Avenger

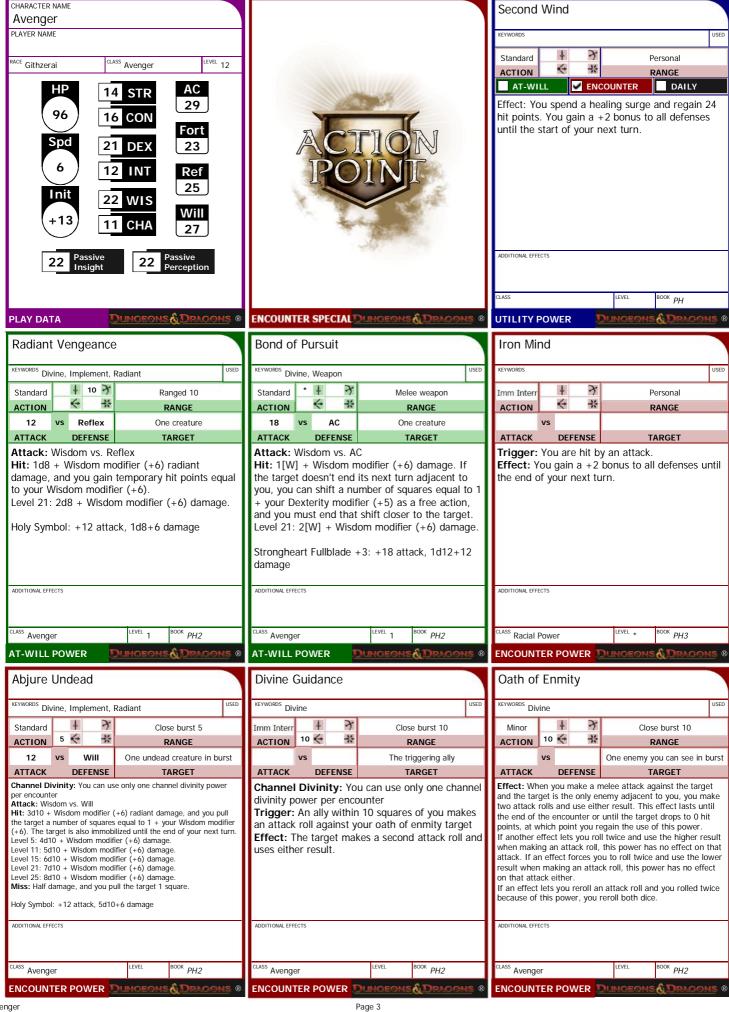
Avenger **Rrathmal** 32 000 Avenger Class Epic Destiny Total XP Character Name Level Paragon Path The Raven Queen Githzerai Medium Male Unaligned Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number INITIATIVE **DEFENSES MOVEMENT** SCORE MIS 2 13 5 6 6 Initiative 6 Speed (Squares) 29 5 3 AC CONDITIONAL MODIFIERS CONDITIONAL BONUSES +7 AC (Githzerai Mobility) against opportunity attacks ABILITY SCORES **SENSES** 10 + 1/2 <u>LVL</u> SCORE MO<u>D + 1/2</u> LVL ABIL CLASS FEAT 14 STR 2 8 22 10 12 Passive Insight 23 **FORT** 16 3 3 CONDITIONAL BONUSES CON 16 3 9 22 Passive Perception 10 12 +7 Fortitude Defense (Githzerai Mobility) against opportunity attacks SPECIAL SENSES 1/2 LVI DEX 21 5 11 25 **REF** 16 5 1 3 ATTACK WORKSPACE INT CONDITIONAL BONUSES 12 7 ABILITY: Melee Basic Attack - Strongheart Fullblade +3 ATT BONUS MISC 6 3 + 18 3 WIS 22 6 12 27 3 WILL 16 6 CHA 11 0 6 CONDITIONAL BONUSES DAMAGE WORKSPACE +7 Will Defense (Githzerai Mobility) against opportunity attacks ABILITY: Melee Basic Attack - Strongheart Fullblade +3 **ACTION POINTS HIT POINTS** 1d12+12 6 3 3 MAX HP **HEALING SURGES Action Points** SURGES/DAY BLOODIED SURGE VALU 96 48 24 10 ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS **BASIC ATTACKS** 1/2 HF 1/4 HF DAMAGE CURRENT HIT POINTS CURRENT SURGE USES 18 \mathbf{AC} RACE FEATURES vs Strongheart Fullblade +3 1d12+12 Iron Mind - Use iron mind as an encounter power 12 AC vs Unarmed (Melee) 1d4 + 6Danger Sense - +2 to initiative USED SECOND WIND 1/ENCOUNTER 11 AC Unarmed (Range) 1d4+5 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** Melee Training (Wisdom) - Use Wisdom for melee basic ABIL MOD TRND Armor of Faith - Gain +3 bonus to AC while wearing cloth PENALTY MISC BONUS SKILL NAME 1/2 LVL 18 11 5 2 or no armor and not using a shield **Acrobatics** DEX Invigorating Pursuit - Gain +2 AC and damage when you Avenger's Censure - Gain an avenger's censure power. 0 7 7 n/a Arcana INT charge oath of enmity target Censure of Pursuit - Deal 2 + Dex mod extra damage 10 0 2 **Athletics** STR Eager for Blood - During first round of combat, weapon if oath target moves away. (4 + Dex mod at 11th level, 6 + 6 6 0 n/a Bluff CHA attacks deal extra damage Dex mod at 21st) 0 n/a 6 Diplomacy CHA Devastating Critical - Deal additional 1d10 damage on a Channel Divinity - Invoke a channel divinity class feature 12 12 0 n/a Dungeoneering WIS or other power; encounter 9 0 Githzerai Mobility - Improved defenses against **Endurance** CON Oath of Enmity - Gain the oath of enmity power opportunity attacks 12 12 0 n/a Heal **Psychic Resistance** WIS Tempered Iron Mind - Iron mind is a free action and can 7 n/a **Unfettered Action** History INT be triggered on a miss 12 Insight 0 n/a WIS 0 6 Intimidate n/a CHA 12 12 0 n/a Nature WIS 0 12 n/a Perception WIS 12 5 n/a Religion INT LANGUAGES KNOWN 18 11 5 Stealth DEX Common, Deep Speech 5 11 n/a 6 Streetwise CHA 11 **Thievery**

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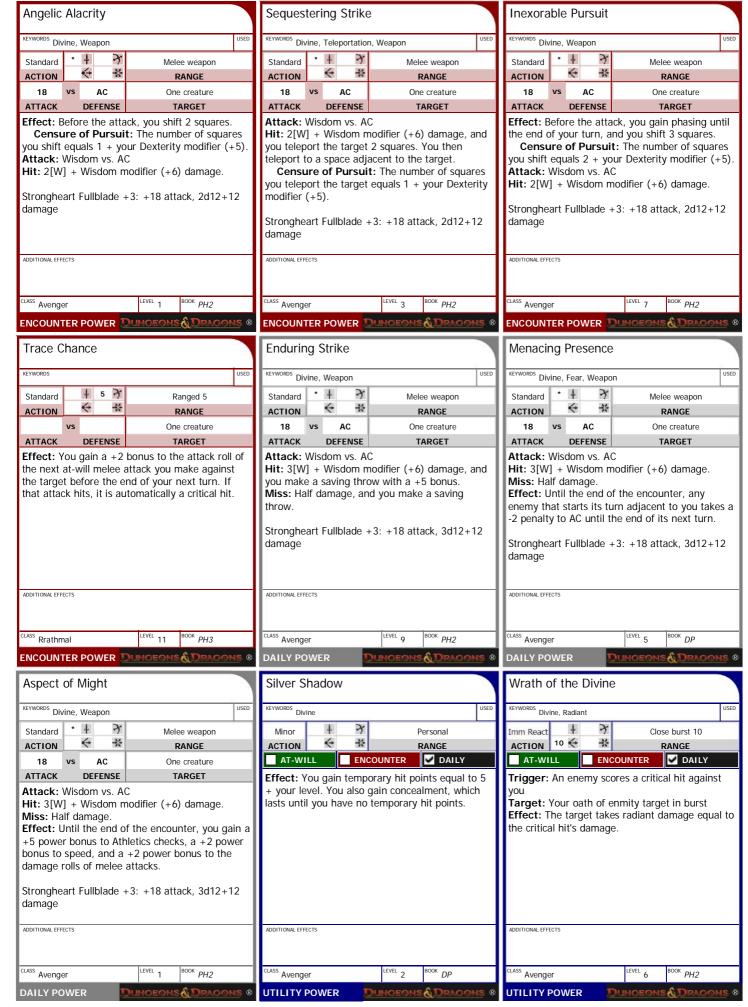
POWER INDEX MAGIC ITEM INDEX CHARACTER PORTRAIT List your powers below. List your powers below. Check the box when the power is used. Check the box when the power is used. Clear the box when the power renews Clear the box when the power renews **AT-WILL POWERS MAGIC ITEMS** Radiant Vengeance Strongheart 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 Angelic Alacrity PERSONALITY TRAITS WAIST Sequestering Strike Inexorable Pursuit Potion of Vitality (paragon tier) () (2) Trace Chance Potion of Clarity (level 5) () (5) Power Jewel (heroic tier) () **DAILY POWERS** Aspect of Might Menacing Presence **Enduring Strike** 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: 14 pp; 81 gp; 8 sp; 5 cp Stored money: Encumbrance: 85 / 140

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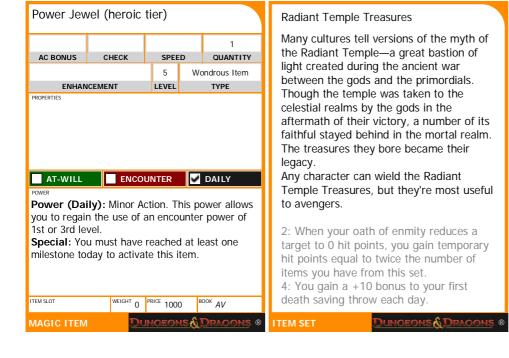


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