



# MARKARIA

## FEMALE TIEFLING INVOKER (BLIGHTSPEAKER)

LEVEL 11 UNALIGNED

"I send you to the Raven Queen to await her judgement!"



Ability Score

Value Modifier + ½ level

**STRENGTH**

11

+5

**ARMOR CLASS**

26

**CONSTITUTION**

15

+7

**FORTITUDE DEFENSE**

21

**DEXTERITY**

9

+4

**REFLEX DEFENSE**

23

**INTELLIGENCE**

18

+9

**WILL DEFENSE**

26

**WISDOM**

20

+10

**INITIATIVE**

+4

**CHARISMA**

13

+6

**SPEED (SQUARES)**

5

**HIT POINTS** 65

**HEALING SURGE HP HEALED** 16

**SECOND WIND**

☐

**BLOODIED** 32

**HEALING SURGES/DAY** 7

(Use second wind up to 1/encounter)

Current Hit Points

Current Surge Uses

Basic Attack Name

Attack Bonus

Damage

Range/Properties

Mace

+7 vs. AC

1d8

-

Sun strike

+13 vs. Reflex

1d8 + 8 radiant

On a hit, slide target 1 square

### FEATS

Insightful Preservation, Implement Expertise (Rod),

Coordinated Explosion (+1 to hit targets when ally is within blast/burst),

Hellfire Blood, Alertness (no combat advantage when surprised)

Raven Queen's Blessing, Iron Will

### RACE AND CLASS FEATURES

Channel Divinity (1/per encounter, you can use any one of preserver's rebuke, Raven Queen's blessing, 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)

Bloodhunt (+1 bonus to attack bloodied enemies)

Resist Fire 10

Dissolution's Call (when you score a critical hit with a divine power, regain 10 hit points)

Blighting Action (when you spend an action point to take an extra action, each enemy within 5 squares of you gains vulnerable 5 necrotic until the end of your next turn and all your damage this turn is necrotic plus other damage types)

Languages: Common and Giant

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.

### EQUIPMENT

+3 rod of binding awe, +3 summoned braidmail armor (skill check penalty -1), antipathy gloves, +3 amulet of protection, backpack, belt pouch, bedroll, flint and steel, 2 sunrods, 10 days' trail rations, 50 ft. of hempen rope, waterskin

# 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:** +14 vs. Fortitude

**Hit:** 5 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:** +14 vs. Reflex

**Hit:** 1d8 + 8 radiant damage, and you slide the target 1 square.

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

## Channel Divinity: Preserver'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 +4 bonus to your next attack roll against the triggering enemy. Your ally gains 7 temporary hit points.

## Channel Divinity: Raven Queen's Blessing Feat Power

The Raven Queen grants a boon to those who send the dead on their way.

**Encounter** ♦ Divine, Healing

**Free Action** Ranged 10

**Trigger:** Your attack drops an enemy within range to 0 hit points or fewer

**Effect:** You or an ally within 5 squares of the enemy can spend a healing surge.

## 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:** +14 vs. Will

**Hit:** 3d10 + 8 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 1 as extra damage.

## Astral Terror Invoker Attack 1

Astral energy surges through you, transforming you into a beacon of divine terror that sends your foes reeling.

**Encounter** ♦ Divine, Fear, Implement, Psychic

**Standard Action** Close burst 3

**Target:** Each enemy in burst

**Attack:** +15 vs. Will

**Hit:** 1d6 + 9 psychic damage, and you push the target 2 squares.

## Glyph of Imprisonment Invoker Attack 3

A divine glyph of censure forms around your foes, searing them and glowing with radiant power. If they move from their positions, the glyph flares with searing light.

**Encounter** ♦ Divine, Implement, Radiant

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

**Target:** Each creature in burst

**Attack:** +14 vs. Will

**Hit:** 1d8 + 8 radiant damage. If the target moves before the end of its next turn, the target takes 5 radiant damage.

## Demand Justice Invoker Utility 6

Whether an ally labors under a deadly effect or a foe seeks to escape the just end wrought by your magic, you tilt fate in your favor.

**Encounter** ♦ Divine

**Immediate Interrupt** Ranged 10

**Trigger:** A creature within 10 squares of you makes a saving throw

**Target:** The triggering creature

**Effect:** The target rerolls the saving throw and must use the new result.

## Baleful Eye of Judgment Invoker Attack 7

You fix your wrathful glare upon a group of enemies, filling them with awe and terror.

**Encounter** ♦ Divine, Fear, Implement, Psychic

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

**Target:** Each creature in burst

**Attack:** +15 vs. Will

**Hit:** 2d8 + 9 psychic damage, and the target takes a -2 penalty to attack rolls until the end of its next turn.

**Angelic Visage** Invoker Utility 10

As your foe attacks, you transform into the image of a death angel. Filled with terror, the foe backs away.

Encounter ♦ Divine, Fear

Immediate Interrupt Close burst 5

**Trigger:** An enemy within 5 squares of you makes an attack roll against you

**Target:** The triggering enemy

**Effect:** The target takes a -2 penalty to the triggering attack roll. After the attack is resolved, you push the target 3 squares.

**Chains of Death** Blightspeaker Attack 11

Deadly necrotic energy binds your foe where it stands.

Encounter ♦ Divine, Implement, Necrotic

Standard Action Ranged 10

**Target:** One creature

**Attack:** +14 vs. Will

**Hit:** 2d6 + 8 necrotic damage, and the target is restrained until the end of your next turn.

**Binding Invocation of Chains** Invoker Attack 1

You whisper ancient words of binding, invoking the power of the gods to hinder your foes' movement with spectral chains.

Daily ♦ Divine, Implement

Standard Action Close burst 10

**Target:** Each enemy in burst

**Attack:** +14 vs. Reflex

**Hit:** The target is slowed (save ends).

**Miss:** The target is slowed until the end of your next turn.

**Shroud of Warning** Invoker Utility 2

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

Daily ♦ Divine

No Action Close burst 10

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

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

**Effect:** Each target gains a +6 bonus to the initiative check.

**Searing Orb** Invoker Attack 5

A miniature sun appears amid your foes, blinding them with divine radiance.

Daily ♦ Divine, Implement, Radiant

Standard Action Area burst 1 within 10 squares

**Target:** Each creature in burst

**Attack:** +14 vs. Fortitude

**Hit:** 1d8 + 8 radiant damage, and the target is blinded (save ends) and dazed until the end of your next turn.

**Miss:** Half damage, and the target is blinded until the end of your next turn.

**Fourfold Invocation of Doom** Invoker Attack 9

As you speak the four verses of doom, your foes wilt in fear, their enthusiasm for the battle doused.

Daily ♦ Divine, Fear, Implement, Psychic

Standard Action Close burst 10

**Target:** Each enemy in burst

**Attack:** +15 vs. Will

**Hit:** The target is dazed (save ends).

**Miss:** The target is dazed until the end of your next turn.

**Effect:** Until the end of the encounter, any creature that hits or misses you takes 5 psychic damage.

**+3 Rod of Binding Awe** Level 12

Divine power channeled through this rod overwhelms your foe with awe, rooting it in place.

**Critical:** +3d6 damage

**Power (Daily):** Free Action. **Trigger:** You hit an enemy with an invoker attack power. **Effect:** That enemy is immobilized until the end of its next turn.

**+3 Summoned Braidmail Armor** Level 11

One need never worry about being caught unarmored while possessing this extraordinary armor.

**Power (At-Will):** Minor Action. You banish this armor to a secure extradimensional location. At any point in the future, unless you are wearing armor, you can use another minor action to recall the armor. The armor appears on you as though you had donned it normally.

**Antipathy Gloves** Level 10

Use these gloves to keep your enemies at bay.

**Property:** An enemy must spend 1 extra square of movement to enter a square adjacent to you. An enemy that is pulled, pushed, or slid moves through those squares as normal.

**Power (Daily):** Standard Action. Make an attack: Ranged 10; +13 vs. Reflex; on a hit, the target is restrained (save ends).