

Player Name

Kraegyn

3 Paladin

Character Name

Level Class

Paragon Path

Epic Destiny

2,250

Total XP

Dragonborn

Medium

18

Male

6'7"

310 lb.

Unaligned

Kord

Race Size Age Gender Height Weight Alignment Deity

Adventuring Company

RPGA Number

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
1	1	1	

CONDITIONAL MODIFIERS

### DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
20	AC	11	8			1		

CONDITIONAL BONUSES

### MOVEMENT

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

SPECIAL MOVEMENT

### ABILITY SCORES

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

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
17	FORT	11	4	1		1		

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
13	REF	11		1		1		

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	WILL	11	2	1		1		

CONDITIONAL BONUSES

### SENSES

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

13	Passive Perception	10	+	3
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SPECIAL SENSES

SPECIAL SENSES

### ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Vicious Falchion +1

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 9	1	4		3		1	

ABILITY: Melee Basic Attack - Magic Javelin +1

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 8	1	4		2		1	

### DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Vicious Falchion +1

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
2d4+5	4		1		

ABILITY: Melee Basic Attack - Magic Javelin +1

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d6+5	4		1		

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
9	vs AC	Vicious Falchion +1	2d4+5
8	vs AC	Magic Javelin +1 (Melee)	1d6+5
8	vs AC	Magic Javelin +1 (Range)	1d6+5
7	vs AC	Flail	1d10+4

### FEATS

**Toughness** - Gain 5 additional hit points per tier**Student of Battle** - Warlord: skill training, inspiring word 1/day

### HIT POINTS

MAX HP	BLOODED	HEALING SURGES	SURGE VALUE	SURGES/DAY
46	23	13	12	
	1/2 HP	1/4 HP		
CURRENT HIT POINTS		CURRENT SURGE USES		
SECOND WIND 1/ENCOUNTER				USED <input type="checkbox"/>
TEMPORARY HIT POINTS				
DEATH SAVING THROW FAILURES				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
SAVING THROW MODS				
RESISTANCES Resist 5 Fire, Resist 5 Necrotic, Resist 5 Poison				
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

**Dragon Breath** - Use dragon breath as an encounter power.**Dragon Breath Strength** - Use STR for Dragon Breath**Dragon Breath Acid** - Dragon Breath deals acid damage**Dragonborn Fury** - +1 to attacks while bloodied.**Draconic Heritage** - Add Con mod to healing surge value.

### 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

Common, Draconic

### SKILLS

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



Kraegyn

PLAYER NAME

RACE Dragonborn

CLASS

LEVEL 3

HP  
46

18 STR  
14 CON

AC  
20

Spd  
5

10 DEX  
8 INT

Fort  
17

Init  
+1

14 WIS  
15 CHA

Ref  
13

Will  
15

13 Passive  
Insight

13 Passive  
Perception



## PLAY DATA

DUNGEONS &amp; DRAGONS®

## Divine Challenge

KEYWORDS Divine, Radiant

USED

Minor		Close burst 5
<b>ACTION</b>		<b>RANGE</b>
	vs	One creature in burst
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

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 (+2) 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 (+2) at 11th level, and to 9 + your Charisma modifier (+2) 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 &amp; DRAGONS®

## Valiant Strike

KEYWORDS Divine, Weapon

USED

Standard		Melee weapon
<b>ACTION</b>		<b>RANGE</b>
9	vs	AC
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

Attack: Strength + 1 per enemy adjacent to you vs. AC

Hit: 1[W] + Strength modifier (+4) damage.

Increase damage to 2[W] + Strength modifier (+4) at 21st level.

Vicious Falchion +1: +9 attack, 2d4+5 damage

ADDITIONAL EFFECTS

+1 attack bonus per enemy adjacent to you.

+1 to attack rolls when you're bloodied - Dragonborn Fury.

CLASS Paladin

LEVEL 1

BOOK PH


## AT-WILL POWER

DUNGEONS &amp; DRAGONS®

## Lay on Hands

KEYWORDS Divine, Healing

USED

Minor		Melee touch
<b>ACTION</b>		<b>RANGE</b>
	vs	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

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

CLASS Paladin

LEVEL

BOOK PH

## AT-WILL POWER

DUNGEONS &amp; DRAGONS®

## Dragon Breath

KEYWORDS Acid, Cold, Fire, Lightning or Poison

USED

Minor		Close blast 3
<b>ACTION</b>		<b>RANGE</b>
7	vs	Reflex
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

Attack: Strength +2 vs. Reflex, Constitution +2 vs. Reflex, or Dexterity +2 vs. Reflex

Hit: 1d6 + Constitution modifier (+2) damage.

Increase to +4 bonus and 2d6 + Constitution modifier (+2) damage at 11th level, and to +6 bonus and 3d6 + Constitution modifier (+2) damage at 21st level.

Special: When you create your character, choose Strength, Constitution, or Dexterity as the ability score you use when making attack rolls with this power. You also choose the power's damage type: acid, cold, fire, lightning, or poison. These two choices remain throughout your character's life and do not change the power's other effects.

ADDITIONAL EFFECTS

+1 to attack rolls when you're bloodied - Dragonborn Fury.

CLASS Racial Power

LEVEL \*

BOOK PH



## ENCOUNTER POWER

DUNGEONS &amp; DRAGONS®

## Second Wind

KEYWORDS

USED

Standard		Personal
<b>ACTION</b>		<b>RANGE</b>
	vs	Self
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

Effect: You spend a healing surge and regain 13 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK PH



## ENCOUNTER ACTION

DUNGEONS &amp; DRAGONS®

## Holy Strike

KEYWORDS Divine, Radiant, Weapon

USED

Standard		Melee weapon
<b>ACTION</b>		<b>RANGE</b>
9	vs	AC
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier (+4) radiant damage.

If you marked the target, you gain a bonus to the damage roll equal to your Wisdom modifier (+2). Increase damage to 2[W] + Strength modifier (+4) at 21st level.

Vicious Falchion +1: +9 attack, 2d4+5 damage

ADDITIONAL EFFECTS

+1 to attack rolls when you're bloodied - Dragonborn Fury.

CLASS Paladin

LEVEL 1

BOOK PH



## AT-WILL POWER

DUNGEONS &amp; DRAGONS®

## Divine Mettle

KEYWORDS Divine

USED

Minor		Close burst 10
<b>ACTION</b>		<b>RANGE</b>
	vs	One creature in burst
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

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 (+2).

ADDITIONAL EFFECTS

CLASS Paladin

LEVEL

BOOK PH

## ENCOUNTER POWER

DUNGEONS &amp; 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 (+4) as extra damage on your next attack this turn.

ADDITIONAL EFFECTS

CLASSPaladinLEVELBOOKPH

Piercing Smite

KEYWORDS

Divine, Weapon

USED

Standard

\*

↓

↗

Melee weapon

ACTION

↶

✱

RANGE

9

vs

Reflex

One creature

ATTACK

DEFENSE

TARGET

Attack: Strength vs. Reflex  
Hit: 2[W] + Strength modifier (+4) damage, and the target and a number of enemies adjacent to you equal to your Wisdom modifier (+2) are marked until the end of your next turn.  
  
Vicious Falchion +1: +9 attack, 4d4+5 damage

ADDITIONAL EFFECTS  
+1 to attack rolls when you're bloodied - Dragonborn Fury.

CLASSPaladinLEVEL1BOOKPH

Invigorating Smite

KEYWORDS

Divine, Healing, Weapon

USED

Standard

\*

↓

↗

Melee weapon

ACTION

↶

✱

RANGE

7

vs

Will

One creature

ATTACK

DEFENSE

TARGET

Attack: Charisma vs. Will  
Hit: 2[W] + Charisma modifier (+2) damage. If you are bloodied, you regain hit points equal to 5 + your Wisdom modifier (+2). Bloodied allies within 5 squares of you also regain hit points equal to 5 + your Wisdom modifier (+2).  
  
Vicious Falchion +1: +7 attack, 4d4+3 damage

ADDITIONAL EFFECTS  
+1 to attack rolls when you're bloodied - Dragonborn Fury.

CLASSPaladinLEVEL3BOOKPH

ENCOUNTER POWER

Paladin's Judgment

KEYWORDS

Divine, Healing, Weapon

USED

Standard

\*

↓

↗

Melee weapon

ACTION

↶

✱

RANGE

9

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Strength vs. AC  
Hit: 3[W] + Strength modifier (+4) 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.  
  
Vicious Falchion +1: +9 attack, 6d4+5 damage

ADDITIONAL EFFECTS  
+1 to attack rolls when you're bloodied - Dragonborn Fury.

CLASSPaladinLEVELBOOKPH

ENCOUNTER POWER

Inspiring Word

KEYWORDS

Healing, Martial

USED

Minor

↓

↗

Close burst 5 (10 at 11th level, 15 at 16th level)

ACTION

↶

5

✱

RANGE

vs

You or one ally in burst

ATTACK

DEFENSE

TARGET

Effect: The target can spend a healing surge and regain an additional 1d6 hit points.  
The amount of additional hit points regained is 2d6 at 6th level, 3d6 at 11th level, 4d6 at 16th level, 5d6 at 21st level, and 6d6 at 26th level.

ADDITIONAL EFFECTS  
+1 to attack rolls when you're bloodied - Dragonborn Fury.

CLASSWarlordLEVELBOOKPH

ENCOUNTER POWER

Sacred Circle

KEYWORDS

Divine, Implement, Zone

USED

Standard

↓

↗

Close burst 3

ACTION

↶

3

✱

RANGE

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

Effect: The burst creates a zone that, until the end of the encounter, gives you and allies within it a +1 power bonus to AC.

ADDITIONAL EFFECTS

CLASSPaladinLEVEL2BOOKPH

DAILY POWER

Black Iron Plate Armor +1

BONUS

+1 AC

CRITICAL

PROPERTIES  
Resist 5 fire. Resist 5 necrotic.

KEYWORDS

USED

ACTION

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

ITEM SLOTYPEBodyLEVEL4PRICE840BOOK

DAILY POWER

Vicious Falchion +1

BONUS

+1 attack rolls and damage

+1d12 damage

PROPERTIES

KEYWORDS

USED

ACTION

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

ITEM SLOTYPETwo-HandsLEVEL2PRICE520BOOK

UTILITY POWER

Amulet of Health +1

BONUS

+1 Fortitude, Reflex, and Will

CRITICAL

PROPERTIES  
Gain resist 5 poison.

KEYWORDS

USED

ACTION

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER  
Item Slot: Neck

ITEM SLOTYPENeckLEVEL3PRICE680BOOK

Magic Javelin +1

	+1 attack rolls and damage	+1d6 damage		
BONUS	ENHANCEMENT	CRITICAL		
PROPERTIES				
	KEYWORDS	USED		
ACTION				
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY		
POWER				
ITEM SLOT/TYPE	One-hand	LEVEL 1	PRICE 360	BOOK
MAGIC ITEM		D&D DUNGEONS & DRAGONS®		