCOUNTER POWER

DUNGEONS & DRAGONS

Fury's Advance

KEYWORDS

USED

Minor

Melee weapon

ACTION

RANGE

17

vs

AC

One creature

ATTACK

DEFENSE

TARGET

**Attack:** Wisdom vs. AC  
**Hit:** 1[W] damage. You push the target 1 square, and it takes 3 damage for each of your allies adjacent to it after the push. You then shift 1 square to a square adjacent to the target.  
**Censure of Unity:** The number of squares you push and shift equals your Intelligence modifier (+1). You still must end the shift adjacent to the target.

Harmony Blade Double Scimitar +2: +17 attack, 1d6 +7 damage

ADDITIONAL EFFECTS

CLASS

Avenger

LEVEL

3

BOOK

DP

ENCOUNTER POWER

DUNGEONS & DRAGONS

Pearl of Thunder

KEYWORDS

USED

Imm React

Close burst 5

ACTION

RANGE

15

vs

Fort

The triggering enemy

ATTACK

DEFENSE

TARGET

**Trigger:** An enemy other than your oath of enmity target hits you with an attack.  
**Attack:** Wisdom vs. Fortitude  
**Hit:** 2d8 + Wisdom modifier (+6) lightning damage, and you push the target 3 squares. You also pull your oath of enmity target 3 squares.

Necklace of Prayer Beads +2: +15 attack, 2d8+8 damage

ADDITIONAL EFFECTS

CLASS

Avenger

LEVEL

7

BOOK

Dragon 383

ENCOUNTER POWER

DUNGEONS & DRAGONS

Speed and Stillness

KEYWORDS

USED

Standard

Melee weapon

ACTION

RANGE

17

vs

AC

One creature

ATTACK

DEFENSE

TARGET

**Effect:** Before the attack, you shift 1 square.  
**Censure of Pursuit:** The number of squares you shift equals your Dexterity modifier (+4).  
**Attack:** Wisdom vs. AC  
**Hit:** 1[W] + Wisdom modifier (+6) radiant damage. If the target moves on its turn before the end of your next turn, you gain 5 temporary hit points.

Harmony Blade Double Scimitar +2: +17 attack, 1d6+13 damage

ADDITIONAL EFFECTS

CLASS

Avenger

LEVEL

1

BOOK

DP

ENCOUNTER POWER

DUNGEONS & DRAGONS

Temple of Light

KEYWORDS

USED

Standard

Melee weapon

ACTION

RANGE

17

vs

AC

One creature

ATTACK

DEFENSE

TARGET

**Attack:** Wisdom vs. AC  
**Hit:** 2[W] + Wisdom modifier (+6) 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.

Harmony Blade Double Scimitar +2: +17 attack, 2d6+13 damage

ADDITIONAL EFFECTS

CLASS

Avenger

LEVEL

1

BOOK

PH2

DAILY POWER

DUNGEONS & DRAGONS

Blade of Repulsion

KEYWORDS

USED

Standard

Melee weapon

ACTION

RANGE

17

vs

AC

One creature

ATTACK

DEFENSE

TARGET

**Attack:** Wisdom vs. AC  
**Hit:** 3[W] + Wisdom modifier (+6) damage.  
**Miss:** Half damage.  
**Effect:** Until the end of the encounter, when any enemy that is not your oath of enmity target ends its turn adjacent to you, you can push that enemy 3 squares as a free action. In addition, if the target of your oath of enmity ends its turn adjacent to you, it is slowed until the end of its next turn.

Harmony Blade Double Scimitar +2: +17 attack, 3d6 +13 damage

ADDITIONAL EFFECTS

CLASS

Avenger

LEVEL

9

BOOK

Dragon 382

DAILY POWER

DUNGEONS & DRAGONS

Menacing Presence

KEYWORDS

USED

Standard

Melee weapon

ACTION

RANGE

17

vs

AC

One creature

ATTACK

DEFENSE

TARGET

**Attack:** Wisdom vs. AC  
**Hit:** 3[W] + Wisdom modifier (+6) damage.  
**Miss:** Half damage.  
**Effect:** Until the end of the encounter, any enemy that starts its turn adjacent to you takes a -2 penalty to AC until the end of its next turn.

Harmony Blade Double Scimitar +2: +17 attack, 3d6+13 damage

ADDITIONAL EFFECTS

CLASS

Avenger

LEVEL

5

BOOK

DP

DAILY POWER

DUNGEONS & DRAGONS

Second Wind

KEYWORDS

USED

Standard

Personal

ACTION

RANGE

AT-WILL

ENCOUNTER

DAILY

**Effect:** Spend a healing surge and gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS

LEVEL

\*

BOOK

PH

UTILITY POWER

DUNGEONS & DRAGONS

Iaijutsu

KEYWORDS

USED

Free

Personal

ACTION

RANGE

AT-WILL

ENCOUNTER

DAILY

**Trigger:** You roll initiative.  
**Effect:** You can draw a weapon and shift up to a number of squares equal to half your speed. If you end this move adjacent to an enemy, you gain a +2 power bonus to the next attack roll you make against that enemy before the end of your next turn.

If your initiative is higher than every enemy's initiative, any melee weapon attack you make during your first turn of the encounter can score a critical hit on a roll of 18-20.

ADDITIONAL EFFECTS

CLASS

Samurai

LEVEL

BOOK

Dragon 404

UTILITY POWER

DUNGEONS & DRAGONS

LOYAL SANCTION

KEYWORDS

Divine

USED

Minor

Close burst 5

ACTION

5

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

**Target:** One ally in burst

**Effect:** Until the end of your next turn, the target gains a power bonus to damage rolls against your oath of enmity target equal to your Wisdom modifier (+6).

ADDITIONAL EFFECTS

CLASS

Avenger

LEVEL

2

BOOK

DP

UTILITY POWER

DUNGEONS & DRAGONS

RIDDLE OF STEEL

KEYWORDS

Martial

USED

Minor

Personal

ACTION

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

**Requirement:** You must be holding a melee weapon.

**Effect:** You can make a saving throw. Also, until the end of your next turn, you gain a power bonus to Fortitude, Reflex, and Will equal to the highest enhancement bonus of a melee weapon you are holding.

ADDITIONAL EFFECTS

CLASS

Samurai

LEVEL

10

BOOK

Dragon 404

UTILITY POWER

DUNGEONS & DRAGONS

ASPECT OF AGILITY

KEYWORDS

Divine

USED

Move

Personal

ACTION

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

**Effect:** You shift 5 squares, and you gain a +2 bonus to AC and Reflex until the end of your next turn.

ADDITIONAL EFFECTS

CLASS

Avenger

LEVEL

6

BOOK

PH2

UTILITY POWER

DUNGEONS & DRAGONS

Necklace of Prayer Beads +2

DAMAGE

PROFICIENT

GROUP

RANGE

+2 attack rolls and damage rolls

10

+2d8 damage

ENHANCEMENT

LEVEL

CRITICAL

PROPERTIES

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

POWER

**Requirement:** Must be able to use Holy Symbols as an implement.

**Rarity:** Rare

**Utility Power (Encounter):** Minor Action. Effect: Choose one of the following benefits.

- \* You and each ally within 5 squares of you can make a saving throw.
- \* Until the end of this turn, your healing powers restore the maximum number of hit points possible.
- \* Once before the end of your next turn, when you miss with a divine attack power, you can reroll the attack roll. You must use the second result.

ITEM SLOT

Off-hand

WEIGHT

0

PRICE

5000

BOOK

MME

MAGIC WEAPON

DUNGEONS & DRAGONS

Harmony Blade Double Scimitar +2

1d6

2

Heavy Blade

RANGE

+2 attack rolls and damage rolls

9

+1d6 damage per plus

ENHANCEMENT

LEVEL

CRITICAL

PROPERTIES

When you hit an enemy with both this weapon and your off-hand weapon during the same turn, that enemy takes a –2 penalty to attack rolls against you until the end of your next turn.

Defensive, High Crit, Stout

Avening Shackles: +15 attack, 1d8+11 damage

Overwhelming Strike: +17 attack, 1d6+13 damage

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

**Rarity:** Uncommon

ITEM SLOT

Two-Hands

WEIGHT

15

PRICE

4200

BOOK

EPG

MAGIC WEAPON

DUNGEONS & DRAGONS

Radiant Temple Uniform Githweave Ar

0

-

-

1

AC BONUS

CHECK

SPEED

QUANTITY

+3 AC

12

Armor

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

Special: +1 Will

You gain a +2 item bonus to Stealth checks.

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

POWER

**Rarity:** Uncommon

**Power (Encounter):** Free. Trigger: You shift 1 or more squares. Effect: You shift an additional number of squares equal to half of this armor's enhancement bonus.

ITEM SLOT

Body

WEIGHT

2

PRICE

13000

BOOK

AV

MAGIC ITEM

DUNGEONS & DRAGONS

Casque of Tactics (heroic tier)

AC BONUS

CHECK

SPEED

1

ENHANCEMENT

LEVEL

TYPE

4

Head Slot Item

PROPERTIES

Gain +1 item bonus to initiative checks.

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

POWER

**Rarity:** Uncommon

**Power (Daily):** Free Action. Use this power when initiative is rolled. Swap initiative check results with a willing ally who you can see.

ITEM SLOT

Head

WEIGHT

0

PRICE

840

BOOK

AV

MAGIC ITEM

DUNGEONS & DRAGONS

Gauntlets of Blood (heroic tier)

AC BONUS

CHECK

SPEED

1

ENHANCEMENT

LEVEL

TYPE

4

Hands Slot Item

PROPERTIES

You gain a +2 bonus to damage rolls against bloodied targets.

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

**Rarity:** Uncommon

ITEM SLOT

Hands

WEIGHT

0

PRICE

840

BOOK

AV2

MAGIC ITEM

DUNGEONS & DRAGONS

Potion of Healing (heroic tier)

AC BONUS

CHECK

SPEED

2

ENHANCEMENT

LEVEL

TYPE

5

Potion

PROPERTIES

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

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

**Rarity:** Common

**Power (Consumable • Healing):** Minor Action.

ITEM SLOT

WEIGHT

0

PRICE

50

BOOK

PH

MAGIC ITEM

DUNGEONS & DRAGONS



## Grimp's Tactics

AC BONUS	CHECK	SPEED	1
ENHANCEMENT	LEVEL	Wondrous Item	TYPE
<p>PROPERTIES</p> <p>You gain a +6 power bonus to your initiative when you start within 10 squares of Grimp and can see and hear him.</p> <p>You also gain additional bonuses when you spend an action point near Grimp.</p>			
<p>POWER</p>			
ITEM SLOT	WEIGHT 0	PRICE 0	BOOK HH

MAGIC ITEM

DUNGEONS & DRAGONS

## Cameron's Finery

AC BONUS	CHECK	SPEED	1
ENHANCEMENT	LEVEL	Wondrous Item	TYPE
<p>PROPERTIES</p> <p>You gain a +1 item bonus to Arcana, History, Insight, Perception, and Religion and a +2 bonus to your Will defense against charm, fear, and illusion attacks when you are within 10 squares of Cameron and his Resplendent Finery.</p>			
<p>POWER</p>			
ITEM SLOT	WEIGHT 0	PRICE 0	BOOK HH

MAGIC ITEM

DUNGEONS & DRAGONS

## 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 primordial. 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 & DRAGONS

## Blade Dancer's Regalia

The origin of the mysterious combat art known as the blade dance is hotly contested among those who study and perform it. This manner of fighting is known for its grace and control, and practitioners of the blade dance can be found among all races and cultures. Each group of blade dancers can be easily distinguished by the details of their unique style. However, the underlying similarities of the form remain apparent.

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

DUNGEONS & DRAGONS