

Player Name

Mainspring 1 Invoker 0
 Character Name Level Class Paragon Path Epic Destiny Total XP
 Warforged Medium Male Good
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
0			

CONDITIONAL MODIFIERS

DEFENSES

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

CONDITIONAL BONUS

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
5	Speed (Squares)	6	-1	

SPECIAL MOVEMENT

ABILITY SCORES

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

FORT

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

CONDITIONAL BONUS

REF

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

CONDITIONAL BONUS

WILL

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

CONDITIONAL BONUS

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
19	Passive Insight	10 +	9
14	Passive Perception	10 +	4

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

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

ABILITY: Ranged Basic Attack - Unarmed

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

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
		SURGE VALUE SURGES/DAY
26	13	6 9
		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 +2 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 - +2 to save against ongoing damage; min. 10 on death saving throws; 4 hrs. rest; no need to eat, drink, breathe

Warforged Resolve - Use warforged resolve as an encounter power

Warforged Mind - +1 to Will

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4	0				

ABILITY: Ranged Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4	0				

SKILLS

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

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.

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
0	AC	Unarmed (Melee)	1d4
0	AC	Unarmed (Range)	1d4

FEATS

Ritual Caster - Master and perform rituals

Reaper's Touch - You gain a benefit with some attack powers.

LANGUAGES KNOWN

Common

POWER INDEX

List your powers below.
 Check the box when the power is used.
 Clear the box when the power renews.

AT-WILL POWERS

Avenging Light	<input type="checkbox"/>
Vanguard's Lightning	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

ENCOUNTER POWERS

Warforged Resolve	<input type="checkbox"/>
Rebuke Undead	<input type="checkbox"/>
Armor of Wrath	<input type="checkbox"/>
Thunder of Judgment	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

DAILY POWERS

Binding Invocation of Chains	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

UTILITY POWERS

	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

OTHER EQUIPMENT

Ritual Book
Chainmail (E)
Implement, Rod (E)
Adventurer's Kit

COINS AND OTHER WEALTH

Money on hand: 33 gp
Stored money: 0 gp
Encumbrance: 78 lb. / 100 lb.

MAGIC ITEM INDEX

List your powers below.
 Check the box when the power is used.
 Clear the box when the power renews.

MAGIC ITEMS

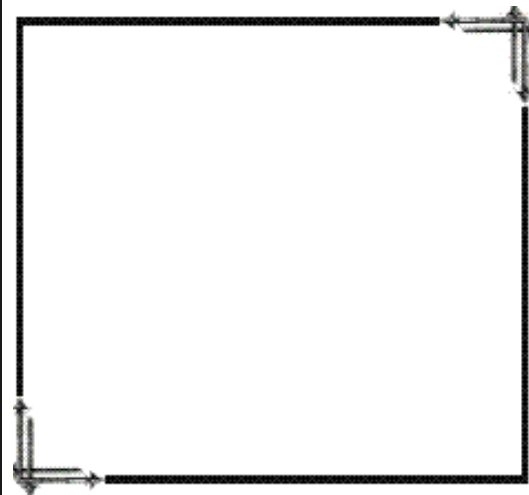
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
ARMOR	<input type="checkbox"/>
ARMS	<input type="checkbox"/>
FEET	<input type="checkbox"/>
HANDS	<input type="checkbox"/>
HEAD	<input type="checkbox"/>
NECK	<input type="checkbox"/>
RING	<input type="checkbox"/>
RING	<input type="checkbox"/>
WAIST	<input type="checkbox"/>
	<input type="checkbox"/>
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Daily Item Powers Per Day

Heroic (1-10)	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>		
Paragon (11-20)	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	
Epic (21-30)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>

RITUALS / ALCHEMY

Brew Potion

CHARACTER PORTRAIT**PERSONALITY TRAITS**

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

Mainspring

PLAYER NAME

RACE Warforged CLASS LEVEL 1

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

19 Passive Insight	14 Passive Perception
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PLAY DATA



ENCOUNTER SPECIAL



ENCOUNTER ACTION



Vanguard's Lightning

KEYWORDS Divine, Implement, Lightning USED

Standard	10	Ranged 10
ACTION	RANGE	
4 vs Fort		One creature
ATTACK	DEFENSE	TARGET

Attack: Wisdom vs. Reflex
Hit: 1d6 + Wisdom modifier (+4) lightning damage. Whenever the target makes an opportunity attack before the end of your next turn, the target takes lightning damage equal to your Intelligence modifier (+0).
Level 21: 2d6 + Wisdom modifier (+4) lightning damage.

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

Avenging Light

KEYWORDS Divine, Implement, Radiant USED

Standard	10	Ranged 10
ACTION	RANGE	
4 vs Fort		One creature
ATTACK	DEFENSE	TARGET

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

CLASS Invoker LEVEL 1 BOOK PH2

Warforged Resolve

KEYWORDS Healing USED

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

Effect: You gain a number of temporary hit points equal to 3 + one-half your level. You can make an immediate saving throw against one effect that deals ongoing damage and can be ended with a save. In addition, if you are bloodied you regain hit points equal to 3 + one-half your level.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL * BOOK Dragon 364

AT-WILL POWER



AT-WILL POWER



ENCOUNTER POWER



Rebuke Undead

KEYWORDS Divine, Implement, Radiant USED

Standard	5	Close burst 5
ACTION	RANGE	
4 vs Will		Each undead creature in blast
ATTACK	DEFENSE	TARGET

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

CLASS Invoker LEVEL BOOK PH2

Armor of Wrath

KEYWORDS Divine, Radiant USED

Imm Reacti	5	Close burst 5
ACTION	RANGE	
4 vs Will		The triggering enemy in burst
ATTACK	DEFENSE	TARGET

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 Invoker LEVEL BOOK PH2

Thunder of Judgment

KEYWORDS Divine, Implement, Thunder USED

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

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



ENCOUNTER POWER



ENCOUNTER POWER



Binding Invocation of Chains

KEYWORDS Divine, Implement USED

Standard	↓	↗	Close burst 10
ACTION	↶	10	RANGE
4	vs	Reflex	Each enemy in burst
ATTACK		DEFENSE	TARGET

Attack: Wisdom vs. Reflex
Hit: The target is slowed (save ends).
Miss: The target is slowed until the end of your next turn.

Implement, Rod: +4 attack, 0 damage

ADDITIONAL EFFECTS

CLASS Invoker LEVEL 1 BOOK PH2

DAILY POWER

