



ILIVARRA

FEMALE DROW AVENGER (ZEALOUS ASSASSIN)

LEVEL 11 UNALIGNED

"My blade is guided by Sehanine's whim."



Ability Score

Value

Modifier + ½ level

STRENGTH

12

+6

ARMOR CLASS

29

CONSTITUTION

13

+6

FORTITUDE DEFENSE

20

DEXTERITY

19

+9

REFLEX DEFENSE

24

INTELLIGENCE

14

+7

WILL DEFENSE

23

WISDOM

19

+9

INITIATIVE

+13

CHARISMA

13

+6

SPEED (SQUARES)

6

HIT POINTS 97

HEALING SURGE HP HEALED 24

SECOND WIND

☐

BLOODIED 48

HEALING SURGES/DAY 8

(Use second wind up to 1/encounter)

Current Hit Points

Current Surge Uses

Basic Attack Name

Attack Bonus

Damage

Range/Properties

+3 *spiderkissed falchion*

+15 vs. AC

2d4 + 5

High crit

Crossbow

+11 vs. AC

1d8 + 4

15 squares normal / 30 squares max

FEATS

Melee Training, Improved Initiative, Toughness,
Improved Armor of Faith, Weapon Focus (Heavy Blades),
Armor Proficiency (Leather),
Devastating Critical (+1d10 damage on critical hits)

SKILLS (For skills not listed, bonus is ability modifier + 5)

Passive Insight

19

Passive Perception

24

Acrobatics

+14

Intimidate

+8

Insight

+9

Perception

+14

Religion

+12

Stealth

+16

RACE AND CLASS FEATURES

Channel Divinity (once per encounter, you can use either *abjure undead* or *divine guidance*; see back)

Censure of Pursuit (if your *oath of enmity* target moves away from you willingly, gain a +8 damage bonus vs. target until end of your next turn)

Lolthtouched (once per encounter, you can use either *cloud of darkness* or *darkfire*; see back)

Divine Shroud Action (when you spend an action point to take an extra action, you gain concealment until end of your next turn and can teleport 3 squares as a free action before or after the extra action)

Finishing Technique (when you hit a bloodied target granting you combat advantage, do +1d6 damage)

Languages: Common and Elven

Darkvision

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.

EQUIPMENT

+3 *spiderkissed falchion*, +3 *magic drowmesh armor*, *bloodsoaked bracers*, +3 *amulet of protection*, crossbow, 20 crossbow bolts, backpack, bedroll, flint and steel, belt pouch, 2 sunrods, 10 days' trail rations, 50 ft. of hempen rope, waterskin

POWERS

Bond of Pursuit Avenger Attack 1

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

At-Will ♦ Divine, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +15 vs. AC

Hit: 2d4 + 8 damage. If the target doesn't end its next turn adjacent to you, you can shift 5 squares as a free action, and you must end that shift closer to the target.

Overwhelming Strike Avenger Attack 1

As you attack, you maneuver around your foe, forcing it to move with you.

At-Will ♦ Divine, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +15 vs. AC

Hit: 2d4 + 8 damage. You shift 1 square and slide the target 1 square into the space you occupied.

Oath of Enmity Avenger Feature

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

Encounter (Special) ♦ Divine

Minor Action Close burst 10

Target: One enemy you can see in burst

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.

Channel Divinity: Abjure Undead Avenger Feature

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

Encounter ♦ Divine, Implement, Radiant

Standard Action Close burst 5

Target: One undead creature in burst

Attack: +9 vs. Will

Hit: 5d10 + 4 radiant damage, and you pull the target 5 squares. The target is also immobilized until the end of your next turn.

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

Special: You can use either *abjure undead* or *divine guidance* once per encounter, but not both in the same encounter.

Channel Divinity: Divine Guidance Avenger Feature

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

Encounter ♦ Divine

Immediate Interrupt Close burst 10

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

Target: The triggering ally

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

Special: You can use either *abjure undead* or *divine guidance* once per encounter, but not both in the same encounter.

Cloud of Darkness Drow Racial Power

A shroud of blackness descends around you, hiding you from sight.

Encounter

Minor Action Close burst 1

Effect: The burst creates a cloud of darkness that remains in place until the end of your next turn. The cloud blocks line of sight, squares within it are totally obscured, and creatures entirely within it are blinded until they exit. You are immune to these effects.

Special: You can use either *cloud of darkness* or *darkfire* once per encounter, but not both in the same encounter.

Darkfire Drow Racial Power

A flickering halo of purple light surrounds the target, making it easier to hit.

Encounter

Minor Action Ranged 10

Target: One creature

Attack: +15 vs. Reflex

Hit: Until the end of your next turn, all attacks against the target have combat advantage, and the target cannot benefit from invisibility or concealment.

Special: You can use either *cloud of darkness* or *darkfire* once per encounter, but not both in the same encounter.

Angelic Alacrity Avenger Attack 1

You focus divine energy through your body to gain uncanny speed as you make your attack.

Encounter ♦ Divine, Weapon

Standard Action Melee weapon

Effect: Before the attack, you shift 5 squares.

Target: One creature

Attack: +15 vs. AC

Hit: 4d4 + 8 damage.

Resonant Escape Avenger Utility 2

A quick prayer as you dodge calls forth divine power, which carries you a short distance away.

Encounter ♦ Divine, Teleportation

Immediate Reaction Personal

Trigger: An enemy hits or misses you with a melee attack

Effect: You teleport 3 squares.

Sequestering Strike **Avenger Attack 3**

Your attack slices into your foe and through the fabric of space, hurtling both you and that foe a short distance away.

Encounter ♦ **Divine, Teleportation, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: +15 vs. AC

Hit: 4d4 + 8 damage, and you teleport the target 5 squares. You then teleport to a space adjacent to the target.

Aspect of Agility **Avenger Utility 6**

You move with the speed of the west wind, leaving your foes with little chance of striking you.

Encounter ♦ **Divine**

Move Action **Personal**

Effect: You shift 5 squares, and you gain a +2 bonus to AC and Reflex until the end of your next turn.

Inexorable Pursuit **Avenger Attack 7**

Shrouded in divine mist, you stride through any obstacle to reach your foe, then smite it with the wrath of your god.

Encounter ♦ **Divine, Weapon**

Standard Action **Melee weapon**

Effect: Before the attack, you gain phasing until the end of your turn, and you shift 3 squares.

Censure of Pursuit: The number of squares you shift equals 2 + your Dexterity modifier.

Target: One creature

Attack: +15 vs. AC

Hit: 4d4 + 8 damage.

Strike from Empty Air **Zealous Assassin Attack 11**

You teleport to the perfect position to deliver a deadly strike against your foe.

Encounter ♦ **Divine, Teleportation, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: +15 vs. AC

Hit: 6d4 + 8 damage. If you have combat advantage against the target, the attack deals 2d4 extra damage.

Effect: Before or after the attack, you teleport 2 squares.

Temple of Light **Avenger Attack 1**

Your weapon strike creates a field of searing energy around an enemy. The energy burns any foe you hit that is within the field.

Daily ♦ **Divine, Radiant, Weapon, Zone**

Standard Action **Melee weapon**

Target: One creature

Attack: +15 vs. AC

Hit: 4d4 + 8 radiant damage.

Effect: The attack creates a zone of radiant energy in a burst 2 centered on the target. The zone lasts until the end of the encounter. When the target moves, the zone moves with it, remaining centered on it. Whenever you hit a creature that is within the zone, that attack deals 1d6 extra radiant damage.

Bond of Foresight **Avenger Attack 5**

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.

Daily ♦ **Divine, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: +15 vs. AC

Hit: 4d4 + 8 damage.

Miss: Half damage.

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

Enduring Strike **Avenger Attack 9**

As you strike at your foe, you call on your god to cast away an effect that plagues you.

Daily ♦ **Divine, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: +15 vs. AC

Hit: 6d4 + 8 damage, and you make a saving throw with a +5 bonus.

Miss: Half damage, and you make a saving throw.

Avenger's Readiness **Avenger Utility 10**

As your opponents prepare to strike, you make a sudden move to spoil their plans.

Daily ♦ **Divine**

No Action **Personal**

Trigger: You roll initiative at the beginning of an encounter

Effect: You gain a +5 power bonus to the initiative check. You shift 3 squares as a free action when the first creature in the initiative order starts its turn, even if you're surprised.

+3 Spiderkissed Falchion **Level 12**

The weapon's surface is covered in faint lines evocative of a spider's web.

Critical: +3d6 poison damage

Power (At-Will ♦ Poison): Free Action. All damage dealt by this weapon is poison damage. Another free action returns the damage to normal.

Power (Daily): Free Action. Use this power when you hit with the weapon. The target is slowed (save ends). **First Failed Save:** The target is immobilized (save ends).

Bloodsoaked Bracers **Level 10**

Your spilled blood causes these studded leather bracers to tremble with power.

Power (Daily): Minor Action. Use this power while you are bloodied. Gain a +5 power bonus to melee damage rolls until the end of the encounter or until you are no longer bloodied, whichever comes first.