



# ORIANNA OF ERATHIS

## FEMALE TIEFLING INVOKER

### LEVEL 3 UNALIGNED



“I will bring civilization to the heathens, whether they want it or not.”

<i>Ability Score</i>	<i>Value</i>	<i>Modifier + ½ level</i>		
<b>STRENGTH</b>	<b>11</b>	<b>+1</b>	<b>ARMOR CLASS</b>	<b>18</b>
<b>CONSTITUTION</b>	<b>13</b>	<b>+2</b>	<b>FORTITUDE DEFENSE</b>	<b>14</b>
<b>DEXTERITY</b>	<b>10</b>	<b>+1</b>	<b>REFLEX DEFENSE</b>	<b>16</b>
<b>INTELLIGENCE</b>	<b>16</b>	<b>+4</b>	<b>WILL DEFENSE</b>	<b>16</b>
<b>WISDOM</b>	<b>16</b>	<b>+4</b>	<b>INITIATIVE</b>	<b>+1</b>
<b>CHARISMA</b>	<b>14</b>	<b>+3</b>	<b>SPEED (SQUARES)</b>	<b>6</b>
<b>HIT POINTS</b>	<b>31</b>	<b>HEALING SURGE HP HEALED</b>	<b>7</b>	<b>SECOND WIND</b> <input type="checkbox"/>
<b>BLOODIED</b>	<b>15</b>	<b>HEALING SURGES/DAY</b>	<b>7</b>	(Use second wind up to 1/encounter)

<i>Current Hit Points</i>	<i>Current Surge Uses</i>
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<i>Basic Attack Name</i>	<i>Attack Bonus</i>	<i>Damage</i>	<i>Range/Properties</i>
Dagger	+4 vs. AC	1d4	Range 5/10
Sun strike	+6 vs. Reflex	1d8 + 4 radiant	Slide target 1 square

#### FEATS

Implement Expertise (Rods)  
Insightful Preservation

#### SKILLS (For skills not listed, bonus is ability modifier + 1)

Passive Insight	19
Passive Perception	14
Arcana	+9
Bluff	+5
History	+9
Insight	+9
Perception	+4
Religion	+9
Stealth	+2

#### EQUIPMENT

+1 rod of wrathful dismissal, +1 hide armor, +1 amulet of protection, sickle, backpack, bedroll, flint and steel, belt pouch, 2 sunrods, 10 days' trail rations, 50 ft. of hempen rope, waterskin

#### RACE AND CLASS FEATURES

Bloodhunt (+1 bonus to attack bloodied enemies)  
Resist Fire 6  
Infernal Wrath (can use *infernal wrath*; see back)  
Channel Divinity (1/per encounter, you can use either *preserver's rebuke* or *rebuke undead*)  
Covenant Manifestation (when you use a divine encounter or daily attack power on your turn, slide an ally within 10 squares 1 square)

Languages: Common and Supernal  
Low-Light Vision

Level-based bonuses, feat bonuses, magic item bonuses, and some race and class features have already been added and are not otherwise called out on this sheet.

# POWERS

## Grasping Shards Invoker Attack 1

You hurl a crystalline sphere of magic at your foes. On impact, it splinters into hundreds of tiny, radiant blades, which slice into your enemies and slow their movement.

**At-Will** ♦ Divine, Implement, Radiant

**Standard Action** Area burst 1 within 10 squares

**Target:** Each creature in burst

**Attack:** +6 vs. Fortitude

**Hit:** 3 radiant damage, and the target is slowed until the end of your next turn.

## Sun Strike Invoker Attack 1

A beam of radiant energy extends from your hands to bathe a foe in searing light and force it to move.

**At-Will** ♦ Divine, Implement, Radiant

**Standard Action** Ranged 10

**Target:** One creature

**Attack:** +6 vs. Reflex

**Hit:** 1d8 + 4 radiant damage, and you slide the target 1 square.

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

## Channel Divinity: Perserver's Rebuke Invoker Feature

You call upon the gods to punish the enemy that dares harm those entrusted to your care.

**Encounter** ♦ Divine

**Immediate Reaction** Personal

**Trigger:** An enemy within 10 squares of you hits your ally

**Effect:** Before the end of your next turn, you gain a +3 bonus to your next attack roll against the triggering enemy. Your ally gains 6 temporary hit points.

## Channel Divinity: Rebuke Undead Invoker Feature

Undead flee and then cower in your presence, their bodies seared by divine light.

**Encounter** ♦ Divine, Implement, Radiant

**Standard Action** Close blast 5

**Target:** Each undead creature in blast

**Attack:** +6 vs. Will

**Hit:** 3d10 + 4 radiant damage. You push the target 2 squares, and it is dazed until the end of your next turn.

**Miss:** Half damage.

## Infernal Wrath Tiefling Racial Power

You call upon your furious nature to improve your odds of harming your foe.

**Encounter**

**Minor Action** Personal

**Effect:** You can channel your fury to gain a +1 power bonus to your next attack roll against an enemy that hit you since your last turn. If your attack hits and deals damage, add 2 as extra damage.

## Blades of Astral Fire Invoker Attack 1

Gleaming blades of radiant energy appear and strike your foes. The blades then transform into spectral shields that protect your allies.

**Encounter** ♦ Divine, Implement, Radiant

**Standard Action** Area burst 1 within 10 squares

**Target:** Each enemy in burst

**Attack:** +6 vs. Reflex

**Hit:** 1d6 + 4 radiant damage.

**Effect:** Each ally in the burst gains a +4 power bonus to AC until the end of your next turn.

## Divine Call Invoker Utility 2

You intone a word of power to rally your allies to your side.

**Encounter** ♦ Divine

**Minor Action** Ranged 10

**Target:** One or two allies

**Effect:** You pull each target 3 squares.

## Offering of Justice Invoker Attack 3

You call out to the gods, demanding retribution against a foe who dares to strike at you or your allies and mercy for a foe who refrains from attacking.

**Encounter** ♦ Divine, Implement, Radiant

**Standard Action** Ranged 10

**Target:** One creature

**Effect:** If the target attacks you or your allies before the end of its next turn, the target takes 2d10 + 4 radiant damage at the end of that turn. If the target doesn't attack you or your allies before the end of its next turn, the target instead gains 5 temporary hit points at the end of that turn.

## Angelic Echelon Invoker Attack 1

Spectral angels swoop down to attack the foes around you and then linger briefly, threatening to inflict further damage.

**Daily** ♦ Divine, Implement, Radiant

**Standard Action** Close burst 3

**Target:** Each enemy in burst

**Attack:** +6 vs. Will

**Hit:** 1d6 + Wisdom modifier radiant damage. Whenever the target attacks before the end of your next turn, the target takes 5 radiant damage.

**Miss:** Half damage.

## +1 Rod of Wrathful Dismissal Level 4

This rod's power lets you move a foe into a position where your allies can deal with it.

**Critical:** +1d6 damage

**Power (Daily):** Immediate Reaction. **Trigger:** An enemy hits you.

**Effect:** You slide the triggering enemy 3 squares to a space that must be adjacent to one of your allies.