





CHARACTER NAME

Khemnos Darksong

PLAYER NAME

Gary Hoggatt

RACE

Tiefling

CLASS

Paladin

LEVEL

2

HP

33

STR

14

Fort

15

AC

22

CON

12

Ref

16

Speed

5

INT

13

Will

17

Init

+0

WIS

14

CHA

18

15

Passive Insight

15

Passive Perception

PLAY DATA

DUNGEONS & DRAGONS®

Action Points

1

Action Points

You start with 1 action point. When you reach a milestone, you gain 1 more.

Once per encounter, you can spend 1 action point. You exchange it for an extra action: standard, move, or minor. It's a free action to spend a point. You can do so only on your turn and never during a surprise round. Some class features and paragon path features give you or an ally a bonus for spending an action point to gain an extra action.

Some feats and paragon path features require that you spend action points to use them. Regardless of how you spend a point, you can spend only 1 between short rests.

After an extended rest, you have 1 action point again, even if you had a different number before the extended rest.

CLASS

Player Ability

LEVEL

\*

BOOK

PH

ENCOUNTER SPECIAL

DUNGEONS & DRAGONS®

Second Wind

8

Surge Value

11

Surges Per Day

ACTION Standard

RANGE Personal

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 FROM RACE, CLASS, FEAT, ETC.

Second wind is a minor action for dwarves.

CLASS

Player Ability

LEVEL

\*

BOOK

PH

ENCOUNTER ACTION

DUNGEONS & DRAGONS®

Divine Challenge

KEYWORDS

Divine, Radiant

USED

Minor

\*

1

2

Melee touch

ACTION

5

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 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 at 11th level, and to 9 + your Charisma modifier 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 FROM RACE, CLASS, FEAT, ETC.

CLASS

Paladin

LEVEL

BOOK

PH

AT-WILL POWER

DUNGEONS & DRAGONS®

Lay on Hands

KEYWORDS

Divine, Healing

USED

Minor

\*

1

2

Melee touch

ACTION

5

RANGE

vs

One creature

ATTACK

DEFENSE

TARGET

Special: You can use this power a number of times per day equal to your Wisdom modifier (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 FROM RACE, CLASS, FEAT, ETC.

CLASS

Paladin

LEVEL

BOOK

PH

AT-WILL POWER

DUNGEONS & DRAGONS®

Bolstering Strike

KEYWORDS

Divine, Weapon

USED

Standard

\*

1

2

Melee weapon

ACTION

5

RANGE

9

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier damage, and you gain temporary hit points equal to your Wisdom modifier.

Increase damage to 2[W] + Charisma modifier at 21st level.

Your stats using Thundering Bastard sword +1: +9 attack bonus, 1d10+5 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

+1 to attack rolls against bloodied foes - Bloodhunt.

CLASS

Paladin

LEVEL

1

BOOK

PH

AT-WILL POWER

DUNGEONS & DRAGONS®

Enfeebling Strike

KEYWORDS

Divine, Weapon

USED

Standard

\*

1

2

Melee weapon

ACTION

5

RANGE

9

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Charisma vs. AC

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

Increase damage to 2[W] + Charisma modifier at 21st level.

Your stats using Thundering Bastard sword +1: +9 attack bonus, 1d10+5 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

+1 to attack rolls against bloodied foes - Bloodhunt.

CLASS

Paladin

LEVEL

1

BOOK

PH

AT-WILL POWER

DUNGEONS & DRAGONS®

Infernal Wrath

KEYWORDS

USED

Minor

\*

1

2

Personal

ACTION

5

RANGE

vs

ATTACK

DEFENSE

TARGET

Effect: You can channel your fury to gain a +1 power bonus to your next attack roll against an enemy that hit you since your last turn. If your attack hits and deals damage, add your Charisma modifier as extra damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS

Racial Power

LEVEL

\*

BOOK

PH

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Divine Mettle

KEYWORDS

Divine

USED

Minor

Close burst 10

ACTION

10

RANGE

vs

One creature in burst

ATTACK

DEFENSE

TARGET

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

Effect: The target makes a saving throw with a bonus equal to your Charisma modifier.

Prerequisite: Channel Divinity, Paladin

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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 only use one channel divinity per encounter

Effect: Apply your Strength modifier as extra damage on your next attack this turn.

Prerequisite: Channel Divinity, Paladin

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS

Paladin

LEVEL

BOOK

PH

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Shielding Smite

KEYWORDS

Divine, Weapon

USED

Standard

Melee weapon

ACTION

RANGE

9

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Charisma vs. AC

Hit: 2[W] + Charisma modifier 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 Wisdom modifier.

Your stats using Thundering Bastard sword +1: +9 attack bonus, 2d10+5 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

+1 to attack rolls against bloodied foes - Bloodhunt.

CLASS

Paladin

LEVEL

1

BOOK

PH

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Radiant Delirium

KEYWORDS

Divine, Implement, Radiant

USED

Standard

Ranged 5

ACTION

RANGE

5

vs

Reflex

One creature

ATTACK

DEFENSE

TARGET

Attack: Charisma vs. Reflex

Hit: 3d8 + Charisma modifier 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.

Your stats (Unarmed): +5 attack bonus, 3d8+4 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

+1 to attack rolls against bloodied foes - Bloodhunt.

CLASS

Paladin

LEVEL

1

BOOK

PH

DAILY POWER

DUNGEONS & DRAGONS®

Martyr's Blessing

KEYWORDS

Divine

USED

Minor

Close burst 1

ACTION

1

RANGE

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

Trigger: An adjacent ally is hit by a melee or a ranged attack

Effect: You are hit by the attack instead.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS

Paladin

LEVEL

2

BOOK

PH

UTILITY POWER

DUNGEONS & DRAGONS®

Thundering Bastard sword +1

BONUS

+1 Attack rolls and damage

+1d6 thunder damage

PROPERTIES

ACTION

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

POWER

Power (Daily • Thunder): Free Action. Use this power when you hit with the weapon. Deal 1d8 thunder damage and push 1 square.

ITEM SLOT/TYPE

One-hand

LEVEL

3

PRICE

680

BOOK

PH

MAGIC ITEM

DUNGEONS & DRAGONS®

Dwarven Plate Armor +1

BONUS

+1 AC

PROPERTIES

Gain a +1 item bonus to Endurance checks.

ACTION

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

POWER

Power (Daily • Healing): Free Action. Regain hit points as if you had spent a healing surge.

ITEM SLOT/TYPE

Body

LEVEL

2

PRICE

520

BOOK

PH

MAGIC ITEM

DUNGEONS & DRAGONS®

Amulet of Protection +1

BONUS

+1 Fortitude, Reflex, and Will

PROPERTIES

ACTION

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

Item Slot: Neck

ITEM SLOT/TYPE

Neck

LEVEL

1

PRICE

360

BOOK

PH

MAGIC ITEM

DUNGEONS & DRAGONS®

Potion of Healing (heroic tier)

BONUS		ENHANCEMENT		CRITICAL	
PROPERTIES					
ACTION		KEYWORDS		USED	
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY			
POWER					
Power (Consumable • Healing): Minor Action. Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.					
ITEM SLOT/TYPE		LEVEL	PRICE	BOOK	
		5	50	PH	
MAGIC ITEM		DUNGEONS & DRAGONS®			

Khemnos Darksong

Character Name

Tiefling

Race

2

Level

28

Age

Paladin

Class

Male

Gender

5'8"

Height

Medium

Size

175 lbs.

Weight

ABILITY SCORES

SCORE

ABILITY

MOD + 1/2 LVL

14

STRStrength

3

12

CONConstitution

2

8

DEXDexterity

-1

13

INTIntelligence

2

14

WISWisdom

3

18

CHACharisma

5

DEFENSES

SCORE

10 + ARMOR/  
1/2 LVL

DEFENSE

1/2 LVL

ABIL

CLASS

FEAT

ENH

MISC

MISC

22

AC

11

8

1

2

CONDITIONAL BONUSES

10 +

DEFENSE

1/2 LVL

ABIL

CLASS

FEAT

ENH

MISC

MISC

15

FORT

11

2

1

1

CONDITIONAL BONUSES

10 +

DEFENSE

1/2 LVL

ABIL

CLASS

FEAT

ENH

MISC

MISC

16

REF

11

1

1

1

2

CONDITIONAL BONUSES

10 +

DEFENSE

1/2 LVL

ABIL

CLASS

FEAT

ENH

MISC

MISC

17

WILL

11

4

1

1

CONDITIONAL BONUSES

INITIATIVE

DEX

1/2 LVL

MISC

0

Initiative

-1

1

CONDITIONAL MODIFIERS

2

Level

Paladin

Class

Male

Gender

5'8"

Height


Medium

Size

175 lbs.

Weight

CHARACTER PORTRAIT



HIT POINTS

MAX HP

33

BLOODED

16

SURGE VALUE

8

SURGES/DAY

11

CURRENT HIT POINTS

1/2 HP

1/4 HP

CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES

Resist 6 Fire

CURRENT CONDITIONS AND EFFECTS

MOVEMENT

SCORE

5

Speed (Squares)

6

BASE

ARMOR

ITEM

MISC

SPECIAL MOVEMENT

SENSES

SCORE

PASSIVE SENSE

BASE

SKILL BONUS

15

Passive Insight

10

+

5

15

Passive Perception

10

+

5

SPECIAL SENSES

Low-light Vision

ACTION POINTS

MILESTONES

0

1

2

3

ACTION POINTS

1

2

3

Action Points

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Infernal Wrath

- Use infernal wrath as an encounter power.

Fire Resistance

- Resist fire 5 + 1/2 level.

Bloodhunt

- +1 on attacks against bloodied foes.

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

LANGUAGES KNOWN

Common, Primordial

Khemnos Darksong

Character Name

Tiefling

Race

2

Level

28

Age

Paladin

Class

Male

Gender

5'8"

Height

Medium

Size

175 lbs.

Weight

Paragon Path

Unaligned

Alignment

Epic Destiny

The Raven Queen

Deity

Total XP

1,000

Weapon Proficiency (Bastard sword) - Gain proficiency with the Bastard sword.

Jack of All Trades - +2 to untrained skill checks

FEATS

Weapon Proficiency (Bastard sword) - Gain proficiency with the Bastard sword.

Jack of All Trades - +2 to untrained skill checks

BASIC ATTACKS			WEAPON OR POWER		DAMAGE	
ATTACK	DEFENSE	AC				
7	vs	AC	Thundering Bastard sv		1d10+3	
6	vs	AC	Dagger (Melee)		1d4+2	
3	vs	AC	Dagger (Range)		1d4-1	
2	vs	AC	Crossbow		1d8-1	