

Player Name

Alucard 6 Avenger 7500
Character Name Level Class Paragon Path Epic Destiny Total XP
Razorclaw Shifter Medium 25 Male Unaligned Sehanine
Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
9	4	3	2
INITIATIVE			
CONDITIONAL MODIFIERS			

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
21	AC	13	4					4
CONDITIONAL BONUSES								

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		
SPECIAL MOVEMENT				

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
10	STR Strength	0	3
13	CON Constitution	1	4
18	DEX Dexterity	4	7
10	INT Intelligence	0	3
20	WIS Wisdom	5	8
8	CHA Charisma	-1	2

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
57	28	14
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

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
14	Acrobatics	DEX	7	5	2
3	Arcana	INT	3	0	n/a
3	Athletics	STR	3	0	
2	Bluff	CHA	2	0	n/a
2	Diplomacy	CHA	2	0	n/a
8	Dungeoneering	WIS	8	0	n/a
4	Endurance	CON	4	0	
8	Heal	WIS	8	0	n/a
3	History	INT	3	0	n/a
8	Insight	WIS	8	0	n/a
2	Intimidate	CHA	2	0	n/a
8	Nature	WIS	8	0	n/a
13	Perception	WIS	8	5	n/a
8	Religion	INT	3	5	n/a
16	Stealth	DEX	7	5	4
2	Streetwise	CHA	2	0	n/a
12	Thievery	DEX	7	5	

ACTION POINTS

MILESTONES	ACTION POINTS
0	1
1	2
2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Razorclaw Shifting - Use razorclaw shifting as an encounter

power

CLASS / PATH / DESTINY 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 Pursuit** - Deal 2 + Dex mod extra damage if oath target moves away. (4 + Dex mod at 11th level, 6 + Dex mod at 21st)**Channel Divinity** - Invoke a channel divinity class feature or other power; encounter.**Oath of Enmity** - Gain the oath of enmity power

LANGUAGES KNOWN

Common, Primordial

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
18	Passive Insight	10 +	8
23	Passive Perception	10 +	13

SPECIAL SENSES
Low-light Vision

ATTACK WORKSPACE

ABILITY: Bond of Pursuit - Vengeful Longsword +1

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 12	3	5		3		1	

ABILITY: Abjure Undead - Holy Symbol

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 8	3	5					

DAMAGE WORKSPACE

ABILITY: Bond of Pursuit - Vengeful Longsword +1

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+6	5		1		

ABILITY: Angelic Alacrity - Vengeful Longsword +1

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
2d8+6	5		1		

ABILITY: Oath of the Final Duel - Vengeful Longsword +1

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
2d8+6	5		1		

ABILITY: Abjure Undead - Holy Symbol

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
4d10+5	5				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
7	vs AC	Vengeful Longsword +1	1d8+1

FEATS

Skill Training (Thievery) - Gain training in Thievery**Sehanine's Reversal** - Use Channel Divinity to invoke

Sehanine's reversal

Improved Armor of Faith - Increases armor of faith bonus to

AC

Quick Draw - Draw a weapon with attack action, +2 to

initiative

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UTILITY POWER 





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Oath of Enmity

KEYWORDS Divine		USED
Minor	 	Close burst 10
ACTION	10  	RANGE
	vs	One enemy you can see in burst
ATTACK	DEFENSE	TARGET
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		
CLASS Avenger	LEVEL	BOOK <i>PH2</i>





ENCOUNTER POWER 


Razorclaw Shifting

KEYWORDS		USED
Minor	 	Personal
ACTION	 	RANGE
	vs	
ATTACK	DEFENSE	TARGET
Requirement: You must be bloodied. Effect: Until the end of the encounter, your speed increases by 2, and you gain a +1 bonus to AC and Reflex.		
ADDITIONAL EFFECTS		
CLASS Racial Power	LEVEL *	BOOK <i>PH2</i>





ENCOUNTER POWER 

Sequestering Strike

KEYWORDS Divine, Teleportation, Weapon		USED
Standard	 	Melee weapon
ACTION	 	RANGE
12	vs AC	One creature
ATTACK	DEFENSE	TARGET
Attack: Wisdom vs. AC Hit: 2[W] + Wisdom modifier (+5) damage, and you teleport the target 2 squares. You then teleport to a space adjacent to the target. Censure of Pursuit: The number of squares you teleport the target equals 1 + your Dexterity modifier (+4).		
Vengeful Longsword +1: +12 attack, 2d8+6 damage		
ADDITIONAL EFFECTS		
CLASS Avenger	LEVEL 3	BOOK <i>PH2</i>





ENCOUNTER POWER 

Sehanine's Reversal

KEYWORDS Divine		USED
No Action	 	Ranged 5
ACTION	 	RANGE
	vs	
ATTACK	DEFENSE	TARGET
Channel Divinity: You can use only one channel divinity power per encounter Trigger: You roll a natural 20 on a saving throw Effect: Choose an enemy within range; that creature gains the effect you just saved against.		
ADDITIONAL EFFECTS		
CLASS	LEVEL *	BOOK <i>PH</i>





ENCOUNTER POWER 

Oath of the Final Duel

KEYWORDS Divine, Teleportation, Weapon		USED
Standard	 	Melee weapon
ACTION	 	RANGE
12	vs AC	One creature
ATTACK	DEFENSE	TARGET
Attack: Wisdom vs. AC Hit: 2[W] + Wisdom modifier (+5) damage. Miss: Half damage. Effect: Until the end of the encounter, if the target is more than 3 squares away from you at the start of your turn, you can teleport to a space within 3 squares of it as a minor action. This effect ends if you end your turn more than 3 squares away from the target.		
Vengeful Longsword +1: +12 attack, 2d8+6 damage		
ADDITIONAL EFFECTS		
CLASS Avenger	LEVEL 1	BOOK <i>PH2</i>





DAILY POWER 

Executioner's Cloak

KEYWORDS Divine, Illusion, Weapon		USED
Standard	 	Melee weapon
ACTION	 	RANGE
12	vs AC	One creature
ATTACK	DEFENSE	TARGET
Attack: Wisdom vs. AC Hit: 2[W] + Wisdom modifier (+5) damage, and you are invisible to the target (save ends). Aftereffect: You are invisible to the target until the end of your next turn. Miss: Half damage, and you are invisible to the target until the end of your next turn.		
Vengeful Longsword +1: +12 attack, 2d8+6 damage		
ADDITIONAL EFFECTS		
CLASS Avenger	LEVEL 5	BOOK <i>PH2</i>





DAILY POWER 

Righteous Pursuit

KEYWORDS Divine		USED
Imm React	 	Personal
ACTION	 	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
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 Wisdom modifier (+5) and must end this movement as close to your oath of enmity target as possible.		
ADDITIONAL EFFECTS		
CLASS Avenger	LEVEL 2	BOOK <i>DP</i>


UTILITY POWER 

Fortifying Chant

KEYWORDS Divine, Stance		USED
Minor	 	Personal
ACTION	 	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
Effect: Until the stance ends, you gain a +1 bonus to AC and Fortitude. In addition, whenever you reduce your oath of enmity target to 0 hit points, this bonus increases to +4 until the end of your next turn.		
ADDITIONAL EFFECTS		
CLASS Avenger	LEVEL 6	BOOK <i>DP</i>

UTILITY POWER 

Vengeful Longsword +1

1d8	3	Heavy Blade	
DAMAGE	PROFICIENT	GROUP	RANGE
+1 attack rolls and damage rolls	5	+1d6 damage	
ENHANCEMENT	LEVEL	CRITICAL	
PROPERTIES			
Versatile			
Melee Basic Attack: +7 attack, 1d8+1 damage			
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	
POWER			
Power (Encounter): Free Action. Use this power when an attack hits a bloodied ally within 10 squares of you. Gain a +2 power bonus to attack rolls and +1d10 on damage rolls with this weapon against the attacker until the end of your next turn.			
ITEM SLOT One-hand	WEIGHT 4	PRICE 1000	BOOK <i>PH</i>
MAGIC WEAPON 			

Elven Cloak +2			
AC BONUS	CHECK	SPEED	1 QUANTITY
+2 Fortitude, Reflex, and Will		7 LEVEL	Neck Slot Item TYPE
PROPERTIES Gain a +2 item bonus to Stealth checks.			
<input type="checkbox"/> AT-WILL		<input type="checkbox"/> ENCOUNTER	
		<input type="checkbox"/> DAILY	
POWER			
ITEM SLOT	Neck	WEIGHT	0
PRICE		2600	BOOK <i>PH</i>
MAGIC ITEM			

Ironskin Belt (heroic tier)					
AC BONUS		CHECK		SPEED	1 QUANTITY
ENHANCEMENT			5 LEVEL	Waist Slot Item TYPE	
PROPERTIES					
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input checked="" type="checkbox"/> DAILY					
POWER Power (Daily): Minor Action. Gain resist 5 to all weapon damage until the end of your next turn.					
ITEM SLOT Waist		WEIGHT 0	PRICE 1000	BOOK <i>PH</i>	
MAGIC ITEM					

Horned Helm (heroic tier)				
AC BONUS		CHECK	SPEED	1 QUANTITY
ENHANCEMENT		6 LEVEL	Head Slot Item TYPE	
PROPERTIES				
Your charge attacks deal +1d6 damage.				
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY				
POWER				
<div> <div>ITEM SLOT</div> <div>Head</div> </div> <div> <div>WEIGHT</div> <div>0</div> </div> <div> <div>PRICE</div> <div>1800</div> </div> <div> <div>BOOK</div> <div>PH</div> </div>				
MAGIC ITEM				