

Player Name

Tollok, son of Jettok

1 Paladin

Character Name

Level Class

Paragon Path

Epic Destiny

Total XP

 Dwarf Medium 65 Male 4'5 175 Lawful Good Moradin
 Race Size Age Gender Height Weight Alignment Deity

Adventuring Company

RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
-1	-1		

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + ARMOR/ 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
20	AC	10	8				2	

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
5	Speed (Squares)	5		

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
17	STR Strength	3	3
14	CON Constitution	2	2
8	DEX Dexterity	-1	-1
10	INT Intelligence	0	0
17	WIS Wisdom	3	3
11	CHA Charisma	0	0

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
14	FORT	10	3	1				

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

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SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
14	WILL	10	3	1				

CONDITIONAL BONUSES

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SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
18	Passive Insight	10 +	8

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
13	Passive Perception	10 +	3

SPECIAL SENSES
Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Javelin

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

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Javelin

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d6+3	3				

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
SURGE VALUE	SURGES/DAY	
32	16	8
		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 +5 Racial bonus against poison

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Dwarven Weapon Proficiency - Proficient with hammers.

Cast-Iron Stomach - +5 bonus to saving throws against poison.

Encumbered Speed - Armor or heavy load doesn't reduce your speed. (Other effects still can.)

Dwarven Resilience - Second wind is minor action.

Stand Your Ground - Can move 1 less when forced to move. Immediate saving throw to avoid being knocked prone.

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.

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
5	vs AC	Craghammer	1d10+5
5	vs AC	Javelin (Melee)	1d6+3
5	vs AC	Javelin (Range)	1d6+3
3	vs AC	Unarmed (Melee)	1d4+3

FEATS

Dwarven Weapon Training - +2 damage and proficiency with axes and hammers

SKILLS

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

LANGUAGES KNOWN

Common, Dwarven

CHARACTER NAME
Tollok, son of Jettok

PLAYER NAME

RACE Dwarf CLASS LEVEL 1

HP 32	STR 17	AC 20
Spd 5	CON 14	Fort 14
Init -1	DEX 8	Ref 13
	INT 10	Will 14
	WIS 17	
	CHA 11	
18 Passive Insight	13 Passive Perception	



Second Wind

KEYWORDS USED

Minor		Personal
ACTION		RANGE
	vs	Self
ATTACK	DEFENSE	TARGET

Effect: You spend a healing surge and regain 8 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS
Second wind is a minor action for dwarves.

CLASS LEVEL BOOK PH

PLAY DATA

DUNGEONS & DRAGONS

ENCOUNTER SPECIAL

DUNGEONS & DRAGONS

ENCOUNTER ACTION

DUNGEONS & DRAGONS

Divine Challenge

KEYWORDS Divine, Radiant USED

Minor		Close burst 5
ACTION		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 (+0) 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 (+0) at 11th level, and to 9 + your Charisma modifier (+0) 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 (+3) (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

CLASS Paladin LEVEL BOOK PH

AT-WILL POWER

DUNGEONS & DRAGONS

Holy Strike

KEYWORDS Divine, Radiant, Weapon USED

Standard		Melee weapon
ACTION		RANGE
5	vs	AC
ATTACK	DEFENSE	TARGET

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+3) radiant damage. If you marked the target, you gain a bonus to the damage roll equal to your Wisdom modifier (+3).
Increase damage to 2[W] + Strength modifier (+3) at 21st level.

Craghammer: +5 attack, 1d10+5 damage

ADDITIONAL EFFECTS

CLASS Paladin LEVEL 1 BOOK PH

AT-WILL POWER

DUNGEONS & DRAGONS

Valiant Strike

KEYWORDS Divine, Weapon USED

Standard		Melee weapon
ACTION		RANGE
5	vs	AC
ATTACK	DEFENSE	TARGET

Attack: Strength + 1 per enemy adjacent to you vs. AC
Hit: 1[W] + Strength modifier (+3) damage.
Increase damage to 2[W] + Strength modifier (+3) at 21st level.

Craghammer: +5 attack, 1d10+5 damage

ADDITIONAL EFFECTS
+1 attack bonus per enemy adjacent to you.

CLASS Paladin LEVEL 1 BOOK PH

AT-WILL POWER

DUNGEONS & DRAGONS

Divine Mettle

KEYWORDS Divine USED

Minor		Close burst 10
ACTION		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 (+0).

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 (+3) as extra damage on your next attack this turn.

ADDITIONAL EFFECTS

CLASS Paladin LEVEL BOOK PH

ENCOUNTER POWER

DUNGEONS & DRAGONS

Piercing Smite

KEYWORDS Divine, Weapon USED

Standard	* ↑ ↘	Melee weapon
ACTION	↖ ✖	RANGE
5 vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Attack: Strength vs. Reflex
 Hit: 2[W] + Strength modifier (+3) damage, and the target and a number of enemies adjacent to you equal to your Wisdom modifier (+3) are marked until the end of your next turn.

Craghammer: +5 attack, 2d10+5 damage

ADDITIONAL EFFECTS

CLASS Paladin LEVEL 1 BOOK PH

ENCOUNTER POWER

Paladin's Judgment

KEYWORDS Divine, Healing, Weapon USED

Standard	* ↑ ↘	Melee weapon
ACTION	↖ ✖	RANGE
5 vs AC		One creature
ATTACK	DEFENSE	TARGET

Attack: Strength vs. AC
 Hit: 3[W] + Strength modifier (+3) damage, and one ally within 5 squares of you can spend a healing surge.
 Miss: One ally within 5 squares of you can spend a healing surge.

Craghammer: +5 attack, 3d10+5 damage

ADDITIONAL EFFECTS

CLASS Paladin LEVEL 1 BOOK PH

DAILY POWER