

Player Name Ron Aghababian

Richard D'Eversholt

Character Name

1

Level

Paladin

Class

Paragon Path

Epic Destiny

883

Total XP

Human

Medium

20

Age

Male

Gender

6'3"

Height

220 lbs.

Weight

Lawful Good

Alignment

Bahamut

Deity

Dusk Wardens

Adventuring Company

RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
0	Initiative		

CONDITIONAL MODIFIERS

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
20	STR Strength	5	5
15	CON Constitution	2	2
10	DEX Dexterity	0	0
9	INT Intelligence	-1	-1
14	WIS Wisdom	2	2
18	CHA Charisma	4	4

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES SURGE VALUE	SURGES/DAY
30	15	7	12
	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
-1	Acrobatics	DEX	0	0	-1	0
-1	Arcana	INT	-1	0	n/a	0
4	Athletics	STR	5	0	-1	0
4	Bluff	CHA	4	0	n/a	0
9	Diplomacy	CHA	4	5	n/a	0
2	Dungeoneering	WIS	2	0	n/a	0
1	Endurance	CON	2	0	-1	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
9	Intimidate	CHA	4	5	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
-1	Stealth	DEX	0	0	-1	0
4	Streetwise	CHA	4	0	n/a	0
-1	Thievery	DEX	0	0	-1	0

Richard D'Eversholt

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
17	AC	10	6				1	

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
17	FORT	10	5	1			1	

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
13	REF	10		1			2	

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	WILL	10	4	1			1	

CONDITIONAL BONUSES

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Bonus Feat - Choose an extra feat at 1st level.**Bonus Skill** - Trained in one additional class skill.**Bonus At-Will Power** - Know one extra 1st-level attack power from your class.**Human Defense Bonuses** - +1 to Fortitude, Reflex, and Will.

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

Elven, Common, Dwarven

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
5	Speed (Squares)	6	-1	

SPECIAL MOVEMENT

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
19	Passive Insight	10 +	9

12	Passive Perception	10 +	2
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SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Longsword

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 8	0	5		3			

ABILITY: Melee Basic Attack - Javelin

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 7	0	5		2			

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Longsword

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+5	5				

ABILITY: Melee Basic Attack - Javelin

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d6+5	5				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
8	vs AC	Longsword	1d8+5
7	vs AC	Javelin (Melee)	1d6+5
7	vs AC	Javelin (Range)	1d6+5
5	vs AC	Unarmed (Melee)	1d4+5

FEATS

Healing Hands - Add Cha modifier to damage healed with lay on hands**Armor of Bahamut** - Use Channel Divinity to invoke armor of Bahamut

Armor of Bahamut

KEYWORDS

Divine

USED

Imm Interr

5

Ranged 5

ACTION

RANGE

vs

ATTACK

DEFENSE

TARGET

Channel Divinity: You can use only one channel divinity power per encounter
Trigger: An enemy scores a critical hit on you or an ally
Effect: Turn the critical hit within 5 squares of you into a normal hit.

ADDITIONAL EFFECTS

CLASS

LEVEL

*

BOOK

PH

ENCOUNTER POWER

DUNGEONS & DRAGONS

Fearsome Smite

KEYWORDS

Divine, Fear, Weapon

USED

Standard

*

Melee weapon

ACTION

RANGE

7

vs

AC

ATTACK

DEFENSE

TARGET

Attack: Charisma vs. AC
Hit: 2[W] + Charisma modifier (+4) damage.
Until the end of your next turn, the target takes a penalty to attack rolls equal to your Wisdom modifier (+2).

Longsword: +7 attack, 2d8+4 damage

ADDITIONAL EFFECTS

CLASS

Paladin

LEVEL

1

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ENCOUNTER POWER

DUNGEONS & DRAGONS

Divine Mettle

KEYWORDS

Divine

USED

Minor

Close burst 10

ACTION

10

RANGE

vs

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 (+4).

ADDITIONAL EFFECTS

CLASS

Paladin

LEVEL

BOOK

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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 (+5) as extra damage on your next attack this turn.

ADDITIONAL EFFECTS

CLASS

Paladin

LEVEL

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ENCOUNTER POWER

DUNGEONS & DRAGONS

Radiant Delirium

KEYWORDS

Divine, Implement, Radiant

USED

Standard

5

Ranged 5

ACTION

RANGE

4

vs

Reflex

ATTACK

DEFENSE

TARGET

Attack: Charisma vs. Reflex
Hit: 3d8 + Charisma 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.

Accurate symbol: +4 attack, 3d8+4 damage

ADDITIONAL EFFECTS

CLASS

Paladin

LEVEL

1

BOOK

PH

DAILY POWER

DUNGEONS & DRAGONS