

DUNGEONS & DRAGONS

Character Sheet

Jamela Dal-ah Egbert

1

Invoker

Daughter of the Lachivians clan who serve our Dragon Lord

Phallus the dark tunnel

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Character Name

Level Class

Paragon Path

Epic Destiny

Total XP

Dragonborn

Medium

Male

5'6" 150lbs

Good

Bahamut

Race

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company

RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
3	3		

CONDITIONAL MODIFIERS

DEFENSES

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

CONDITIONAL BONUSES

MOVEMENT

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

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
14	STR Strength	2	2
18	CON Constitution	4	4
16	DEX Dexterity	3	3
18	INT Intelligence	4	4
20	WIS Wisdom	5	5
15	CHA Charisma	2	2

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	FORT	10	4	1				

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	REF	10	4	1				

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	WILL	10	5	1				

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
20	Passive Insight	10 +	10

15	Passive Perception	10	+	5
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SPECIAL SENSES

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Mace

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 4	0	2		2			

ABILITY: Melee Basic Attack - Unarmed

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

HIT POINTS

MAX HP	BLOODED	HEALING SURGES	SURGE VALUE	SURGES/DAY
28	14	11	9	10

CURRENT HIT POINTS	CURRENT SURGE USES
28	10

SECOND WIND 1/ENCOUNTER USED ☐

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES ☐ ☐ ☐

SAVING THROW MODS

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

Dragon Breath - Use dragon breath as an encounter power.

Dragon Breath Constitution - Use CON for Dragon Breath

Dragon Breath Fire - Dragon Breath deals fire damage

Dragonborn Fury - +1 to attacks while bloodied.

Draconic Heritage - Add Con mod to healing surge value.

History Bonus

Intimidate Bonus

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Mace

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+2	2				

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+2	2				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
4	vs AC	Mace	1d8+2
2	vs AC	Unarmed (Melee)	1d4+2
3	vs AC	Unarmed (Range)	1d4+3
	vs		

SKILLS

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

FEATS

Ritual Caster - Master and perform rituals

Invoker Defense - +2 AC when you hit nearby enemy

LANGUAGES KNOWN

Common, Draconic

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

Sun Strike

ENCOUNTER POWERS

Dragon Breath ☐

Rebuke Undead ☐

Armor of Wrath ☐

Thunder of Judgment ☐

DAILY POWERS

Invocation of Ice and Fire ☐

UTILITY POWERS

OTHER EQUIPMENT

Ritual Book

Holy Symbol

Chainmail (E)

Adventurer's Kit

Mace (E)

COINS AND OTHER WEALTH

Money on hand: 0 gp *125 gold 50 silver*

Stored money: 0 gp

Encumbrance: 50 / 140

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

WEAPON

WEAPON

WEAPON

ARMOR

ARMS

FEET

HANDS

HEAD

NECK

RING

RING

WAIST

Daily Item Powers Per Day

Heroic (1-10) ☐ Milestone ☐ / ☐ / ☐ /

Paragon (11-20) ☐ Milestone ☐ / ☐ / ☐ /

Epic (21-30) ☐ Milestone ☐ / ☐ / ☐ /

RITUALS / ALCHEMY

Hand of Fate

Amanuensis

Banish Vermin

*50 Darts
2 necklaces
worth 150 gold
5 gems worth 5 gold*

*50 silver
of higher value*

CHARACTER NAME Jamela Dal-ah Egbert		
PLAYER NAME		
RACE Dragonborn	CLASS Invoker	LEVEL 1

HP 28	STR 14	AC 16
Spd 5	CON 18	Fort 15
Init +3	DEX 16	Ref 15
	INT 18	Will 16
	WIS 20	
	CHA 15	

20	Passive Insight	15	Passive Perception
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PLAY DATA	DUNGEONS & DRAGONS
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Dragon Breath		
KEYWORDS Acid, Cold, Fire, Lightning or Poison		USED
Minor	3	Close blast 3
ACTION	3	RANGE
6	vs Reflex	All creatures in area.
ATTACK	DEFENSE	TARGET
Attack: Strength +2 vs. Reflex, Constitution +2 vs. Reflex, or Dexterity +2 vs. Reflex. Hit: 1d6 + Constitution modifier (+4) damage. Increase to +4 bonus and 2d6 + Constitution modifier (+4) damage at 11th level, and to +6 bonus and 3d6 + Constitution modifier (+4) damage at 21st level. Special: When you create your character, choose Strength, Constitution, or Dexterity as the ability score you use when making attack rolls with this power. You also choose the power's damage type: acid, cold, fire, lightning, or poison. These two choices remain throughout your character's life and do not change the power's other effects. Unarmed: +6 attack, 1d6+4 damage		
ADDITIONAL EFFECTS		
+1 Racial bonus to attack rolls when you're bloodied - Dragonborn Fury.		
CLASS	Racial Power	LEVEL 1 BOOK PH
ENCOUNTER POWER DUNGEONS & DRAGONS		

Avenging Light		
KEYWORDS Divine, Implement, Radiant		USED
Standard	10	Ranged 10
ACTION	10	RANGE
5	vs Fort	One creature
ATTACK	DEFENSE	TARGET
Attack: Wisdom vs. Fortitude Hit: 1d10 + Wisdom modifier (+5) radiant damage. If a bloodied ally is adjacent to the target, the attack deals extra radiant damage equal to your Constitution modifier (+4). Level 21: 2d10 + Wisdom modifier (+5) radiant damage. Special: You can use this power as a ranged basic attack. Unarmed: +5 attack, 1d10+5 damage		
ADDITIONAL EFFECTS		
+1 Racial bonus to attack rolls when you're bloodied - Dragonborn Fury.		
CLASS	Invoker	LEVEL 1 BOOK PH2
AT-WILL POWER DUNGEONS & DRAGONS		

Sun Strike		
KEYWORDS Divine, Implement, Radiant		USED
Standard	10	Ranged 10
ACTION	10	RANGE
5	vs Reflex	One creature
ATTACK	DEFENSE	TARGET
Attack: Wisdom vs. Reflex Hit: 1d8 + Wisdom modifier (+5) radiant damage, and you slide the target 1 square. Level 21: 2d8 + Wisdom modifier (+5) radiant damage. Special: You can use this power as a ranged basic attack. Unarmed: +5 attack, 1d8+5 damage		
ADDITIONAL EFFECTS		
+1 Racial bonus to attack rolls when you're bloodied - Dragonborn Fury.		
CLASS	Invoker	LEVEL 1 BOOK PH2
AT-WILL POWER DUNGEONS & DRAGONS		

Armor of Wrath		
KEYWORDS Divine, Radiant		USED
Imm React	5	Close burst 5
ACTION	5	RANGE
vs		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 (+4), and you push the target 2 squares. Level 11: 1d6 + Constitution modifier (+4) radiant damage. Level 21: 2d6 + Constitution modifier (+4) radiant damage.		
ADDITIONAL EFFECTS		
CLASS		LEVEL 1 BOOK PH2
ENCOUNTER POWER DUNGEONS & DRAGONS		

Rebuke Undead		
KEYWORDS Divine, Implement, Radiant		USED
Standard	5	Close blast 5
ACTION	5	RANGE
5	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 (+5) radiant damage. You push the target 2 squares, and it is dazed until the end of your next turn. Level 5: 2d10 + Wisdom modifier (+5) radiant damage. Level 11: 3d10 + Wisdom modifier (+5) radiant damage. Level 15: 4d10 + Wisdom modifier (+5) radiant damage. Level 21: 5d10 + Wisdom modifier (+5) radiant damage. Level 25: 6d10 + Wisdom modifier (+5) radiant damage. Miss: Half damage. Unarmed: +5 attack, 1d10+5 damage		
ADDITIONAL EFFECTS		
+1 to damage rolls for each enemy you attack - Covenant of Wrath. +1 Racial bonus to attack rolls when you're bloodied - Dragonborn Fury.		
CLASS	Invoker	LEVEL 1 BOOK PH2
ENCOUNTER POWER DUNGEONS & DRAGONS		

Invocation of Ice and Fire		
KEYWORDS Cold, Divine, Fire, Implement, Zone		USED
Standard	5	Close blast 5
ACTION	5	RANGE
5	vs Reflex	Each creature in blast
ATTACK	DEFENSE	TARGET
Attack: Wisdom vs. Reflex Hit: 2d6 + Wisdom modifier (+5) cold and fire damage. Effect: The blast creates a zone of flaming hail that lasts until the end of your next turn. Any creature that starts its turn within the zone takes 5 cold and fire damage. Sustain Minor: The zone persists. Unarmed: +5 attack, 2d6+5 damage		
ADDITIONAL EFFECTS		
+1 to damage rolls for each enemy you attack - Covenant of Wrath. +1 Racial bonus to attack rolls when you're bloodied - Dragonborn Fury.		
CLASS	Invoker	LEVEL 1 BOOK DP
DAILY POWER DUNGEONS & DRAGONS		

Thunder of Judgment		
KEYWORDS Divine, Implement, Thunder		USED
Standard	10	Ranged 10
ACTION	10	RANGE
5	vs Fort	One, two, or three creatures
ATTACK	DEFENSE	TARGET
Attack: Wisdom vs. Fortitude Hit: 1d6 + Wisdom modifier (+5) thunder damage, or 2d6 + Wisdom modifier (+5) 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 (+4). Unarmed: +5 attack, 1d6+5 damage		
ADDITIONAL EFFECTS		
+1 to damage rolls for each enemy you attack - Covenant of Wrath. +1 Racial bonus to attack rolls when you're bloodied - Dragonborn Fury.		
CLASS	Invoker	LEVEL 1 BOOK PH2
ENCOUNTER POWER DUNGEONS & DRAGONS		

Second Wind		
KEYWORDS		USED
Standard	10	Personal
ACTION	10	RANGE
vs		Self
ATTACK	DEFENSE	TARGET
Effect: You spend a healing surge and regain 11 hit points. You gain a +2 bonus to all defenses until the start of your next turn.		
ADDITIONAL EFFECTS		
CLASS		LEVEL 1 BOOK PH
ENCOUNTER ACTION DUNGEONS & DRAGONS		