Character Sheet

Paladin Darko 2.250 Character Name Level Class Paragon Path Epic Destiny Total XP Dragonborn Medium 320lb Dol Arrah Race Age Gender Height Weight Alignment Deity Adventuring Company **RPGA Number** INITIATIVE **DEFENSES MOVEMENT** SCORE SCORE ITEM **Initiative** Speed (Squares) 22 2 8 CONDITIONAL MODIFIERS ABILITY SCORES **SENSES** SCORE MOD + 1/2 LVL 1/2 LVL ABIL CLASS FEAT ENH 12 STR 2 **Passive Insight** 10 + 8 18 1 14 **FORT** 11 CONDITIONAL BONUSES CON 0 **Passive Perception** 10 11 1 3 13 SPECIAL SENSES DEFENSE MISC DEX 0 10 15 **REF** 11 1 2 ATTACK WORKSPACE INT CONDITIONAL BONUSES 8 0 **DAMAGE WORKSPACE WIS** 14 2 3 18 **BASIC ATTACKS** WILL 11 **CHA** DEFENS DAMAGE 20 6 CONDITIONAL BONUSES 6 \mathbf{AC} vs Medic's Longsword +1 1d8+2 **HIT POINTS ACTION POINTS** 3 AC vs Bloodclaw Craghammer +1 1d10+2 MAX HP **HEALING SURGES Action Points** 2 AC BLOODIED SURGE VALUE SURGES/DAY Unarmed (Melee) 1d4+1VS 43 21 10 10 ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS 1 AC Unarmed (Range) 1d4 1/2 HP 1/4 H CURRENT HIT POINTS CURRENT SURGE USES RACE FEATURES **FEATS** Dragon Breath - Use dragon breath as an encounter Healing Hands - Add Cha modifier to damage healed with **SECOND WIND 1/ENCOUNTER USED** lay on hands TEMPORARY HIT POINTS Dragon Breath Strength - Use STR for Dragon Breath Toughness - Gain 5 additional hit points per tier Dragon Breath Lightning - Dragon Breath deals lightning **DEATH SAVING THROW FAILURES** damage SAVING THROW MODS Dragonborn Fury - +1 to attacks while bloodied. RESISTANCES Draconic Heritage - Add Con mod to healing surge value. CURRENT CONDITIONS AND EFFECTS **SKILLS CLASS / PATH / DESTINY FEATURES** ABIL MOD ARMOR Channel Divinity - Invoke a channel divinity class feature MISC BONUS SKILL NAME - 1/2 LVL PENALTY 0 -3 0 -4 or other power; encounter. Acrobatics DEX Divine Challenge - Use divine challenge as an at-will 0 0 0 0 n/a **Arcana** INT power; minor action. -4 2 0 0 **Athletics** STR Lay on Hands - Use lay on hands as an at-will (special) 0 0 6 n/a Bluff power; minor 0 11 5 n/a **Diplomacy** CHA 0 0 3 n/a **Dungeoneering** WIS -4 -3 0 0 **Endurance** CON 0 3 n/a Heal 2 n/a 2 History INT 0 8 n/a Insight WIS 5 2 13 n/a **Intimidate** CHA 3 0 n/a 0 **Nature** WIS 3 0 0 n/a Perception WIS 0 5 5 n/a Religion TNT LANGUAGES KNOWN -4 -3 0 0 Stealth DEX Common, Draconic 6 0 n/a 0 6 **Streetwise** CHA

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List your powers below. List your powers below. Check the box when the power is used. Check the box when the power is used. Clear the box when the power renews. Clear the box when the power renews. **AT-WILL POWERS MAGIC ITEMS** WEAPON Medic's Longsword +1 (E) Divine Challenge WEAPON Bloodclaw Craghammer +1 Lay on Hands WEAPON Enfeebling Strike WEAPON Virtuous Strike ARMOR Stoneborn Plate Armor +1 (E) FEET **ENCOUNTER POWERS** HANDS Second Wind HFAD Dragon Breath NECK Talon Amulet +1 (E) Valorous Smite RING Divine Mettle RING Divine Strength **PERSONALITY TRAITS** WAIST Righteous Smite Shield of Protection Heavy Shield (heroic tier) ((**DAILY POWERS** Radiant Delirium Potion of Healing (heroic tier) (2) Elixir of Fortitude (level 8) **MANNERISMS AND APPEARANCE UTILITY POWERS** Bless Weapon Daily Item Powers Per Day **CHARACTER BACKGROUND** Heroic (1-10) Milestone Paragon (11-20) 🔲 🛚 Milestone You received a great blessing from a complete stranger when you were born. What type of person blessed you? Was Epic (21-30) Milestone he or she associated with a particular religion? If so, are you a member of that faith? Did you stay in contact with this **OTHER EQUIPMENT RITUALS / ALCHEMY** person, or do you distrust the motives behind the blessing? Adventurer's Kit How does the blessing affect you? Geography - Mountains You were raised among the cold, craggy peaks of a **COMPANIONS AND ALLIES SESSION AND CAMPAIGN NOTES COINS AND OTHER WEALTH** Money on hand: 0 gp Stored money: 0 gp Encumbrance: 108 / 120

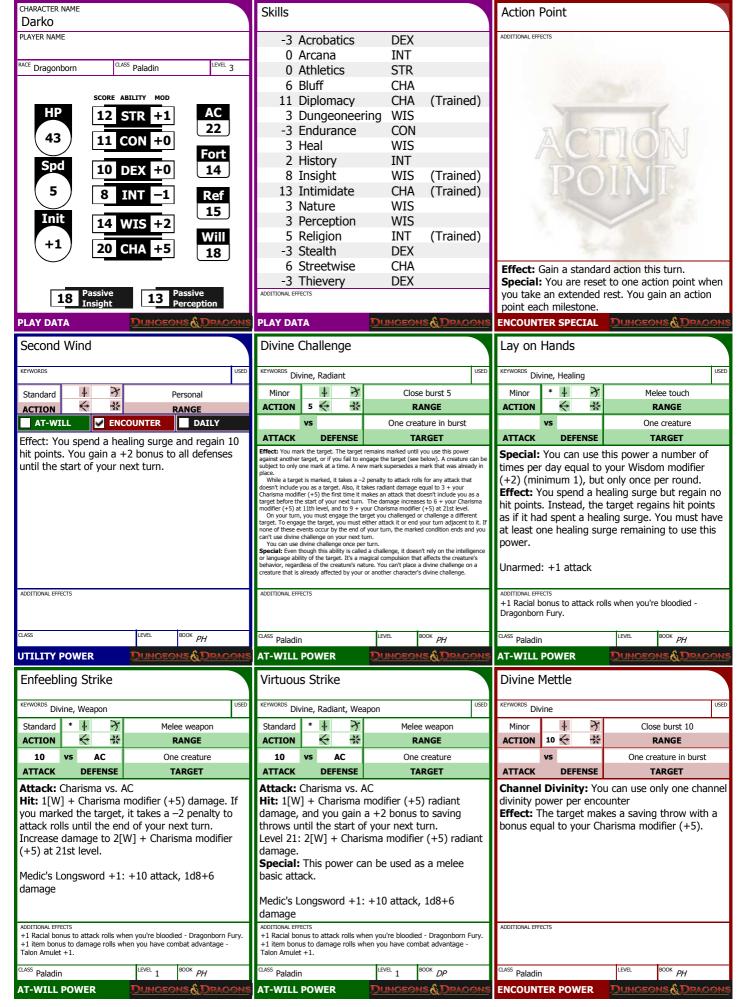
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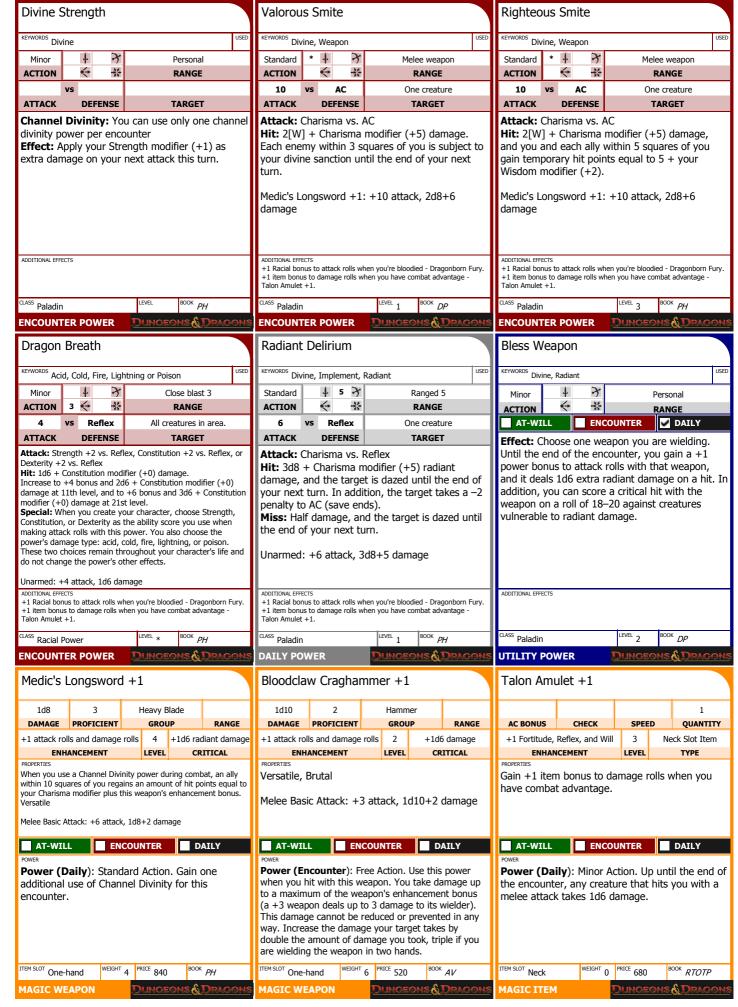
MAGIC ITEM INDEX

CHARACTER PORTRAIT

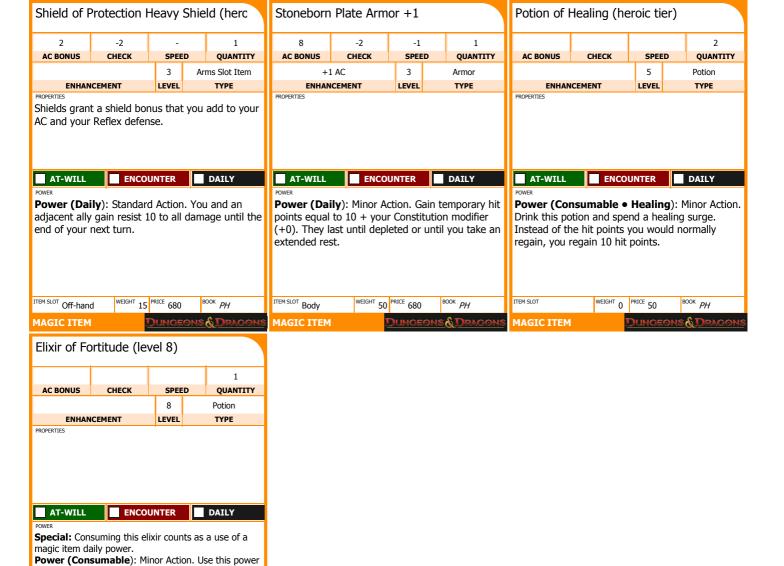
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after your drink the elixir. Once during this encounter, you can use an immediate interrupt action when you would be hit by an attack to gain a Fortitude defense of 25 against a single attack. This replaces your normal Fortitude defense for that attack.

WEIGHT 0 PRICE 125

ITEM SLOT

MAGIC ITEM