

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

drothgery

2

Level

Alek

Lawful Good male Human Paladin

18 5' 8" 155 lb. Medium Bahamut
Age Height Weight Size Deity

1000

Total XP 2250

Defenses

21	15	16	17
AC	FORT	REF	WILL

Conditional Bonuses

Hit Points

Max HP
(Bloodied 17) **35**

Temp HP

Current Hit Points

Healing Surges

Surge Value Surges/Day
8 **12**

Current Conditions:

Combat Statistics and Senses

Initiative **4**

Conditional Modifiers:

Speed **5**

Passive Insight **18**

Passive Perception **13**

Special Senses: Normal

Action Points

Action Points	Milestones	Action Points
<input type="checkbox"/>	0	1
	1	2
	2	3

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.

Second Wind (one per encounter)

Used

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

Death Saving Throw Failures

Saving Throw Mods **0**

Resistances/Vulnerabilities

Current Conditions and Effects

Basic Attacks

Melee

Longsword

5

Strength vs. AC

1d8

Damage

Ranged

Unarmed

0

Dexterity vs. AC

1d4-1

Damage

Languages

Common, Draconic



Abilities

Ability	Score	Check
STR Strength	11	1
CON Constitution	14	3
DEX Dexterity	8	0
INT Intelligence	12	2
WIS Wisdom	14	3
CHA Charisma	18	5

Skills

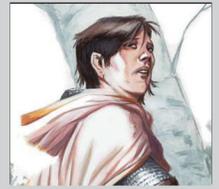
Acrobatics	Dexterity	-4
Arcana	Intelligence	2
Athletics	Strength	-3
Bluff	Charisma	5
Diplomacy	Charisma	10
Dungeoneering	Wisdom	3
Endurance	Constitution	4
Heal	Wisdom	8
History	Intelligence	2
Insight	Wisdom	8
Intimidate	Charisma	5
Nature	Wisdom	3
Perception	Wisdom	3
Religion	Intelligence	7
Stealth	Dexterity	-4
Streetwise	Charisma	5
Thievery	Dexterity	-4

drothgery

Alek

Player Name

Character Name



Character Details

Background

Theme

Mannerisms and Appearance

Personality Traits

Adventuring Company

Death's Domain (HM's 4e game)

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Arms

Hands

Rings

Rings

Off Hand

Main Hand

Waist

Longsword

Armor

Plate Armor

Tattoo

Feet

Ki Focus

Other Equipment

Adventurer's Kit
Potion of Healing

Total Weight (lbs.)

103

Carrying Capacity (lbs.)

Treasure

10 gp
0 gp banked

Normal

110

Heavy

220

Max

550

drothgery

Player Name

Alek

Character Name



Racial Features

Bonus Feat

Choose an extra feat at 1st level.

Bonus Skill

Trained in one additional class skill.

Heroic Effort

Gain the Heroic Effort power

Human Defense Bonuses

+1 to Fortitude, Reflex, and Will.

Human Power Selection

Choose an option for your human character.

Class/Other 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.

Feats

Action Surge

+3 to attacks when you spend an action point

Improved Initiative

+4 to initiative checks

Weapon Expertise (Heavy Blade)

Gain bonus to attack rolls with heavy blades.

Alek

Level 2 Human Paladin

	SCORE	ABILITY	MOD	
HP	11	STR	0	AC
35				21
	14	CON	2	Fort
Spd	8	DEX	-1	15
5	12	INT	1	Ref
	14	WIS	2	16
Init	18	CHA	4	Will
+4				17

18 Passive Insight

13 Passive Perception

Skills

Acrobatics	Dexterity	-4
Arcana	Intelligence	2
Athletics	Strength	-3
Bluff	Charisma	5
Diplomacy	Charisma	• 10
Dungeoneering	Wisdom	3
Endurance	Constitution	• 4
Heal	Wisdom	• 8
History	Intelligence	2
Insight	Wisdom	• 8
Intimidate	Charisma	5
Nature	Wisdom	3
Perception	Wisdom	3
Religion	Intelligence	• 7
Stealth	Dexterity	-4
Streetwise	Charisma	5
Thievery	Dexterity	-4

• indicates a trained skill.

Action Point

Base action points: 1

Action Surge: You gain a +3 bonus to attack rolls you make during any action you gain by spending an action point.



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

Player Name: drothgery

Melee Basic Attack

At-Will ♦ Standard Action

Longsword: +5 vs. AC, 1d8 damage

Melee weapon **Target:** One creature

You resort to the simple attack you learned when you first picked up a melee weapon.

Keyword: Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+0) damage.

Level 21: 2[W] + Str modifier (+0) damage.

Additional Effects

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Unarmed: +0 vs. AC, 1d4-1 damage

Ranged weapon **Target:** One creature

You resort to the simple attack you learned when you first picked up a ranged weapon.

Keyword: Weapon

Attack: Dexterity vs. AC

Hit: 1[W] + Dex modifier (-1) damage.

Level 21: 2[W] + Dex modifier (-1) damage.

Additional Effects

Basic Attack

Enfeebing Strike

At-Will ♦ Standard Action

Longsword: +9 vs. AC, 1d8+4 damage

Melee weapon **Target:** One creature

Your brutal weapon attack leaves your foe weakened.

Keywords: Divine, Weapon

Attack: Charisma vs. AC

Hit: 1[W] + Cha modifier (+4) damage. If you marked the target, it takes a -2 penalty to attack rolls until the end of your next turn.

Additional Effects

Paladin Attack 1

Virtuous Strike

At-Will ♦ Standard Action

Longsword: +9 vs. AC, 1d8+4 damage

Melee weapon **Target:** One creature

The clean light of your weapon pierces your enemies and fills you with resolve.

Keywords: Divine, Radiant, Weapon

Attack: Charisma vs. AC

Hit: 1[W] + Cha modifier (+4) radiant damage, and you gain a +2 bonus to saving throws until the start of your next turn.

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

Additional Effects

Paladin Attack 1

Shielding Smite

Encounter ♦ Standard Action

Longsword: +9 vs. AC, 2d8+4 damage

Melee weapon **Target:** One creature

A translucent golden shield forms in front of a nearby ally as you attack with your weapon.

Keywords: Divine, Weapon

Attack: Charisma vs. AC

Hit: 2[W] + Cha modifier (+4) damage.

Effect: Until the end of your next turn, one ally within 5 squares of you gains a power bonus to AC equal to your Wis modifier (+2).

Additional Effects

Paladin Attack 1

Used

Radiant Delirium

Daily ♦ Standard Action

Holy Symbol: +5 vs. Reflex, 3d8+4 damage

Ranged 5 **Target:** One creature

You engulf your enemy in searing ribbons of radiance.

Keywords: Divine, Implement, Radiant

Attack: Charisma vs. Reflex

Hit: 3d8 + Cha 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.

Additional Effects

Paladin Attack 1

Used

Divine Challenge

At-Will ♦ Minor Action

Close burst 5

Target: One creature in the burst

You boldly confront a nearby enemy, searing it with divine light if it ignores your challenge.

Keywords: Divine, Radiant

Effect: You mark the target. The mark lasts until you use this power again. The mark also ends at the end of your turn if you didn't engage the target, meaning you neither attacked it during your turn nor are adjacent to it at the end of your turn.

Until the mark ends, the target takes radiant damage the first time each round when it targets any of your allies with an attack power that doesn't include you as a target. The damage equals 3 + your Cha modifier (+4).

Special: You can use this power only once per turn.

Additional Effects

Paladin Feature

Lay on Hands

At-Will ♦ Minor Action

Unarmed:

Melee touch

Target: One creature

Your divine touch instantly heals wounds.

Keywords: Divine, Healing

Special: You can use this power a number of times per day equal to your Wis 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.

Additional Effects

Paladin Feature

Divine Mettle

Encounter ♦ Minor Action

Close burst 10

Target: One creature in the burst

Your unswerving faith in your deity empowers a nearby creature to resist a debilitating affliction.

Keyword: Divine

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 Cha modifier (+4).

Additional Effects

Paladin Feature

Used

Divine Strength

Encounter ♦ Minor Action

Personal

You petition your deity for the divine strength to lay low your enemies.

Keyword: Divine

Channel Divinity: You can use only one channel divinity power per encounter

Effect: Apply your Str modifier (+0) as extra damage on your next attack this turn.

Additional Effects

Paladin Feature

Used

Heroic Effort

Encounter ♦ No Action

Personal

Your grim focus and unbridled energy means that failure is not an option.

Trigger: You miss with an attack or fail a saving throw.

Effect: You gain a +4 racial bonus to the attack roll or the saving throw.

Additional Effects

Human Racial Power

Used

Bless Weapon

Daily ♦ Minor Action

Personal

You recite an ancient prayer to imbue your weapon with the power of pure faith.

Keywords: Divine, Radiant

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

Paladin Utility 2

Used

Potion of Healing

Consumable ♦ Level 5

Power (Healing) ♦ Consumable (Minor Action)

Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.