

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA

Chris Conroy

5

Level

**Aslan**

Lawful Good Deva Invoker

30 Age    6'5" Height    260 lbs Weight    Medium Size    Bahamut Deity

5500

Total XP

7500

**Defenses**

<b>19</b>	<b>17</b>	<b>15</b>	<b>20</b>
AC	FORT	REF	WILL

Conditional Bonuses

**Hit Points****Max HP**  
(Bloodied 20) **41**

Temp HP

Current Hit Points

**Healing Surges**Surge Value **10**Surges/Day **8**

Current Conditions:

**Combat Statistics and Senses****Initiative** **2**

Conditional Modifiers:

**Speed** **5****Passive Insight** **22****Passive Perception** **17**

Special Senses: Normal

**Action Points**

Action Points	Milestones	Action Points
	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 7 Necrotic, Resist 7 Radiant

**Current Conditions and Effects****Basic Attacks****Melee**

## Unarmed

<b>2</b>	<b>1d4</b>
Strength vs. AC	Damage

**Ranged**

## Unarmed

<b>2</b>	<b>1d4</b>
Dexterity vs. AC	Damage

**Languages**

Common, Elven

**Abilities**

<b>STR</b> Strength	<b>10</b>	Check
<b>CON</b> Constitution	<b>15</b>	4
<b>DEX</b> Dexterity	<b>10</b>	2
<b>INT</b> Intelligence	<b>11</b>	2
<b>WIS</b> Wisdom	<b>21</b>	7
<b>CHA</b> Charisma	<b>8</b>	1

**Skills**

Acrobatics	Dexterity	1
Arcana	Intelligence	2
Athletics	Strength	1
Bluff	Charisma	1
Diplomacy	Charisma	✓
Dungeoneering	Wisdom	7
Endurance	Constitution	5
Heal	Wisdom	7
History	Intelligence	4
Insight	Wisdom	✓
Intimidate	Charisma	✓
Nature	Wisdom	7
Perception	Wisdom	7
Religion	Intelligence	✓
Stealth	Dexterity	1
Streetwise	Charisma	1
Thievery	Dexterity	1

Chris Conroy

Player Name

## Aslan

Character Name



### Character Details

#### Background

Pivotal Event - You Die

#### Theme

#### Mannerisms and Appearance

#### Personality Traits

#### Adventuring Company

#### Companions and Allies

#### Session and Campaign Notes

#### Other Notes

### Equipment

#### Head

#### Neck

Amulet of Protection +2

#### Arms

Counterstrike Guards (heroic tier)

#### Hands

Gloves of Piercing

#### Rings

#### Rings

#### Off Hand

#### Main Hand

Rod of Forceful Invocation +3

#### Waist

#### Feet

Boots of the Dryad (heroic tier)

#### Tattoo

#### Ki Focus

### Other Equipment

Ritual Book  
Adventurer's Kit

Total Weight (lbs.)

76

Carrying Capacity (lbs.)

#### Treasure

33 gp

#### Normal

100

#### Heavy

200

#### Max

500

Chris Conroy  
Player Name

# Aslan

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

### Channel Divinity

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

### 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.

### Divine Covenant

Choose a Divine Covenant option

### Ritual Casting

Gain Ritual Caster as a bonus feat.

## Feats

### Righteous Summons

Summoned creature gains benefit determined by Divine Covenant

### Ritual Caster

Master and perform rituals

### Invoker Defense

+2 AC when you hit nearby enemy

### Deva Heritage

Gain astral splendor. +2 to Insight and Perception vs. angels, devas, devils, and rakshasas.

## Aslan

Level 5 Deva Invoker

HP	Score	Ability Mod	AC
41	10	STR 0	19
Spd	15	CON 2	Fort
5	10	DEX 0	17
Init	11	INT 0	Ref
+2	21	WIS 5	15
	8	CHA -1	Will
			20

22 Passive Insight

17 Passive Perception

Player Name: Chris Conroy

### Melee Basic Attack

At-Will ♦ Standard Action



**Unarmed:** +2 vs. AC, 1d4 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

Basic Attack

### Avenging Light

At-Will ♦ Standard Action



**Rod of Forceful Invocation +3:** +10 vs. Fortitude, 1d10+8 damage

**Ranged 10**      **Target:** One creature

You smite your foe with a searing orb of light, an orb that burns with the fire of vengeance if your allies have been harmed.

**Keywords:** Divine, Implement, Radiant

**Attack:** Wisdom vs. Fortitude

**Hit:** 1d10 + Wis modifier (+5) radiant damage. If a bloodied ally is adjacent to the target, the attack deals extra radiant damage equal to your Con modifier (+2).

**Special:** You can use this power as a ranged basic attack.

Additional Effects

### Skills

Acrobatics	Dexterity	1
Arcana	Intelligence	2
Athletics	Strength	1
Bluff	Charisma	1
Diplomacy	Charisma	• 6
Dungeoneering	Wisdom	7
Endurance	Constitution	5
Heal	Wisdom	7
History	Intelligence	4
Insight	Wisdom	• 12
Intimidate	Charisma	• 6
Nature	Wisdom	7
Perception	Wisdom	7
Religion	Intelligence	• 9
Stealth	Dexterity	1
Streetwise	Charisma	1
Thievery	Dexterity	1

• indicates a trained skill.

### Ranged Basic Attack

At-Will ♦ Standard Action



**Unarmed:** +2 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

Basic Attack

### Thunder of Judgment

Encounter ♦ Standard Action



**Rod of Forceful Invocation +3:** +10 vs. Fortitude, 1d6+8 damage

**Ranged 10**      **Target:** One, two, or three creatures

Blasts of thunder rock the air around your foes each time you strike your staff on the ground, leaving them battered and senseless.

**Keywords:** Divine, Implement, Thunder

**Attack:** Wisdom vs. Fortitude

**Hit:** 1d6 + Wis modifier (+5) thunder damage, or 2d6 + Wis 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 number of squares equal to your Con modifier (+2).

Additional Effects

+1 to damage rolls for each enemy you

### 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

#### Astral Wind

At-Will ♦ Standard Action



**Rod of Forceful Invocation +3:** +10 vs. Fortitude, 1d6+8 damage

**Close blast 3**      **Target:** Each creature in the blast

Divine wind screams from you to hurl your enemies back.

**Keywords:** Divine, Implement

**Attack:** Wisdom vs. Fortitude

**Hit:** 1d6 + Wis modifier (+5) damage, and you push the target 1 square. If the target moves nearer to you on its next turn, it takes extra damage equal to your Con modifier (+2).

Additional Effects

Invoker Attack 1

#### Fires of Judgment

Encounter ♦ Standard Action



**Rod of Forceful Invocation +3:** +10 vs. Reflex, 2d10+8 damage

**Area burst 1** within 10 squares      **Target:** Each enemy in the burst

After weighing your enemies' corruption you deem them worthy only of hellfire and death.

**Keywords:** Divine, Fire, Implement

**Attack:** Wisdom vs. Reflex

**Covenant of Wrath:** You gain a +1 bonus to the attack roll if any bloodied allies are in the burst.

**Hit:** 2d10 + Wis modifier (+5) fire damage. If you have any bloodied allies in the burst, the attack deals 2d12 + Wis modifier (+5) fire damage instead.

**Covenant of Malediction (Fear):** The target also slides 1 square.

**Covenant of Preservation:** Allies in the burst gain a +2 bonus to saving throws until the start of your next turn.

Additional Effects

+1 to damage rolls for each enemy you

## Angelic Protector

Daily ♦ Minor Action

### Ranged 5

A grim angel in heavy armor comes forth from the ether to lend its aid in your struggle.

**Keywords:** Divine, Implement, Summoning

**Effect:** You summon a Medium angelic protector in an unoccupied square within range. The angel has speed 6 and has a +2 bonus to AC. You can give the angel the following special commands.

**Standard Action:** Melee 1; Wisdom vs. Reflex; 2d12 + Wis modifier (+5) damage, and the target is marked until the end of your next turn.

**Opportunity Attack:** Melee 1; targets one creature; Wisdom vs. Fortitude; the target is immobilized until the end of your next turn.

Additional Effects

## Invoker Attack 1

Used

## Armor of Wrath

Encounter ♦ Immediate Reaction

### Close burst 5

**Target:** The triggering enemy in the burst

As your foe strikes, you invoke the gods' power to encase yourself in a burning aura of radiant energy.

**Keywords:** Divine, Radiant

**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 Con modifier (+2), and you push the target 2 squares.

Additional Effects

## Covenant of Wrath

Power Used

## Shroud of Warning

Daily ♦ No Action

### Close burst 10

**Target:** You and each ally in the burst

You invoke the gods' protection, allowing you and your allies to act a moment sooner when combat erupts.

**Keyword:** Divine

**Trigger:** You and your allies roll initiative at the beginning of an encounter

**Effect:** Each target gains a bonus to the initiative check equal to 2 + your Int modifier (+0).

## Summon Celestial Lion

Daily ♦ Minor Action

### Ranged 5

A roar echoes across the battlefield when a golden lion leaps from a shining curtain of gold.

**Keywords:** Divine, Implement, Summoning

**Effect:** You summon a Medium celestial lion in an unoccupied square within range. The lion has speed 6 and gains a +2 bonus to speed when charging. It has a +2 bonus to AC and Reflex. You can give the lion the following special commands.

**Standard Action:** The celestial lion charges and makes the following attack: Wisdom + 1 vs. Fortitude; 1d12 + Wis modifier (+5) damage, and the target is knocked prone.

**Opportunity Attack:** Melee 1; targets one creature; Wisdom + 1 vs. Fortitude; 1d12 + Wis modifier (+5) damage, and the celestial lion shifts 1 square.

Additional Effects

## Invoker Attack 5

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

## Astral Splendor

Daily ♦ Minor Action

### Personal

You take on an imperious aspect, and silvery light—that of your astral soul—shines from your eyes, mouth, and heart.

**Keyword:** Stance

**Requirement:** You must be not bloodied

**Effect:** Until the stance ends, enemies take a -2 penalty to attack rolls made against you. You also shed bright light within 6 squares.

**Special:** This stance ends when you become bloodied.

Additional Effects

## Feat Utility

Used

## Gloves of Piercing

Hands Slot Item ♦ Level 3

### Power ♦ Daily (Minor Action)

Until the end of the encounter, your attacks ignore any resistance of 10 or lower.

## Rod of Forceful Invocation +3

Rod ♦ Level 14

**Enhancement:** +3 attack rolls and damage rolls

**Critical:** +1d6 damage per plus

### Power ♦ Daily (Free Action)

**Trigger:** You hit an enemy with a divine attack power using this rod.

**Effect:** You push that enemy 4 squares and knock it prone. If the triggering attack already pushes the target, you apply this push after that.

Additional Effects

**Boots of the Dryad (heroic...)**

Feet Slot Item ♦ Level 5

**Properties**

You ignore difficult terrain that is the result of plants, trees, underbrush, or natural growth (forest walk).

**Power ♦ Daily (Move Action)**

Teleport 4 squares to a square adjacent to a tree, treant, or plant of your size or larger.

**Counterstrike Guards...**

Arms Slot Item ♦ Level 4

**Power ♦ Daily (Immediate Reaction Action)**

Use this power when a melee attack misses you. You make a melee basic attack against the attacker.

**Piecemeal Chainmail +1**

Armor ♦ Level 5

**Armor Bonus:** 6**Check:** -1**Speed:** -1**Enhancement:** +1 AC**Power ♦ Encounter (Immediate Interrupt)**

You can use this power when an enemy hits you. You gain a +2 power bonus to AC against the triggering attack.

**Amulet of Protection +2**

Neck Slot Item ♦ Level 6

**Enhancement:** +2 Fortitude, Reflex, and Will