

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

7

Level

Gnocchi
male Deva Avenger

Age 6'2" Height Weight Medium Size Bahamut Deity

10000

Total XP 13000

Defenses



Conditional Bonuses

Hit Points

Max HP
(Bloodied 30) **61**

Temp HP

Current Hit Points

Healing Surges

Surge Value

Surges/Day

15

7

Current Conditions:

Action Points

Action Points	Milestones	Action Points
<input type="text"/>	0	1
	1	2
	2	3

Effect: Gain a standard action this turn.

Special: You are reset to one action point when you take an extended rest. You gain an action point each milestone.

Second Wind (one per encounter)

☐ Used

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

Death Saving Throw Failures

☐ ☐ ☐

Saving Throw Mods

0

Resistances/Vulnerabilities

Resist 8 Necrotic, Resist 8 Radiant

Current Conditions and Effects

Basic Attacks

Melee

Great Hunger Heavy flail +2

7

Strength vs. AC

2d6+2

Damage

Ranged

Unarmed

3

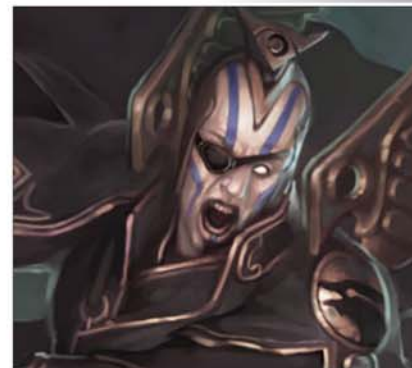
Dexterity vs. AC

1d4

Damage

Languages

Common, Dwarven, Elven



Abilities

		Check
STR	Strength	10 3
CON	Constitution	11 3
DEX	Dexterity	10 3
INT	Intelligence	17 6
WIS	Wisdom	21 8
CHA	Charisma	8 2

Skills

Acrobatics	Dexterity	3
Arcana	Intelligence	6
Athletics	Strength	3
Bluff	Charisma	2
Diplomacy	Charisma	2
Dungeoneering	Wisdom	8
Endurance	Constitution	3
Heal	Wisdom	✓ 13
History	Intelligence	8
Insight	Wisdom	8
Intimidate	Charisma	2
Nature	Wisdom	8
Perception	Wisdom	✓ 13
Religion	Intelligence	✓ 13
Stealth	Dexterity	✓ 8
Streetwise	Charisma	2
Thievery	Dexterity	3

Combat Statistics and Senses

Initiative

3

Conditional Modifiers:

Speed

6

Passive Insight

18

Passive Perception

23

Special Senses: Normal



Gnocchi

Player Name

Character Name

Character Details

Background

Theme

Mannerisms and Appearance

Personality Traits

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Badge of the Berserker +2

Arms

Hands

Gauntlets of Blood (heroic tier)

Rings

Rings

Off Hand

Main Hand

Great Hunger Heavy flail +2

Waist

Armor

Sanguine Vestments Cloth...

Feet

Tattoo

Ki Focus

Other Equipment

Total Weight (lbs.)

15

Carrying Capacity (lbs.)

Treasure

1 pp; 60 gp
0 gp banked

Normal

100

Heavy

200

Max

500

Gnocchi

Player Name

Character Name



Racial Features

Astral Majesty

+1 bonus to all defenses against bloodied creatures

Astral Resistance

Resist necrotic and resist radiant equal to 5 + one-half your level

Immortal Origin

Immortal creature origin

Memory of a Thousand Lifetimes

Have the memory of a thousand lifetimes power

Class/Other Features

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 Retribution

Add your Int mod to damage against oath target each time a different foe hits you.

Channel Divinity

Invoke a channel divinity class feature or other power; encounter.

Oath of Enmity

Gain the oath of enmity power

Feats

Guaranteed Retribution

+1 to next attack roll against oath of enmity target when another enemy hits you

Improved Armor of Faith

Increases armor of faith bonus to AC

Armor of Vengeance

+1 to defenses against creatures other than your oath of enmity target

Improved Defenses

+1/2/3 bonus (by tier) to Fortitude, Reflex, and Will.

Gnocchi

Level 7 Deva Avenger

	SCORE	ABILITY	MOD	
HP	10	STR	0	AC
61				22
	11	CON	0	Fort
Spd	10	DEX	0	17
6				Ref
	17	INT	3	20
Init	21	WIS	5	Will
+3	8	CHA	-1	22

18 Passive Insight

23 Passive Perception

Skills

Acrobatics	Dexterity	3
Arcana	Intelligence	6
Athletics	Strength	3
Bluff	Charisma	2
Diplomacy	Charisma	2
Dungeoneering	Wisdom	8
Endurance	Constitution	3
Heal	Wisdom	• 13
History	Intelligence	8
Insight	Wisdom	8
Intimidate	Charisma	2
Nature	Wisdom	8
Perception	Wisdom	• 13
Religion	Intelligence	• 13
Stealth	Dexterity	• 8
Streetwise	Charisma	2
Thievery	Dexterity	3

• indicates a trained skill.

Action Point

Base action points: 1



Effect: Gain a standard action this turn.

Special: You are reset to one action point when you take an extended rest. You gain an action point each milestone.

Encounter Special

Melee Basic Attack

At-Will ♦ Standard Action

Great Hunger Heavy flail +2: +7 vs. AC, 2d6+2 damage

Melee weapon **Target:** One creature

You resort to the simple attack you learned when you first picked up a melee weapon.

Keyword: Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+0) damage.

Level 21: 2[W] + Str modifier (+0) damage.

Additional Effects

+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Unarmed: +3 vs. AC, 1d4 damage

Ranged weapon **Target:** One creature

You resort to the simple attack you learned when you first picked up a ranged weapon.

Keyword: Weapon

Attack: Dexterity vs. AC

Hit: 1[W] + Dex modifier (+0) damage.

Level 21: 2[W] + Dex modifier (+0) damage.

Additional Effects

+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Basic Attack

Bond of Pursuit

At-Will ♦ Standard Action

Great Hunger Heavy flail +2: +12 vs. AC, 2d6+7 damage

Melee weapon **Target:** One creature

With your attack, you utter a promise to follow your enemy if it tries to escape.

Keywords: Divine, Weapon

Attack: Wisdom vs. AC

Hit: 1[W] + Wis modifier (+5) damage. If the target doesn't end its next turn adjacent to you, you can shift a number of squares equal to 1 + your Dex modifier (+0) as a free action, and you must end that shift closer to the target.

Additional Effects

+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Avenger Attack 1

Leading Strike

At-Will ♦ Standard Action

Great Hunger Heavy flail +2: +12 vs. AC, 2d6+7 damage

Melee weapon **Target:** One creature

You show an ally how to hit your foe where it hurts.

Keywords: Divine, Weapon

Attack: Wisdom vs. AC

Hit: 1[W] + Wis modifier (+5) damage. One ally adjacent to you or to the target gains a bonus to his or her next damage roll against the target equal to your Int modifier (+3).

Additional Effects

+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Avenger Attack 1

Avenging Echo

Encounter ♦ Standard Action

Great Hunger Heavy flail +2: +12 vs. AC, 2d6+7 damage

Melee weapon **Target:** One creature

Your weapon sweeps in a deadly arc, leaving in its wake swirling radiant energy that keeps your foes at bay.

Keywords: Divine, Radiant, Weapon

Attack: Wisdom vs. AC

Hit: 1[W] + Wis modifier (+5) damage. Until the end of your next turn, any enemy that ends its turn adjacent to you or that hits or misses you takes 5 radiant damage.

Censure of Retribution: The radiant damage equals 5 + your Int modifier (+3).

Additional Effects

+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Avenger Attack 1

Used ☐

Halo of Fire

Encounter ♦ Standard Action

Great Hunger Heavy flail +2: +12 vs. AC, 4d6+7 damage

Melee touch **Target:** One creature

A circle of flame erupts around your foe, harming any other enemy that moves near the creature.

Keywords: Divine, Fire, Weapon

Attack: Wisdom vs. AC

Hit: 2[W] + Wis modifier (+5) fire damage. Until the end of your next turn, any enemy that ends its turn adjacent to the target takes 5 fire damage.

Censure of Retribution: The fire damage equals 5 + your Int modifier (+3).

Additional Effects

+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Avenger Attack 3

Used ☐

Blade Step

Encounter ♦ Standard Action

Great Hunger Heavy flail +2: +12 vs. AC, 4d6+7 damage

Melee weapon

Target: One creature

As you strike one foe, you teleport next to another.

Keywords: Divine, Teleportation, Weapon

Attack: Wisdom vs. AC

Hit: 2[W] + Wis modifier (+5) damage, and you teleport 10 squares to a space that must be adjacent to an enemy.

Additional Effects

+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Avenger Attack 7

Used ☐

Argent Mantle

Daily ♦ Standard Action

Unarmed: +8 vs. Fortitude, 2d10+5 damage

Close burst 1

Target: Each enemy in the burst

You channel divine light and thunder through your holy symbol, smiting enemies nearby. For the rest of the battle, a mantle of silver light clings to your shoulders, a sign of divine favor.

Keywords: Divine, Implement, Radiant, Thunder

Effect: Until the end of the encounter, you can reroll the damage roll for any avenger attack power you use, including this one, and you must use the second result.

Attack: Wisdom vs. Fortitude

Hit: 2d10 + Wis modifier (+5) radiant and thunder damage.

Miss: Half damage.

Additional Effects

+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Avenger Attack 1

Used ☐

Bond of Foresight

Daily ♦ Standard Action

Great Hunger Heavy flail +2: +12 vs. AC, 4d6+7 damage

Melee weapon

Target: One creature

A bond of fate links you to your enemy, giving you the ability to foresee its every move. Whenever it moves or attacks you, you're ready.

Keywords: Divine, Weapon

Attack: Wisdom vs. AC

Hit: 2[W] + Wis modifier (+5) damage.

Miss: Half damage.

Effect: When the target hits or misses you or shifts, the target provokes an opportunity attack from you (save ends).

Additional Effects

+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Avenger Attack 5

Used ☐

Oath of Enmity

Encounter (Special) ♦ Minor Action

Close burst 10

Target: One enemy you can see in the burst

You focus your wrath on a single foe, giving your attacks against it extraordinary accuracy.

Keyword: Divine

Effect: When you make a melee attack against the target and the target is the only enemy adjacent to you, you make two attack rolls and use either result. This effect lasts until the end of the encounter or until the target drops to 0 hit points, at which point you regain the use of this power.

If another effect lets you roll twice and use the higher result when making an attack roll, this power has no effect on that attack. If an effect forces you to roll twice and use the lower result when making an attack roll, this power has no effect on that attack either.

If an effect lets you reroll an attack roll and you rolled twice because of this power, you reroll both dice.

Additional Effects

Avenger Feature

Used ☐

Abjure Undead

Encounter ♦ Standard Action

Unarmed: +8 vs. Will, 4d10+5 damage

Close burst 5

Target: One undead creature in the burst

You send a brilliant ray of radiant power at an undead foe, compelling it to stagger toward you.

Keywords: Divine, Implement, Radiant

Channel Divinity: You can use only one channel divinity power per encounter

Attack: Wisdom vs. Will

Hit: 3d10 + Wis modifier (+5) radiant damage, and you pull the target a number of squares equal to 1 + your Wis modifier (+5). The target is also immobilized until the end of your next turn.
Level 5: 4d10 + Wis modifier (+5) damage.

Miss: Half damage, and you pull the target 1 square.

Additional Effects

+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Avenger Feature

Used ☐

Divine Guidance

Encounter ♦ Immediate Interrupt

Close burst 10

Target: The triggering ally

You lend your deity's guidance to an ally's attack against your foe.

Keyword: Divine

Channel Divinity: You can use only one channel divinity power per encounter

Trigger: An ally within 10 squares of you makes an attack roll against your oath of enmity target

Effect: The target makes a second attack roll and uses either result.

Additional Effects

Avenger Feature

Used ☐

Memory of a Thousand...

Encounter ♦ No Action

Personal

The dreamlike memories of your previous lives lend insight to aid you.

Trigger: You make an attack roll, a saving throw, a skill check, or an ability check and dislike the result

Effect: You add 1d6 to the triggering roll.

Additional Effects

Deva Racial Power

Used ☐

Righteous Pursuit

Encounter ♦ Immediate Reaction

Personal

Try as your enemy might, there's no escaping your wrath.

Keyword: Divine

Trigger: Your oath of enmity target ends its turn in a square not adjacent to you

Effect: You shift a number of squares equal to your Wis modifier (+5) and must end this movement as close to your oath of enmity target as possible.

Additional Effects

Avenger Utility 2

Used ☐

Wrath of the Divine

Daily ♦ Immediate Reaction

Close burst 10

Target: Your oath of enmity target in the burst

Suffering a foe's lucky attack, you call on your god to visit your pain upon the one you have sworn to kill.

Keywords: Divine, Radiant

Trigger: An enemy scores a critical hit against you

Effect: The target takes radiant damage equal to the critical hit's damage.

Additional Effects

Avenger Utility 6

Used ☐

Sanguine Vestments Cloth...

Armor ♦ Level 8

Armor Bonus: 0

Enhancement: +2 AC

Properties

You gain a +1 bonus to all defenses while your oath of enmity target is bloodied.

Gauntlets of Blood (heroic...

Hands Slot Item ♦ Level 4

Properties

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

Great Hunger Heavy flail +2

Weapon ♦ Level 8

Damage: 2d6

Proficiency Bonus: 2

Enhancement: +2 attack rolls and damage rolls

Critical: +1d8 damage per plus

Properties

When you score a critical hit using this weapon, the damage of the next critical hit you score with this weapon scores increases by 1[W]. This effect is cumulative until the end of the encounter.

Power ♦ Daily (Immediate Reaction Action)

Trigger: An enemy adjacent to you scores a critical hit against you.

Effect: Roll this weapon's critical damage dice (including any extra damage from the weapon's property) and deal that much damage to the triggering enemy.

Badge of the Berserker +2

Neck Slot Item ♦ Level 7

Enhancement: +2 Fortitude, Reflex, and Will

Properties

When you charge, your movement made as part of the charge doesn't provoke opportunity attacks.