

Player Name Ron Aghababian

Richard D'Eversholt

Character Name

3

Level

Paladin

Class

Paragon Path

Epic Destiny

2,250

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
1	Initiative	1	

CONDITIONAL MODIFIERS

### ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
20	STR Strength	5	6
15	CON Constitution	2	3
10	DEX Dexterity	0	1
9	INT Intelligence	-1	0
14	WIS Wisdom	2	3
18	CHA Charisma	4	5

### HIT POINTS

MAX HP	BLOODED	HEALING SURGES	HEALING SURGES
42	21	10	13
	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
0	Acrobatics	DEX	1	0	-1
0	Arcana	INT	0	0	n/a
5	Athletics	STR	6	0	-1
5	Bluff	CHA	5	0	n/a
10	Diplomacy	CHA	5	5	n/a
3	Dungeoneering	WIS	3	0	n/a
2	Endurance	CON	3	0	-1
8	Heal	WIS	3	5	n/a
0	History	INT	0	0	n/a
10	Insight	WIS	3	5	n/a
10	Intimidate	CHA	5	5	n/a
3	Nature	WIS	3	0	n/a
3	Perception	WIS	3	0	n/a
5	Religion	INT	0	5	n/a
0	Stealth	DEX	1	0	-1
5	Streetwise	CHA	5	0	n/a
0	Thievery	DEX	1	0	-1

Richard D'Eversholt

### DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
18	AC	11	6				2	-1

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
18	FORT	11	5	1			1	

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
14	REF	11		1			3	-1

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
17	WILL	11	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
20	Passive Insight	10	+

13	Passive Perception	10	+
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SPECIAL SENSES

### ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Longsword

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 9	1	5		3			

ABILITY: Melee Basic Attack - Javelin

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 8	1	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
9	vs AC	Longsword	1d8+5
8	vs AC	Javelin (Melee)	1d6+5
8	vs AC	Javelin (Range)	1d6+5
6	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**Devoted Paladin** - Gain 1 healing surge, add Charisma modifier (+4) to lay on hands





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

Paladin

LEVEL

★

BOOK

PH

ENCOUNTER POWER

Fearsome Smite

KEYWORDS

Divine, Fear, Weapon

USED

Standard

\*

Melee weapon

ACTION

RANGE

8

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: +8 attack, 2d8+4 damage

ADDITIONAL EFFECTS

CLASS

Paladin

LEVEL

1

BOOK

PH

ENCOUNTER POWER

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

PH

ENCOUNTER POWER

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

BOOK

PH

ENCOUNTER POWER

Strength from Valor

KEYWORDS

Divine, Weapon

USED

Standard

Close burst 1

ACTION

1

RANGE

9

vs

Fort

ATTACK

DEFENSE

TARGET

**Attack:** Strength vs. Fortitude  
**Hit:** 1[W] + Strength modifier (+5) damage. You gain 5 temporary hit points for each target hit by the attack.  
  
Longsword: +9 attack, 1d8+5 damage

ADDITIONAL EFFECTS

CLASS

Paladin

LEVEL

3

BOOK

DP

ENCOUNTER POWER

Radiant Delirium

KEYWORDS

Divine, Implement, Radiant

USED

Standard

Ranged 5

ACTION

RANGE

5

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: +5 attack, 3d8+4 damage

ADDITIONAL EFFECTS

CLASS

Paladin

LEVEL

1

BOOK

PH

DAILY POWER

Divine Counter

KEYWORDS

Divine

USED

Imm Interr

Personal

ACTION

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

**Trigger:** An enemy hits your Fortitude, Reflex, or Will  
**Effect:** You take only half damage from the triggering enemy's attack, and the triggering enemy is subject to your divine sanction until the end of its next turn.

ADDITIONAL EFFECTS

CLASS

Paladin

LEVEL

2

BOOK

DP

UTILITY POWER