

Player Name

 Clamor 1 Invoker

Character Name Level Class

Paragon Path

Epic Destiny

 Total XP 0

Warforged Medium Male

Good

The Silver Flame

Race Size Age Gender

Height Weight Alignment Deity

Adventuring Company

RPGA Number

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
<b>0</b>			

INITIATIVE

CONDITIONAL MODIFIERS

### DEFENSES

SCORE	DEFENSE	10 + ARMOR/ 1/2 LVL ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>16</b>	<b>AC</b>	<b>10</b>	<b>6</b>				

CONDITIONAL BONUSES

### MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
<b>5</b>	<b>Speed</b> (Squares)	<b>6</b>	<b>-1</b>	

SPECIAL MOVEMENT

### ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
<b>10</b>	<b>STR</b> Strength	<b>0</b>	<b>0</b>
<b>16</b>	<b>CON</b> Constitution	<b>3</b>	<b>3</b>
<b>10</b>	<b>DEX</b> Dexterity	<b>0</b>	<b>0</b>
<b>11</b>	<b>INT</b> Intelligence	<b>0</b>	<b>0</b>
<b>18</b>	<b>WIS</b> Wisdom	<b>4</b>	<b>4</b>
<b>10</b>	<b>CHA</b> Charisma	<b>0</b>	<b>0</b>

SCORE	DEFENSE	10 + 1/2 LVL ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>14</b>	<b>FORT</b>	<b>10</b>	<b>3</b>	<b>1</b>			

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>11</b>	<b>REF</b>	<b>10</b>		<b>1</b>			

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
<b>19</b>	<b>Passive Insight</b>	<b>10</b>	<b>+</b> <b>9</b>

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
<b>14</b>	<b>Passive Perception</b>	<b>10</b>	<b>+</b> <b>4</b>

SPECIAL SENSES

### ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
<b>+ 0</b>		<b>0</b>	<b>0</b>				

ABILITY: Ranged Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
<b>+ 0</b>		<b>0</b>	<b>0</b>				

### HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
		SURGE VALUE SURGES/DAY
<b>26</b>	<b>13</b>	<b>6</b> <b>9</b>

CURRENT HIT POINTS	CURRENT SURGE USES

### SECOND WIND 1/ENCOUNTER

 USED 

TEMPORARY HIT POINTS

### DEATH SAVING THROW FAILURES

SAVING THROW MODS +2 Racial bonus against ongoing damage

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

### ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

### RACE FEATURES

**Living Construct** - no need to eat, drink, breathe, or sleep

**Warforged Resolve** - Use warforged resolve as an

encounter power

**Warforged Mind** - +1 to Will defense

**Warforged Resilience** - +2 racial bonus to saving throws

against ongoing damage

**Unsleeping Watcher** - 4 hours of inactivity counts as an

extended rest

### DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
<b>1d4</b>	<b>0</b>				

ABILITY: Ranged Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
<b>1d4</b>	<b>0</b>				

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
<b>0</b>	vs <b>AC</b>	Unarmed (Melee)	1d4
<b>0</b>	vs <b>AC</b>	Unarmed (Range)	1d4
	vs		
	vs		

### SKILLS

BONUS	SKILL NAME		ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
<b>-1</b>	<b>Acrobatics</b>	DEX	<b>0</b>	<b>0</b>	<b>-1</b>	
<b>0</b>	<b>Arcana</b>	INT	<b>0</b>	<b>0</b>	n/a	
<b>-1</b>	<b>Athletics</b>	STR	<b>0</b>	<b>0</b>	<b>-1</b>	
<b>0</b>	<b>Bluff</b>	CHA	<b>0</b>	<b>0</b>	n/a	
<b>0</b>	<b>Diplomacy</b>	CHA	<b>0</b>	<b>0</b>	n/a	
<b>4</b>	<b>Dungeoneering</b>	WIS	<b>4</b>	<b>0</b>	n/a	
<b>4</b>	<b>Endurance</b>	CON	<b>3</b>	<b>0</b>	<b>-1</b>	<b>2</b>
<b>4</b>	<b>Heal</b>	WIS	<b>4</b>	<b>0</b>	n/a	
<b>5</b>	<b>History</b>	INT	<b>0</b>	<b>5</b>	n/a	
<b>9</b>	<b>Insight</b>	WIS	<b>4</b>	<b>5</b>	n/a	
<b>7</b>	<b>Intimidate</b>	CHA	<b>0</b>	<b>5</b>	n/a	<b>2</b>
<b>4</b>	<b>Nature</b>	WIS	<b>4</b>	<b>0</b>	n/a	
<b>4</b>	<b>Perception</b>	WIS	<b>4</b>	<b>0</b>	n/a	
<b>7</b>	<b>Religion</b>	INT	<b>0</b>	<b>5</b>	n/a	<b>2</b>
<b>-1</b>	<b>Stealth</b>	DEX	<b>0</b>	<b>0</b>	<b>-1</b>	
<b>0</b>	<b>Streetwise</b>	CHA	<b>0</b>	<b>0</b>	n/a	
<b>-1</b>	<b>Thievery</b>	DEX	<b>0</b>	<b>0</b>	<b>-1</b>	

### 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.

### FEATS

**Ritual Caster** - Master and perform rituals

**Warforged Faith** - Warforged resolve also affects adjacent ally

### LANGUAGES KNOWN

Common



CHARACTER NAME  
**Clamor**

PLAYER NAME

RACE Warforged CLASS Invoker LEVEL 1

HP 26	10 STR	AC 16
Spd 5	16 CON	Fort 14
Init +0	10 DEX	Ref 11
	11 INT	Will 16
	18 WIS	
	10 CHA	

19 Passive Insight 14 Passive Perception

PLAY DATA **DUNGEONS & DRAGONS**



ENCOUNTER SPECIAL **DUNGEONS & DRAGONS**

Second Wind

KEYWORDS

Standard	Close blast 3	Personal
<b>ACTION</b>	<b>RANGE</b>	
4 vs Fort	Each creature in blast	Self
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

Effect: You spend a healing surge and regain 6 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK PH

ENCOUNTER ACTION **DUNGEONS & DRAGONS**

Astral Wind

KEYWORDS Divine, Implement

Standard	Close blast 3	
<b>ACTION</b>	<b>RANGE</b>	
4 vs Fort	Each creature in blast	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Attack:** Wisdom vs. Fortitude  
**Hit:** 1d6 + Wisdom modifier (+4) damage, and you push the target 1 square. If the target moves nearer to you on its next turn, it takes extra damage equal to your Constitution modifier (+3). Level 21: 2d6 + Wisdom modifier (+4) damage.

Implement, Rod: +4 attack, 1d6+4 damage

ADDITIONAL EFFECTS

CLASS Invoker LEVEL 1 BOOK PHS2

AT-WILL POWER **DUNGEONS & DRAGONS**

Avenging Light

KEYWORDS Divine, Implement, Radiant

Standard	Ranged 10	
<b>ACTION</b>	<b>RANGE</b>	
4 vs Fort	One creature	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Attack:** Wisdom vs. Fortitude  
**Hit:** 1d10 + Wisdom modifier (+4) radiant damage. If a bloodied ally is adjacent to the target, the attack deals extra radiant damage equal to your Constitution modifier (+3). Level 21: 2d10 + Wisdom modifier (+4) radiant damage.

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

Implement, Rod: +4 attack, 1d10+4 damage

ADDITIONAL EFFECTS

CLASS Invoker LEVEL 1 BOOK PH2

AT-WILL POWER **DUNGEONS & DRAGONS**

Warforged Resolve

KEYWORDS Healing

Minor	Personal	
<b>ACTION</b>	<b>RANGE</b>	
4 vs Fort	One, two, or three creatures	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Effect:** You gain a number of temporary hit points equal to 3 + one-half your level and can make a saving throw against one effect on you that deals ongoing damage. If you are bloodied, you also regain hit points equal to 3 + one-half your level.

Unarmed: +0 attack

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL \* BOOK EPG

ENCOUNTER POWER **DUNGEONS & DRAGONS**

Rebuke Undead

KEYWORDS Divine, Implement, Radiant

Standard	Close blast 5	
<b>ACTION</b>	<b>RANGE</b>	
4 vs Will	Each undead creature in blast	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**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.

Implement, Rod: +4 attack, 1d10+4 damage

ADDITIONAL EFFECTS

CLASS Invoker LEVEL BOOK PH2

ENCOUNTER POWER **DUNGEONS & DRAGONS**

Armor of Wrath

KEYWORDS Divine, Radiant

Imm React	Close burst 5	
<b>ACTION</b>	<b>RANGE</b>	
5 vs	The triggering enemy in burst	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**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

ENCOUNTER POWER **DUNGEONS & DRAGONS**

Thunder of Judgment

KEYWORDS Divine, Implement, Thunder

Standard	Ranged 10	
<b>ACTION</b>	<b>RANGE</b>	
4 vs Fort	One, two, or three creatures	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Attack:** Wisdom vs. Fortitude  
**Hit:** 1d6 + Wisdom modifier (+4) thunder damage, or 2d6 + Wisdom modifier (+4) 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 Constitution modifier (+3).

Implement, Rod: +4 attack, 1d6+4 damage

ADDITIONAL EFFECTS

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

CLASS Invoker LEVEL 1 BOOK PH2

ENCOUNTER POWER **DUNGEONS & DRAGONS**

Purging Flame			
KEYWORDS Divine, Fire, Implement			USED
Standard	↓ 10 ↘	Ranged 10	
<b>ACTION</b>	↶ ✖	<b>RANGE</b>	
4	vs	Reflex	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	
<p><b>Attack:</b> Wisdom vs. Reflex  <b>Hit:</b> 1d10 + Wisdom modifier (+4) fire damage, and ongoing 10 fire damage (save ends).  <b>Miss:</b> Half damage, and ongoing 5 fire damage (save ends).</p> <p>Implement, Rod: +4 attack, 1d10+4 damage</p>			
ADDITIONAL EFFECTS			
+1 to damage rolls for each enemy you attack - Covenant of Wrath.			
CLASS Invoker	LEVEL 1	BOOK PH2	
<b>DAILY POWER</b>			