

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA

10

Level

Ethanhawk  
male Human Paladin

Age   Height   Weight   Medium   Size   Deity

20500

Total XP

26000

### Defenses

<b>28</b>	<b>21</b>	<b>19</b>	<b>21</b>
AC	FORT	REF	WILL

Conditional Bonuses

### Hit Points

<b>Max HP</b> (Bloodied 44)	<b>88</b>	Temp HP
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Current Hit Points

### Healing Surges

Surge Value	Surges/Day
22	13

Current Conditions:

### Combat Statistics and Senses

Initiative	9
Conditional Modifiers:	
Speed	6
Passive Insight	16
Passive Perception	21

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

+5 Saving Throws against ongoing damage

### Resistances/Vulnerabilities

### Current Conditions and Effects

### Basic Attacks

#### Melee

Sunblade Bastard sword +2

15	1d10+10
Strength vs. AC	Damage

#### Ranged

Unarmed

5	1d4
Dexterity vs. AC	Damage

### Languages

Common, Giant

### Abilities

STR Strength	18	Check 9
CON Constitution	14	7
DEX Dexterity	10	5
INT Intelligence	8	4
WIS Wisdom	12	6
CHA Charisma	18	9

### Skills

Acrobatics	Dexterity	3
Arcana	Intelligence	4
Athletics	Strength	11
Bluff	Charisma	9
Diplomacy	Charisma	✓ 14
Dungeoneering	Wisdom	6
Endurance	Constitution	✓ 10
Heal	Wisdom	✓ 11
History	Intelligence	4
Insight	Wisdom	6
Intimidate	Charisma	✓ 14
Nature	Wisdom	6
Perception	Wisdom	✓ 11
Religion	Intelligence	✓ 9
Stealth	Dexterity	3
Streetwise	Charisma	9
Thievery	Dexterity	3

Player Name

Ethanhawk  
Character Name

### Character Details

#### Background

World Walker

#### Theme

#### Mannerisms and Appearance

#### Personality Traits

#### Adventuring Company

#### Companions and Allies

#### Session and Campaign Notes

Other Notes

### Equipment

#### Head

#### Neck

#### Arms

Iron Armbands of Power...

#### Hands

True Gauntlets of Ogre Power

#### Rings

#### Rings

#### Main Hand

Sunblade Bastard sword +2

Bashing Shield Heavy Shield...

#### Waist

Belt of Giant Strength

#### Armor

Mithral Plate Armor +2

#### Feet

Battlestrider Greaves

#### Tattoo

Ki Focus

### Other Equipment

Adventurer's Kit  
Holy Symbol

Total Weight (lbs.)

105

Carrying Capacity (lbs.)

Treasure

10 gp  
0 gp banked

Normal

180

Heavy

360

Max

900

# Ethanhawk

Player Name

Character Name

## Racial Features

### Bonus Feat

Choose an extra feat at 1st level.

### Bonus Skill

Trained in one additional class skill.

### Heroic Effort

Gain the Heroic Effort power

### Human Defense Bonuses

+1 to Fortitude, Reflex, and Will.

### Human Power Selection

Choose an option for your human character.

## Class/Other 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: can be traded out for ardent vow or virtue's touch

## Feats

### Devoted Paladin

Gain 1 healing surge, add Charisma modifier to lay on hands

### Toughness

Gain 5 additional hit points, 10 at 11th, 15 at 21st

### Master of Stories

Bard: Skill training, skald's aura 1/day, wand proficiency

### Tenacious Resolve

Gain a +5 feat bonus to saving throws against ongoing damage.

### Disciple of Freedom

+5 bonus to escape checks, + additional saving throws vs. restrained, slowed, immobilized at beginning of turn

### Improved Initiative

+4 to initiative checks

### Armor Finesse

You ignore the check penalty for wearing armor.

### Healing Hands

Add Cha modifier to damage healed with lay on hands

### Weapon Proficiency (Bastard sword)

Gain proficiency with the Bastard sword.

### Devout Protector Expertise

Gain +1/2/3 (by tier) feat bonus to attack rolls with one-handed melee weapons and holy symbols; allies gain +1 shield bonus to AC while you use a shield

## Ethanhawk

Level 10 Human Paladin

HP	Score	Ability	Mod	AC
Spd	18	STR	4	28
Init	14	CON	2	Fort
	10	DEX	0	21
	8	INT	-1	Ref
	12	WIS	1	19
	18	CHA	4	Will
	16	Passive Insight		21
	21	Passive Perception		

Player Name:

### Melee Basic Attack

At-Will ♦ Standard Action

**Sunblade Bastard sword +2:** +15 vs. AC, 1d10+10 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 (+4) damage.

**Level 21:** 2[W] + Str modifier (+4) damage.

Additional Effects

### Basic Attack

### Strike of Hope

At-Will ♦ Standard Action

**Sunblade Bastard sword +2:** +15 vs. AC, 1d10+10 damage

**Melee weapon**      **Target:** One creature

Your weapon flashes with divine light that sears your enemy and lifts your allies' hearts with renewed vigor and purpose.

**Keywords:** Divine, Radiant, Weapon

**Attack:** Strength vs. AC

**Hit:** 1[W] + Str modifier (+4) radiant damage. One ally within 5 squares of you gains temporary hit points equal to your Cha modifier (+4). If the ally is bloodied, the temporary hit points increase by 5.

Additional Effects

### Paladin Attack 1

## Skills

Acrobatics	Dexterity	3
Arcana	Intelligence	4
Athletics	Strength	11
Bluff	Charisma	9
Diplomacy	Charisma	• 14
Dungeoneering	Wisdom	6
Endurance	Constitution	• 10
Heal	Wisdom	• 11
History	Intelligence	4
Insight	Wisdom	6
Intimidate	Charisma	• 14
Nature	Wisdom	6
Perception	Wisdom	• 11
Religion	Intelligence	• 9
Stealth	Dexterity	3
Streetwise	Charisma	9
Thievery	Dexterity	3

• indicates a trained skill.

### Ranged Basic Attack

At-Will ♦ Standard Action

**Unarmed:** +5 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

### Piercing Smite

Encounter ♦ Standard Action

**Sunblade Bastard sword +2:** +15 vs. Reflex, 2d10+10 damage

**Melee weapon**      **Target:** One creature

Silvery spikes cover your weapon, punching through your foe's armor.

**Keywords:** Divine, Weapon

**Attack:** Strength vs. Reflex

**Hit:** 2[W] + Str modifier (+4) damage, and the target and a number of enemies adjacent to you equal to your Wis modifier (+1) are marked until the end of your next turn.

Additional Effects

### Paladin Attack 1

## 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

### Dominator's Strike

At-Will ♦ Standard Action

**Sunblade Bastard sword +2:** +15 vs. AC, 1d10+10 damage

**Melee weapon**      **Target:** One creature

You are toughened as you prove your superiority.

**Keywords:** Divine, Shadow, Weapon

**Attack:** Strength vs. AC

**Hit:** 1[W] + Str modifier (+4) damage. You gain temporary hit points equal to your Cha modifier (+4).

Additional Effects

### Paladin Attack 1

### Ballad of the Zombie King

Encounter ♦ Standard Action

**Beacon of Erathis +3:** +13 vs. Will, 1d8+7 damage

**Close burst 2**

**Target:** Each enemy in the burst

The mere mention of the zombie king sends chills down the spine of even the most fearless.

**Keywords:** Arcane, Fear, Implement, Psychic

**Attack:** Charisma vs. Will

**Hit:** 1d8 + Cha modifier (+4) psychic damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

Additional Effects

### Bard Attack 3

Used

## Strength from Valor

Encounter ♦ Standard Action

**Sunblade Bastard sword +2:** +15 vs. Fortitude, 1d10+6 damage

**Close burst 1**      **Target:** Each enemy in the burst

*As foes encircle you, you fight all the harder.*

**Keywords:** Divine, Weapon

**Attack:** Strength vs. Fortitude

**Hit:** 1[W] + Str modifier (+4) damage. You gain 5 temporary hit points for each target hit by the attack.

Additional Effects

Paladin Attack 3

Used

## Name of Might

Daily ♦ Standard Action

**Beacon of Erathis +3:** +13 vs. Fortitude, 3d8+7 damage

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

*You shout an ancient angelic name of thunderous power that slows your foes.*

**Keywords:** Divine, Implement, Thunder

**Attack:** Charisma vs. Fortitude

**Hit:** 3d8 + Cha modifier (+4) thunder damage, and the target is slowed (save ends).

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

Additional Effects

Paladin Attack 5

Used

## Divine Challenge

At-Will ♦ Minor Action

**Close burst 5**      **Target:** One creature in the burst

*You boldly confront a nearby enemy, searing it with divine light if it ignores your challenge.*

**Keywords:** Divine, Radiant

**Effect:** You mark the target. The mark lasts until you use this power again. The mark also ends at the end of your turn if you didn't engage the target, meaning you neither attacked it during your turn nor are adjacent to it at the end of your turn.

Until the mark ends, the target takes radiant damage the first time each round when it targets any of your allies with an attack power that doesn't include you as a target. The damage equals 3 + your Cha modifier (+4).

**Special:** You can use this power only once per turn.

Additional Effects

Paladin Feature

## Divine Reverence

Encounter ♦ Standard Action

**Beacon of Erathis +3:** +13 vs. Will, 1d8+7 damage

**Close burst 1**      **Target:** Each enemy in the burst

*You present yourself with such conviction that your enemies cannot help but be awestruck by the power of your faith.*

**Keywords:** Divine, Implement, Radiant

**Attack:** Charisma vs. Will

**Hit:** 1d8 + Cha modifier (+4) radiant damage, and the target is dazed until the end of your next turn.

Additional Effects

Paladin Attack 7

Used

## Tune of Ice and Wind

Daily ♦ Standard Action

**Beacon of Erathis +3:** +13 vs. Will, 2d6+7 damage

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

*You hum a discordant tune, slowing your enemies with ice and moving your allies with wind.*

**Keywords:** Arcane, Cold, Implement

**Attack:** Charisma vs. Will

**Hit:** 2d6 + Cha modifier (+4) cold damage, and the target is slowed (save ends).

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

**Effect:** You slide each ally in the burst 3 squares.

Additional Effects

Paladin Attack 5

Used

## Lay on Hands

At-Will ♦ Minor Action

**Unarmed:**

**Melee touch**      **Target:** One creature

*Your divine touch instantly heals wounds.*

**Keywords:** Divine, Healing

**Special:** You can use this power a number of times per day equal to your Wis modifier (+1) (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.

Additional Effects

Paladin Feature

## Radiant Delirium

Daily ♦ Standard Action

**Beacon of Erathis +3:** +13 vs. Reflex, 3d8+7 damage

**Ranged 5**

**Target:** One creature

*You engulf your enemy in searing ribbons of radiance.*

**Keywords:** Divine, Implement, Radiant

**Attack:** Charisma vs. Reflex

**Hit:** 3d8 + Cha modifier (+4) radiant damage, and the target is dazed until the end of your next turn. In addition, the target takes a -2 penalty to AC (save ends).

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

Additional Effects

Paladin Attack 1

Used

## Knightly Intercession

Daily ♦ Immediate Interrupt

**Sunblade Bastard sword +2:** +15 vs. AC, 2d10+6 damage

**Close burst 10**

**Target:** The triggering enemy

*You command a foe to attack you instead of your companion.*

**Keywords:** Divine, Weapon

**Trigger:** An enemy within 10 squares of you hits your ally with a melee or a ranged attack

**Effect:** The triggering attack hits you instead of the ally. You pull the target to a square adjacent to you and then make the following attack against it.

**Attack:** Strength vs. AC

**Hit:** 2[W] + Str modifier (+4) damage, and the target is subject to your divine sanction until the end of the encounter.

Additional Effects

Paladin Attack 9

Used

## Divine Mettle

Encounter ♦ Minor Action

**Close burst 10**

**Target:** One creature in the burst

*Your unswerving faith in your deity empowers a nearby creature to resist a debilitating affliction.*

**Keyword:** Divine

**Channel Divinity:** You can use only one channel divinity power per encounter

**Effect:** The target makes a saving throw with a bonus equal to your Cha modifier (+4).

Additional Effects

Paladin Feature

Used

## Divine Strength

Encounter ♦ Minor Action

### Personal

You petition your deity for the divine strength to lay low your enemies.

**Keyword:** Divine

**Channel Divinity:** You can use only one channel divinity power per encounter

**Effect:** Apply your Str modifier (+4) as extra damage on your next attack this turn.

Additional Effects

Paladin Feature

Used

## Inspiring Fortitude

Daily ♦ Standard Action

**Close** burst 5

**Target:** Each ally in the burst

*Inspired by your resilience, your allies find the will to overcome challenges.*

**Requirement:** Your second wind must be available for you to use

**Effect:** You use your second wind, and each target gains temporary hit points equal to 10 + your Con modifier (+2).

**Prerequisite:** You must be trained in Endurance.

Additional Effects

Endurance Utility 2

Used

## Bashing Shield Heavy Shield...

Arms Slot Item ♦ Level 5

**Armor Bonus:** 2

**Check:** -2

**Power ♦ Daily** (Free Action)

**Trigger:** You hit an enemy with a melee attack.

**Effect:** You push the enemy up to 1d4 squares after applying the attack's effects.

## Heroic Effort

Encounter ♦ No Action

### Personal

Your grim focus and unbridled energy means that failure is not an option.

**Trigger:** You miss with an attack or fail a saving throw.

**Effect:** You gain a +4 racial bonus to the attack roll or the saving throw.

Additional Effects

Human Racial Power

Used

## Wrath of the Gods

Daily ♦ Minor Action

**Close** burst 1

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

*You extend the power of your virtue to nearby allies, enabling you and your friends to easily strike down your enemies.*

**Keyword:** Divine

**Effect:** Until the end of the encounter, each target gains a power bonus to damage rolls equal to your Cha modifier (+4).

Additional Effects

Paladin Utility 6

Used

## True Gauntlets of Ogre Power

Hands Slot Item ♦ Level 17

### Properties

You gain a +4 item bonus to Athletics checks and Strength ability checks.

**Utility Power ♦ Encounter** (No Action)

**Trigger:** You make a Strength check to break or lift an object.

**Effect:** You gain a +4 power bonus to the Strength check.

**Utility Power ♦ Encounter** (No Action)

**Trigger:** You hit a creature with a melee attack.

**Effect:** You gain a +4 power bonus to the damage roll against that creature for this attack.

## Skald's Aura

Encounter ♦ Minor Action

**Unarmed:**

### Personal

*You chant, sing, or otherwise inspire your allies with your words, allowing them to draw the strength to battle on from your encouragement.*

**Keywords:** Aura, Healing, Martial

**Effect:** You activate an aura 5 that lasts until the end of the encounter. If the aura ends prematurely for any reason, you can reactivate it during the encounter as a minor action.

Twice per encounter but only once per turn, you or any ally in the aura can use a minor action to spend a healing surge and regain 1d6 additional hit points. Alternatively, you or any ally can use a minor action to allow an adjacent ally to spend a healing surge and regain the additional hit points.

Level 6: 2d6 additional hit points.

**Master of Stories:** The healing benefit can only be used once per day.

Additional Effects

Bard Utility

Used

## Turn the Tide

Daily ♦ Standard Action

**Close** burst 3

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

*You whisper a solemn hymn, and divine light washes gently over you and nearby allies, potentially negating harmful and debilitating afflictions.*

**Keyword:** Divine

**Effect:** The targets make saving throws against every effect that a save can end.

Additional Effects

Paladin Utility 10

Used

## Sunblade Bastard sword +2

Weapon ♦ Level 9

**Damage:** 1d10

**Proficiency Bonus:** 3

**Properties:** Versatile

**Enhancement:** +2 attack rolls and damage rolls

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

### Properties

This weapon can shed bright or dim light up to 20 squares. You control the brightness and range of the light.

**Power** (Radiant) ♦ (Free Action)

All damage dealt by this weapon is radiant damage. Another free action returns the damage to normal.

**Power** (Radiant) ♦ **Daily** (Standard Action)

You cause motes of light to burst out and attach to your enemies. Make an attack: Close burst 1; targets enemies; Strength vs. Reflex (apply a bonus to the attack roll equal to the weapon's enhancement bonus); on a hit, the target takes 1d8 radiant damage.

**Beacon of Erathis +3**

Holy Symbol ♦ Level 14

**Enhancement:** +3 attack rolls and damage rolls**Critical:** +1d8 fire damage per plus**Power ♦ (Minor Action)**

The holy symbol sheds bright light to a radius of 20 squares. You can douse or reactivate the light as a minor action.

**Power ♦ Daily (Free Action)**

*Trigger:* You hit an enemy with a fire or radiant attack using this holy symbol.

*Effect:* The creature you hit sheds bright light to a radius of 20 squares and grants combat advantage (save ends both).

**Belt of Giant Strength**

Waist Slot Item ♦ Level 15

**Properties**

Gain a +2 item bonus to Athletics checks and Strength ability checks (but not Strength attacks).

**Power ♦ Daily (Free Action)**

Use this power when you hit with a melee attack. Add a +10 power bonus to the damage roll.

**Iron Armbands of Power...**

Arms Slot Item ♦ Level 16

**Properties**

Gain a +4 item bonus to melee damage rolls.

**Battlestrider Greaves**

Feet Slot Item ♦ Level 12

**Properties**

You gain a +1 item bonus to speed while wearing heavy armor.

**Mithral Plate Armor +2**

Armor ♦ Level 9

**Armor Bonus:** 9**Check:** -2**Speed:** -1**Enhancement:** +2 AC**Power ♦ Daily (Immediate Reaction Action)**

Use this power when a melee or ranged attack hits you. Take half damage.