Avenger

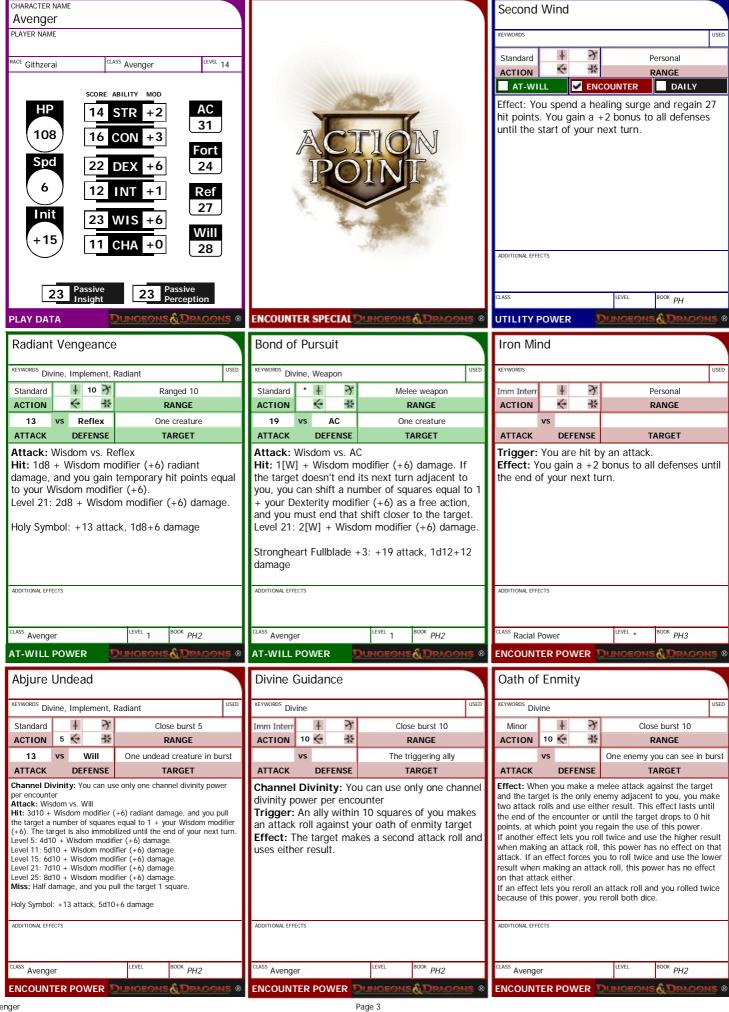
Avenger **Rrathmal** 47 000 Avenger Class Epic Destiny Total XP Character Name Level Paragon Path The Raven Queen Githzerai Medium Male Unaligned Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number INITIATIVE **DEFENSES MOVEMENT** SCORE MIS 2 15 6 7 6 Initiative 6 Speed (Squares) 31 5 3 AC CONDITIONAL MODIFIERS CONDITIONAL BONUSES +7 AC (Githzerai Mobility) against opportunity attacks ABILITY SCORES **SENSES** 10 + 1/2 LVL SCORE MO<u>D + 1/2</u> LVL ABIL CLASS FEAT 14 STR 2 9 23 10 13 Passive Insight **FORT** 17 3 3 CONDITIONAL BONUSES CON 16 3 10 23 Passive Perception 10 13 +7 Fortitude Defense (Githzerai Mobility) against opportunity attacks SPECIAL SENSES 1/2 LV DEX 22 6 13 27 **REF** 17 6 1 3 ATTACK WORKSPACE INT CONDITIONAL BONUSES 12 8 ABILITY: Melee Basic Attack - Unarmed ATT BONUS MISC + 13 6 WIS 23 6 13 28 3 WILL 17 6 CHA 11 0 CONDITIONAL BONUSES DAMAGE WORKSPACE +7 Will Defense (Githzerai Mobility) against opportunity attacks ABILITY: Melee Basic Attack - Unarmed **ACTION POINTS HIT POINTS** 1d4+6 6 MAX HP **HEALING SURGES Action Points** SURGES/DAY BLOODIED SURGE VALUE 108 54 27 10 ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS BASIC ATTACKS 1/2 HF 1/4 H DAMAGE CURRENT SURGE USES CURRENT HIT POINTS 19 \mathbf{AC} RACE FEATURES vs Strongheart Fullblade +3 1d12+12 Iron Mind - Use iron mind as an encounter power 13 AC vs Unarmed (Melee) 1d4 + 6Danger Sense - +2 to initiative USED SECOND WIND 1/ENCOUNTER 13 AC Unarmed (Range) 1d4+6 TEMPORARY HIT POINTS Defended Mind - +2 saves against daze, dominate and DEATH SAVING THROW FAILURES Shifting Fortunes - Shift 3 when you second wind SAVING THROW MODS +2 Racial bonus against effects that daze, dominate **FEATS** RESISTANCES Resist 10 Psychic Githzerai Blade Master - Gain a damage bonus with heavy blades CURRENT CONDITIONS AND EFFECTS Improved Armor of Faith - Increases armor of faith bonus to AC **SKILLS** CLASS / PATH / DESTINY FEATURES Avenging Resolution - Treat damage dice results of 1 or 2 ABIL MOD TRND Armor of Faith - Gain +3 bonus to AC while wearing cloth PENALTY MISC BONUS SKILL NAME as a result of 3 20 13 5 2 or no armor and not using a shield **Acrobatics** DEX Melee Training (Wisdom) - Use Wisdom for melee basic Avenger's Censure - Gain an avenger's censure power. 0 8 n/a Arcana INT attacks Censure of Pursuit - Deal 2 + Dex mod extra damage 11 0 2 **Athletics** STR Invigorating Pursuit - Gain +2 AC and damage when you if oath target moves away. (4 + Dex mod at 11th level, 6 + 7 0 n/a Bluff CHA charge oath of enmity target Dex mod at 21st) 7 0 n/a **Diplomacy** CHA Eager for Blood - During first round of combat, weapon Channel Divinity - Invoke a channel divinity class feature 13 13 0 n/a Dungeoneering attacks deal extra damage WIS or other power; encounter 10 0 Devastating Critical - Deal additional 1d10 damage on a 10 **Endurance** CON Oath of Enmity - Gain the oath of enmity power critical hit 13 13 0 n/a Heal Psychic Resistance - Gain resist 10 psychic, 15 at 21st WIS Githzerai Mobility - Improved defenses against 8 0 n/a Unfettered Action - End slow or immobilize effects when History INT opportunity attacks you spend action point 13 13 Insight 0 n/a WIS Painful Oath - Deal extra radiant and necrotic damage to 0 7 Intimidate n/a CHA oath target 13 13 0 n/a Nature WIS 13 0 13 n/a Perception WIS 13 8 5 n/a Religion INT LANGUAGES KNOWN 20 13 5 Stealth DEX Common, Deep Speech 5 12 n/a Streetwise CHA 13 13 **Thievery**

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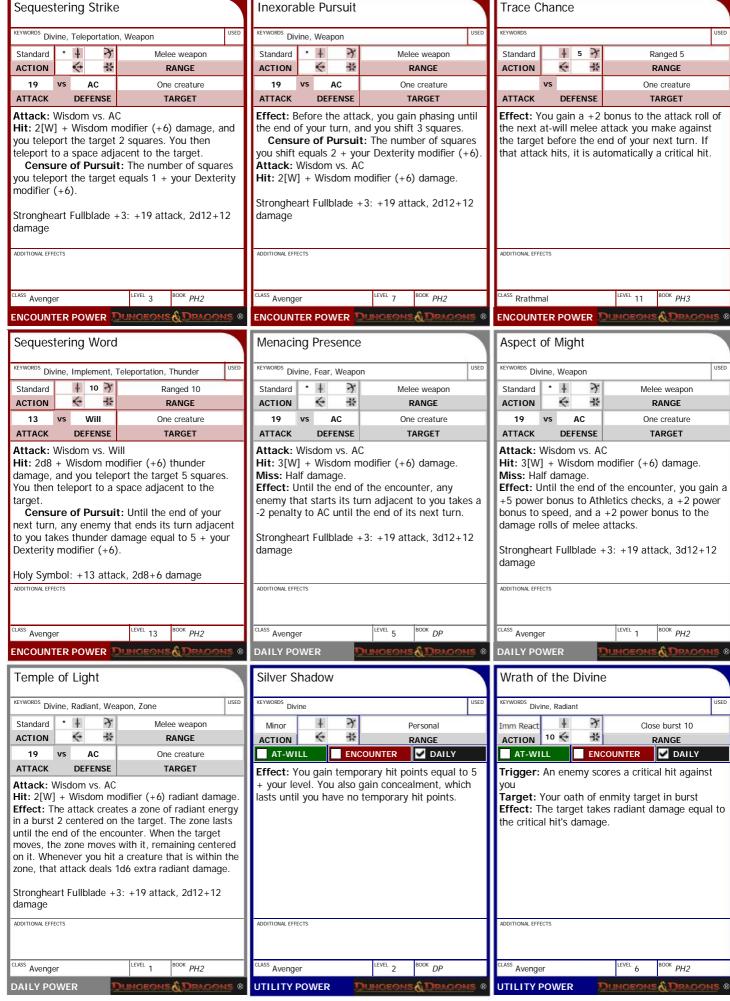
POWER INDEX MAGIC ITEM INDEX CHARACTER PORTRAIT List your powers below. List your powers below. Check the box when the power is used. Check the box when the power is used. Clear the box when the power renews Clear the box when the power renews **AT-WILL POWERS MAGIC ITEMS** Radiant Vengeance Strongheart Fullblade +3 (E) WEAPON Bond of Pursuit WEAPON WEAPON ARMOR Radiant Temple Uniform Githweave Armor +3 (Phylactery of Action (heroic tier) (E) **ENCOUNTER POWERS** FEET Boots of Eagerness (heroic tier) (E) Second Wind HAND Iron Mind HEAD Abjure Undead NECK Divine Guidance Amulet of Protection +3 (E) RING Oath of Enmity RING Sequestering Strike PERSONALITY TRAITS WAIST Inexorable Pursuit Trace Chance Potion of Vitality (paragon tier) (2) Sequestering Word Power Jewel (heroic tier) **DAILY POWERS** Aspect of Might Menacing Presence Temple of Light MANNERISMS AND APPEARANCE **UTILITY POWERS** Silver Shadow Wrath of the Divine Leading Step **Rrathmal Pursuit** Daily Item Powers Per Day **CHARACTER BACKGROUND** Heroic (1-10) Milestone Paragon (11-20) Milestone Epic (21-30) Milestone **OTHER EQUIPMENT RITUALS / ALCHEMY** Climber's Kit Adventurer's Kit Hempen Rope (50 ft.) **COMPANIONS AND ALLIES** Holy Symbol Sunrod (10) Flask (empty) (5) Thieves' Tools **SESSION AND CAMPAIGN NOTES COINS AND OTHER WEALTH** Money on hand: 54 pp; 331 gp; 8 sp; 5 cp Stored money: 0 gp Encumbrance: 90 / 140

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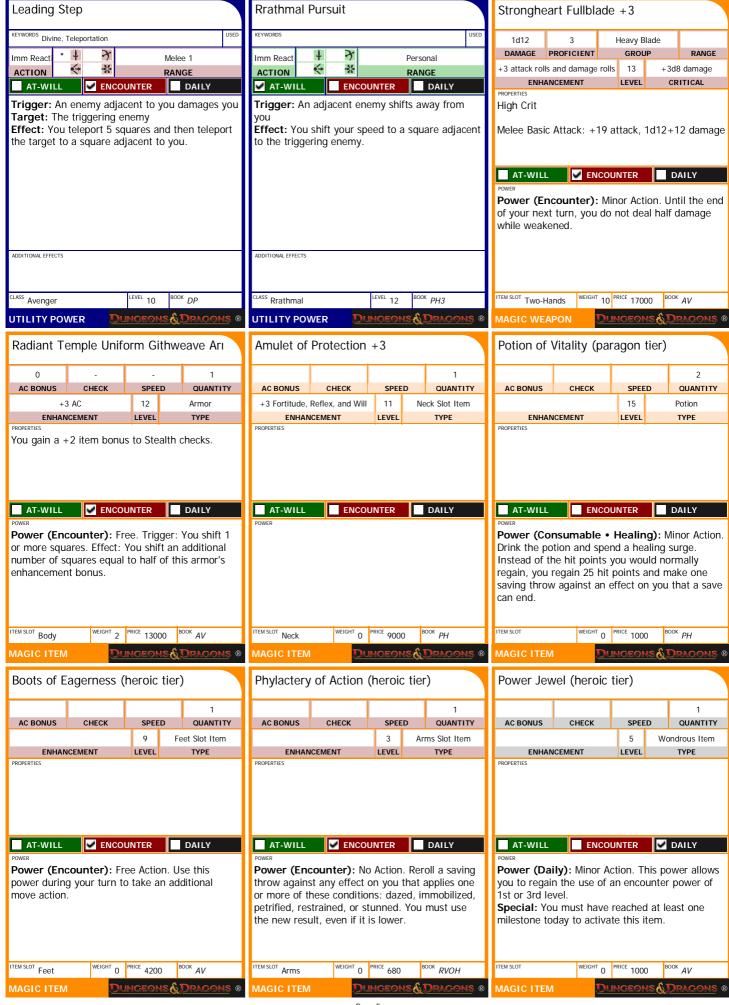
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Radiant Temple Treasures

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

<u>Dungeons&Dragons</u> ®

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