

Elena Lockhart

1

Paladin

0

Character Name

Level

Class

Paragon Path

Epic Destiny

Total XP

Half-Elf

Medium

24

Female

5'5"

130lb

Lawful Good

Race

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company

RPGA Number

INITIATIVE

SCORE

DEX

1/2 LVL

MISC

0

Initiative

CONDITIONAL MODIFIERS

DEFENSES

SCORE

DEFENSE

10 + 1/2 LVL

ARMOR/ ABIL

CLASS

FEAT

ENH

MISC

MISC

20

AC

10

8

4

-2

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

10

STR

0

0

13

CON

1

1

10

DEX

0

0

8

INT

-1

-1

14

WIS

2

2

20

CHA

5

5

DEFENSES

SCORE

DEFENSE

10 + 1/2 LVL

ABIL

CLASS

FEAT

ENH

MISC

MISC

12

FORT

10

1

1

CONDITIONAL BONUSES

SCORE

DEFENSE

10 + 1/2 LVL

ABIL

CLASS

FEAT

ENH

MISC

MISC

13

REF

10

1

4

-2

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

19

Passive Insight

10

+

9

12

Passive Perception

10

+

2

SPECIAL SENSES

Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Longsword

ATT BONUS

1/2 LVL

ABIL

CLASS

PROF

FEAT

ENH

MISC

+

3

0

0

3

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS

1/2 LVL

ABIL

CLASS

PROF

FEAT

ENH

MISC

+

0

0

0

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Longsword

DAMAGE

ABIL

FEAT

ENH

MISC

MISC

1d8

0

ABILITY: Melee Basic Attack - Unarmed

DAMAGE

ABIL

FEAT

ENH

MISC

MISC

1d4

0

BASIC ATTACKS

ATTACK

DEFENSE

WEAPON OR POWER

DAMAGE

3

vs

AC

Longsword

1d8

0

vs

AC

Unarmed (Melee)

1d4

0

vs

AC

Unarmed (Range)

1d4

vs

HIT POINTS

MAX HP

BLOODED

HEALING SURGES

SURGE VALUE

SURGES/DAY

28

14

7

11

1/2 HP

1/4 HP

CURRENT HIT POINTS

CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS

MILESTONES

ACTION POINTS

0

1

2

3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Dilettante

Choose at-will power from other class; use as encounter power.

Dual Heritage

Count as elf, half-elf, and human for choosing feats.

Group Diplomacy

Allies within 10 get +1 to Diplomacy.

CLASS / PATH / DESTINY FEATURES

Channel Divinity

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

Divine Challenge

Use divine challenge as an at-will power; minor action.

Lay on Hands

Use lay on hands as an at-will (special) power; minor.

LANGUAGES KNOWN

SKILLS

BONUS

SKILL NAME

ABIL MOD + 1/2 LVL

TRND (+5)

ARMOR PENALTY

MISC

-4

Acrobatics

DEX

0

0

-4

0

-1

Arcana

INT

-1

0

n/a

0

-4

Athletics

STR

0

0

-4

0

5

Bluff

CHA

5

0

n/a

0

12

Diplomacy

CHA

5

5

n/a

2

2

Dungeoneering

WIS

2

0

n/a

0

-3

Endurance

CON

1

0

-4

0

7

Heal

WIS

2

5

n/a

0

-1

History

INT

-1

0

n/a

0

9

Insight

WIS

2

5

n/a

2

5

Intimidate

CHA

5

0

n/a

0

2

Nature

WIS

2

0

n/a

0

2

Perception

WIS

2

0

n/a

0

4

Religion

INT

-1

5

n/a

0

-4

Stealth

DEX

0

0

-4

0

FEATS

Healing Hands

Add Cha modifier to damage healed with lay on hands



CHARACTER NAME  
**Elena Lockhart**

PLAYER NAME

RACE Half-Elf CLASS Paladin LEVEL 1

SCORE	ABILITY	MOD
HP	10 STR	+0
28	13 CON	+1
Spd	10 DEX	+0
5	8 INT	-1
Init	14 WIS	+2
+0	20 CHA	+5
AC	Fort	12
20	Ref	13
	Will	16
19	Passive Insight	
12	Passive Perception	

PLAY DATA **DUNGEONS & DRAGONS**

Second Wind

KEYWORDS

Standard ☐ ☐ ☐ Personal ☐

ACTION ☐ ☐ ☐ RANGE ☐

☐ AT-WILL ☒ ENCOUNTER ☐ DAILY

Effect: You spend a healing surge and regain 7 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS Paladin LEVEL 1 BOOK PH

UTILITY POWER **DUNGEONS & DRAGONS**

Enfeebling Strike

KEYWORDS Divine, Weapon

Standard ☐ \* ☐ ☐ Melee weapon ☐

ACTION ☐ ☐ ☐ RANGE ☐

8 vs AC One creature

ATTACK DEFENSE TARGET

**Attack:** Charisma vs. AC  
**Hit:** 1[W] + Charisma modifier (+5) damage. If you marked the target, it takes a -2 penalty to attack rolls until the end of your next turn. Increase damage to 2[W] + Charisma modifier (+5) at 21st level.

Longsword: +8 attack, 1d8+5 damage

ADDITIONAL EFFECTS

CLASS Paladin LEVEL 1 BOOK PH

AT-WILL POWER **DUNGEONS & DRAGONS**

Skills

-4	Acrobatics	DEX
-1	Arcana	INT
-4	Athletics	STR
5	Bluff	CHA
12	Diplomacy	CHA (Trained)
2	Dungeoneering	WIS
-3	Endurance	CON
7	Heal	WIS (Trained)
-1	History	INT
9	Insight	WIS (Trained)
5	Intimidate	CHA
2	Nature	WIS
2	Perception	WIS
4	Religion	INT (Trained)
-4	Stealth	DEX
5	Streetwise	CHA
-4	Thievery	DEX

ADDITIONAL EFFECTS

PLAY DATA **DUNGEONS & DRAGONS**

Divine Challenge

KEYWORDS Divine, Radiant

Minor ☐ ☐ ☐ Close burst 5

ACTION 5 ☐ ☐ ☐ RANGE ☐

vs One creature in burst

ATTACK DEFENSE TARGET

**Effect:** You mark the target. The target remains marked until you use this power against another target, or if you fail to engage the target (see below). A creature can be subject to only one mark at a time. A new mark supersedes a mark that was already in place.  
While a target is marked, it takes a -2 penalty to attack rolls for any attack that doesn't include you as a target. Also, it takes radiant damage equal to 3 + your Charisma modifier (+5) the first time it makes an attack that doesn't include you as a target before the start of your next turn. The damage increases to 6 + your Charisma modifier (+5) at 11th level, and to 9 + your Charisma modifier (+5) at 21st level.  
On your turn, you must engage the target you challenged or challenge a different target. To engage the target, you must either attack it or end your turn adjacent to it. If none of these events occur by the end of your turn, the marked condition ends and you can't use divine challenge on your next turn.  
You can use divine challenge once per turn.  
**Special:** Even though this ability is called a challenge, it doesn't rely on the intelligence or language ability of the target. It's a magical compulsion that affects the creature's behavior, regardless of the creature's nature. You can't place a divine challenge on a creature that is already affected by your or another character's divine challenge.

ADDITIONAL EFFECTS

CLASS Paladin LEVEL 1 BOOK PH

AT-WILL POWER **DUNGEONS & DRAGONS**

Bolstering Strike

KEYWORDS Divine, Weapon

Standard ☐ \* ☐ ☐ Melee weapon ☐

ACTION ☐ ☐ ☐ RANGE ☐

8 vs AC One creature

ATTACK DEFENSE TARGET

**Attack:** Charisma vs. AC  
**Hit:** 1[W] + Charisma modifier (+5) damage, and you gain temporary hit points equal to your Wisdom modifier (+2). Increase damage to 2[W] + Charisma modifier (+5) at 21st level.

Longsword: +8 attack, 1d8+5 damage

ADDITIONAL EFFECTS

CLASS Paladin LEVEL 1 BOOK PH

AT-WILL POWER **DUNGEONS & DRAGONS**

Action Point

ADDITIONAL EFFECTS

**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 **DUNGEONS & DRAGONS**

Lay on Hands

KEYWORDS Divine, Healing

Minor ☐ \* ☐ ☐ Melee touch ☐

ACTION ☐ ☐ ☐ RANGE ☐

vs One creature

ATTACK DEFENSE TARGET

**Special:** You can use this power a number of times per day equal to your Wisdom modifier (+2) (minimum 1), but only once per round.  
**Effect:** You spend a healing surge but regain no hit points. Instead, the target regains hit points as if it had spent a healing surge. You must have at least one healing surge remaining to use this power.

Unarmed: +0 attack

ADDITIONAL EFFECTS

CLASS Paladin LEVEL 1 BOOK PH

AT-WILL POWER **DUNGEONS & DRAGONS**

Guiding Strike

KEYWORDS Arcane, Weapon

Standard ☐ \* ☐ ☐ Melee weapon ☐

ACTION ☐ ☐ ☐ RANGE ☐

8 vs AC One creature

ATTACK DEFENSE TARGET

**Attack:** Charisma vs. AC  
**Hit:** 1[W] + Charisma modifier (+5) damage, and the target takes a -2 penalty to the defense of your choice until the end of your next turn. Level 21: 2[W] + Charisma modifier (+5) damage.





Longsword: +8 attack, 1d8+5 damage

ADDITIONAL EFFECTS

CLASS Bard LEVEL 1 BOOK PH2

ENCOUNTER POWER **DUNGEONS & DRAGONS**





### Shielding Smite

KEYWORDS Divine, Weapon		USED
Standard	*  	Melee weapon
ACTION	 	RANGE
8	vs	AC
ATTACK	DEFENSE	TARGET
<b>Attack:</b> Charisma vs. AC <b>Hit:</b> 2[W] + Charisma modifier (+5) damage. <b>Effect:</b> Until the end of your next turn, one ally within 5 squares of you gains a power bonus to AC equal to your Wisdom modifier (+2).		
Longsword: +8 attack, 2d8+5 damage		
ADDITIONAL EFFECTS		
CLASS Paladin	LEVEL 1	BOOK PH

ENCOUNTER POWER







### Divine Mettle

KEYWORDS Divine		USED
Minor	 	Close burst 10
ACTION	10  	RANGE
	vs	One creature in burst
ATTACK	DEFENSE	TARGET
<b>Channel Divinity:</b> You can use only one channel divinity power per encounter <b>Effect:</b> The target makes a saving throw with a bonus equal to your Charisma modifier (+5).		
ADDITIONAL EFFECTS		
CLASS Paladin	LEVEL	BOOK PH

ENCOUNTER POWER







### Divine Strength

KEYWORDS Divine		USED
Minor	 	Personal
ACTION	 	RANGE
	vs	
ATTACK	DEFENSE	TARGET
<b>Channel Divinity:</b> You can use only one channel divinity power per encounter <b>Effect:</b> Apply your Strength modifier (+0) as extra damage on your next attack this turn.		
ADDITIONAL EFFECTS		
CLASS Paladin	LEVEL	BOOK PH

ENCOUNTER POWER



### On Pain of Death

KEYWORDS Divine, Implement		USED
Standard	 5 	Ranged 5
ACTION	 	RANGE
5	vs	Will
ATTACK	DEFENSE	TARGET
<b>Attack:</b> Charisma vs. Will <b>Hit:</b> 3d8 + Charisma modifier (+5) damage. Once per round, the target takes 1d8 damage after making any attacks on its turn (save ends). <b>Miss:</b> Half damage. Once per round, the target takes 1d4 damage after making any attacks on its turn (save ends).		
Holy Symbol: +5 attack, 3d8+5 damage		
ADDITIONAL EFFECTS		
CLASS Paladin	LEVEL 1	BOOK PH

DAILY POWER

