

Player Name

Darko

3

Paladin

2,250

Character Name

Level

Class

Paragon Path

Epic Destiny

Total XP

Dragonborn

Medium

57

7'

320lb

Dol Arrah

Race

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company

RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
1	Initiative	1	

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
22	AC	11	8			1	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
12	STR Strength	1	2
11	CON Constitution	0	1
10	DEX Dexterity	0	1
8	INT Intelligence	-1	0
14	WIS Wisdom	2	3
20	CHA Charisma	5	6

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES SURGE VALUE	SURGES/DAY
43	21	10	10

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

SKILLS

BONUS	SKILL NAME		ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
-3	Acrobatics	DEX	1	0	-4	0
0	Arcana	INT	0	0	n/a	0
0	Athletics	STR	2	0	-4	2
6	Bluff	CHA	6	0	n/a	0
11	Diplomacy	CHA	6	5	n/a	0
3	Dungeoneering	WIS	3	0	n/a	0
-3	Endurance	CON	1	0	-4	0
3	Heal	WIS	3	0	n/a	0
2	History	INT	0	0	n/a	2
8	Insight	WIS	3	5	n/a	0
13	Intimidate	CHA	6	5	n/a	2
3	Nature	WIS	3	0	n/a	0
3	Perception	WIS	3	0	n/a	0
5	Religion	INT	0	5	n/a	0
-3	Stealth	DEX	1	0	-4	0
6	Streetwise	CHA	6	0	n/a	0
-3	Thievery	DEX	1	0	-4	0

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Dragon Breath - Use dragon breath as an encounter

power.

Dragon Breath Strength - Use STR for Dragon Breath**Dragon Breath Lightning** - Dragon Breath deals lightning

damage

Dragonborn Fury - +1 to attacks while bloodied.**Draconic Heritage** - Add Con mod to healing surge value.

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

Common, Draconic

CHARACTER NAME

Darko

PLAYER NAME

RACE

Dragonborn

CLASS

Paladin

LEVEL

3

SCORE

ABILITY

MOD

HP

43

AC

22

Spd

5

Fort

14

Init

+1

Ref

15

12

STR

+1

11

CON

+0

10

DEX

+0

8

INT

-1

14

WIS

+2

20

CHA

+5

18

Passive

Insight

13

Passive

Perception

PLAY DATA

DUNGEONS & DRAGONS

Skills

-3

Acrobatics

DEX

0

Arcana

INT

0

Athletics

STR

6

Bluff

CHA

11

Diplomacy

CHA

(Trained)

3

Dungeoneering

WIS

-3

Endurance

CON

3

Heal

WIS

2

History

INT

8

Insight

WIS

(Trained)

13

Intimidate

CHA

(Trained)

3

Nature

WIS

3

Perception

WIS

5

Religion

INT

(Trained)

-3

Stealth

DEX

6

Streetwise

CHA

-3

Thievery

DEX

ADDITIONAL EFFECTS

PLAY DATA

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

Second Wind

KEYWORDS

USED

Standard

Personal

ACTION

RANGE

AT-WILL

ENCOUNTER

DAILY

Effect: You spend a healing surge and regain 10 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK

PH

UTILITY POWER

DUNGEONS & DRAGONS

Divine Challenge

KEYWORDS

Divine, Radiant

USED

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

BOOK

PH

AT-WILL POWER

DUNGEONS & DRAGONS

Lay on Hands

KEYWORDS

Divine, Healing

USED

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: +1 attack

ADDITIONAL EFFECTS

+1 Racial bonus to attack rolls when you're bloodied - Dragonborn Fury.

CLASS

Paladin

LEVEL

BOOK

PH

AT-WILL POWER

DUNGEONS & DRAGONS

Enfeebling Strike

KEYWORDS

Divine, Weapon

USED

Standard

*

Melee weapon

ACTION

RANGE

10

vs

AC

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.

Medic's Longsword +1: +10 attack, 1d8+6 damage

ADDITIONAL EFFECTS

+1 Racial bonus to attack rolls when you're bloodied - Dragonborn Fury.
+1 item bonus to damage rolls when you have combat advantage - Talon Amulet +1.

CLASS

Paladin

LEVEL

1

BOOK

PH

AT-WILL POWER

DUNGEONS & DRAGONS

Virtuous Strike

KEYWORDS

Divine, Radiant, Weapon

USED

Standard

*

Melee weapon

ACTION

RANGE

10

vs

AC

ATTACK

DEFENSE

TARGET

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier (+5) radiant damage, and you gain a +2 bonus to saving throws until the start of your next turn. Level 21: 2[W] + Charisma modifier (+5) radiant damage.

Special: This power can be used as a melee basic attack.

Medic's Longsword +1: +10 attack, 1d8+6 damage

ADDITIONAL EFFECTS

+1 Racial bonus to attack rolls when you're bloodied - Dragonborn Fury.
+1 item bonus to damage rolls when you have combat advantage - Talon Amulet +1.

CLASS

Paladin

LEVEL

1

BOOK

DP

AT-WILL POWER

DUNGEONS & DRAGONS

Divine Mettle

KEYWORDS

Divine

USED

Minor

Close burst 10

ACTION

10

RANGE

vs

One creature in burst

ATTACK

DEFENSE

TARGET

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 Charisma modifier (+5).

ADDITIONAL EFFECTS

CLASS

Paladin

LEVEL

BOOK

PH

ENCOUNTER POWER

DUNGEONS & DRAGONS

Divine Strength

KEYWORDS

Divine

USED

Minor

Personal

ACTION

RANGE

vs

ATTACK

DEFENSE

TARGET

Channel Divinity: You can use only one channel divinity power per encounter
Effect: Apply your Strength modifier (+1) as extra damage on your next attack this turn.

ADDITIONAL EFFECTS

CLASS

Paladin

LEVEL

BOOK

PH

ENCOUNTER POWER

DUNGEONS & DRAGONS

Valorous Smite

KEYWORDS

Divine, Weapon

USED

Standard

Melee weapon

ACTION

RANGE

10

vs

AC

ATTACK

DEFENSE

TARGET

Attack: Charisma vs. AC
Hit: 2[W] + Charisma modifier (+5) damage. Each enemy within 3 squares of you is subject to your divine sanction until the end of your next turn.

Medic's Longsword +1: +10 attack, 2d8+6 damage

ADDITIONAL EFFECTS
+1 Racial bonus to attack rolls when you're bloodied - Dragonborn Fury.
+1 item bonus to damage rolls when you have combat advantage - Talon Amulet +1.

CLASS

Paladin

LEVEL

1

BOOK

DP

ENCOUNTER POWER

DUNGEONS & DRAGONS

Righteous Smite

KEYWORDS

Divine, Weapon

USED

Standard

Melee weapon

ACTION

RANGE

10

vs

AC

ATTACK

DEFENSE

TARGET

Attack: Charisma vs. AC
Hit: 2[W] + Charisma modifier (+5) damage, and you and each ally within 5 squares of you gain temporary hit points equal to 5 + your Wisdom modifier (+2).

Medic's Longsword +1: +10 attack, 2d8+6 damage

ADDITIONAL EFFECTS
+1 Racial bonus to attack rolls when you're bloodied - Dragonborn Fury.
+1 item bonus to damage rolls when you have combat advantage - Talon Amulet +1.

CLASS

Paladin

LEVEL

3

BOOK

PH

ENCOUNTER POWER

DUNGEONS & DRAGONS

Dragon Breath

KEYWORDS

Acid, Cold, Fire, Lightning or Poison

USED

Minor

Close blast 3

ACTION

3

RANGE

4

vs

Reflex

ATTACK

DEFENSE

TARGET

Attack: Strength +2 vs. Reflex, Constitution +2 vs. Reflex, or Dexterity +2 vs. Reflex
Hit: 1d6 + Constitution modifier (+0) damage. Increase to +4 bonus and 2d6 + Constitution modifier (+0) damage at 11th level, and to +6 bonus and 3d6 + Constitution modifier (+0) damage at 21st level.
Special: When you create your character, choose Strength, Constitution, or Dexterity as the ability score you use when making attack rolls with this power. You also choose the power's damage type: acid, cold, fire, lightning, or poison. These two choices remain throughout your character's life and do not change the power's other effects.

Unarmed: +4 attack, 1d6 damage

ADDITIONAL EFFECTS
+1 Racial bonus to attack rolls when you're bloodied - Dragonborn Fury.
+1 item bonus to damage rolls when you have combat advantage - Talon Amulet +1.

CLASS

Racial Power

LEVEL

*

BOOK

PH

ENCOUNTER POWER

DUNGEONS & DRAGONS

Radiant Delirium

KEYWORDS

Divine, Implement, Radiant

USED

Standard

Ranged 5

ACTION

RANGE

6

vs

Reflex

ATTACK

DEFENSE

TARGET

Attack: Charisma vs. Reflex
Hit: 3d8 + Charisma modifier (+5) 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.

Unarmed: +6 attack, 3d8+5 damage

ADDITIONAL EFFECTS
+1 Racial bonus to attack rolls when you're bloodied - Dragonborn Fury.
+1 item bonus to damage rolls when you have combat advantage - Talon Amulet +1.

CLASS

Paladin

LEVEL

1

BOOK

PH

DAILY POWER

DUNGEONS & DRAGONS

Bless Weapon

KEYWORDS

Divine, Radiant

USED

Minor

Personal

ACTION

RANGE

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

Effect: Choose one weapon you are wielding. Until the end of the encounter, you gain a +1 power bonus to attack rolls with that weapon, and it deals 1d6 extra radiant damage on a hit. In addition, you can score a critical hit with the weapon on a roll of 18–20 against creatures vulnerable to radiant damage.

ADDITIONAL EFFECTS

CLASS

Paladin

LEVEL

2

BOOK

DP

UTILITY POWER

DUNGEONS & DRAGONS

Medic's Longsword +1

1d8

3

Heavy Blade

DAMAGE

PROFICIENT

GROUP

RANGE

+1 attack rolls and damage rolls

4

+1d6 radiant damage

ENHANCEMENT

LEVEL

CRITICAL

PROPERTIES
When you use a Channel Divinity power during combat, an ally within 10 squares of you regains an amount of hit points equal to your Charisma modifier plus this weapon's enhancement bonus. Versatile

Melee Basic Attack: +6 attack, 1d8+2 damage

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER
Power (Daily): Standard Action. Gain one additional use of Channel Divinity for this encounter.

ITEM SLOT

One-hand

WEIGHT

4

PRICE

840

BOOK

PH

MAGIC WEAPON

DUNGEONS & DRAGONS

Bloodclaw Craghammer +1

1d10

2

Hammer

DAMAGE

PROFICIENT

GROUP

RANGE

+1 attack rolls and damage rolls

2

+1d6 damage

ENHANCEMENT

LEVEL

CRITICAL

PROPERTIES
Versatile, Brutal

Melee Basic Attack: +3 attack, 1d10+2 damage

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER
Power (Encounter): Free Action. Use this power when you hit with this weapon. You take damage up to a maximum of the weapon's enhancement bonus (a +3 weapon deals up to 3 damage to its wielder). This damage cannot be reduced or prevented in any way. Increase the damage your target takes by double the amount of damage you took, triple if you are wielding the weapon in two hands.

ITEM SLOT

One-hand

WEIGHT

6

PRICE

520

BOOK

AV

MAGIC WEAPON

DUNGEONS & DRAGONS

Talon Amulet +1

1

AC BONUS

CHECK

SPEED

QUANTITY

+1 Fortitude, Reflex, and Will

3

Neck Slot Item

ENHANCEMENT

LEVEL

TYPE

PROPERTIES
Gain +1 item bonus to damage rolls when you have combat advantage.

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER
Power (Daily): Minor Action. Up until the end of the encounter, any creature that hits you with a melee attack takes 1d6 damage.

ITEM SLOT

Neck

WEIGHT

0

PRICE

680

BOOK

RTOTP

MAGIC ITEM

DUNGEONS & DRAGONS

Shield of Protection Heavy Shield (herc

2	-2	-	1
AC BONUS	CHECK	SPEED	QUANTITY
ENHANCEMENT		3 LEVEL	Arms Slot Item TYPE
PROPERTIES			
Shields grant a shield bonus that you add to your AC and your Reflex defense.			
POWER			
Power (Daily): Standard Action. You and an adjacent ally gain resist 10 to all damage until the end of your next turn.			
ITEM SLOT	Off-hand	WEIGHT 15	PRICE 680
		BOOK	PH
MAGIC ITEM		DUNGEONS & DRAGONS	

Stoneborn Plate Armor +1

8	-2	-1	1
AC BONUS	CHECK	SPEED	QUANTITY
+1 AC ENHANCEMENT		3 LEVEL	Armor TYPE
PROPERTIES			
POWER			
Power (Daily): Minor Action. Gain temporary hit points equal to 10 + your Constitution modifier (+0). They last until depleted or until you take an extended rest.			
ITEM SLOT	Body	WEIGHT 50	PRICE 680
		BOOK	PH
MAGIC ITEM		DUNGEONS & DRAGONS	

Potion of Healing (heroic tier)

			2
AC BONUS	CHECK	SPEED	QUANTITY
ENHANCEMENT		5 LEVEL	Potion TYPE
PROPERTIES			
POWER			
Power (Consumable • Healing): Minor Action. Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.			
ITEM SLOT		WEIGHT 0	PRICE 50
		BOOK	PH
MAGIC ITEM		DUNGEONS & DRAGONS	

Elixir of Fortitude (level 8)

			1
AC BONUS	CHECK	SPEED	QUANTITY
ENHANCEMENT		8 LEVEL	Potion TYPE
PROPERTIES			
POWER			
Special: Consuming this elixir counts as a use of a magic item daily power.			
Power (Consumable): Minor Action. Use this power after your drink the elixir. Once during this encounter, you can use an immediate interrupt action when you would be hit by an attack to gain a Fortitude defense of 25 against a single attack. This replaces your normal Fortitude defense for that attack.			
ITEM SLOT		WEIGHT 0	PRICE 125
		BOOK	AV
MAGIC ITEM		DUNGEONS & DRAGONS	