

Player Name

Kraegyn

4

Paladin

Character Name

Level

Class

Paragon Path

Epic Destiny

Total XP

3,750

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
2	Initiative	2	

CONDITIONAL MODIFIERS

ABILITY SCORES

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

HIT POINTS

MAX HP	BLOODED	HEALING SURGES SURGE VALUE	SURGES/DAY
52	26	15	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			

SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
0	Acrobatics	DEX	2	0	-2
1	Arcana	INT	1	0	n/a
9	Athletics	STR	6	5	-2
5	Bluff	CHA	5	0	n/a
5	Diplomacy	CHA	5	0	n/a
4	Dungeoneering	WIS	4	0	n/a
7	Endurance	CON	4	5	-2
9	Heal	WIS	4	5	n/a
3	History	INT	1	0	n/a
4	Insight	WIS	4	0	n/a
12	Intimidate	CHA	5	5	n/a
4	Nature	WIS	4	0	n/a
4	Perception	WIS	4	0	n/a
6	Religion	INT	1	5	n/a
0	Stealth	DEX	2	0	-2
5	Streetwise	CHA	5	0	n/a
0	Thievery	DEX	2	0	-2

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
21	AC	12	8			1		

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
18	FORT	12	4	1		1		

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
14	REF	12		1		1		

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
17	WILL	12	3	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

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.**History Bonus****Intimidate Bonus**

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

MOVEMENT

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

SPECIAL MOVEMENT

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
14	Passive Insight	10	+

14	Passive Perception	10	+
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SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Vicious Falchion +1

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 11	2	4		3		1	1

ABILITY: Melee Basic Attack - Magic Javelin +1

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 9	2	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
11	vs AC	Vicious Falchion +1	2d4+5
9	vs AC	Magic Javelin +1 (Melee)	1d6+5
9	vs AC	Magic Javelin +1 (Range)	1d6+5
8	vs AC	Flail	1d10+4

FEATS

Toughness - Gain 5 additional hit points per tier**Student of Battle** - Warlord: skill training, inspiring word 1/day**Weapon Expertise (Heavy Blade)** - Gain bonus to attack rolls with heavy blades.

CHARACTER NAME

Kraegyn

PLAYER NAME

RACE

Dragonborn

CLASS

Paladin

LEVEL

4

HP

52

STR

19

AC

21

Spd

5

CON

14

Fort

18

Init

+2

DEX

10

Ref

14

INT

8

WIS

14

CHA

16

Will

17

14

Passive Insight

14

Passive Perception

PLAY DATA

DUNGEONS & DRAGONS

ACTION POINT

ENCOUNTER SPECIAL

DUNGEONS & DRAGONS

Second Wind

KEYWORDS

USED

Standard

Personal

ACTION

RANGE

vs

Self

ATTACK

DEFENSE

TARGET

Effect: You spend a healing surge and regain 15 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 & DRAGONS

Divine Challenge

KEYWORDS

Divine, Radiant

USED

Minor

Close burst 5

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 (+3) 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 (+3) at 11th level, and to 9 + your Charisma modifier (+3) 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 (+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.

Unarmed: +2 attack

ADDITIONAL EFFECTS

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

CLASS

Paladin

LEVEL

BOOK

PH

AT-WILL POWER

DUNGEONS & DRAGONS

Holy Strike

KEYWORDS

Divine, Radiant, Weapon

USED

Standard

Melee weapon

ACTION

RANGE

11

vs

AC

One creature

ATTACK

DEFENSE

TARGET

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: +11 attack, 2d4+5 damage

ADDITIONAL EFFECTS

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

CLASS

Paladin

LEVEL

1

BOOK

PH

AT-WILL POWER

DUNGEONS & DRAGONS

Valiant Strike

KEYWORDS

Divine, Weapon

USED

Standard

Melee weapon

ACTION

RANGE

11

vs

AC

One creature

ATTACK

DEFENSE

TARGET

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: +11 attack, 2d4+5 damage

ADDITIONAL EFFECTS

+1 attack bonus per enemy adjacent to you.
+1 Racial bonus to attack rolls when you're bloodied - Dragonborn Fury.

CLASS

Paladin

LEVEL

1

BOOK

PH

AT-WILL POWER

DUNGEONS & DRAGONS

Dragon Breath

KEYWORDS

Acid, Cold, Fire, Lightning or Poison

USED

Minor

Close blast 3

ACTION

3

RANGE

8

vs

Reflex

All creatures in area.

ATTACK

DEFENSE

TARGET

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.

Unarmed: +8 attack, 1d6+2 damage

ADDITIONAL EFFECTS

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

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 use only one channel divinity power per encounter
Effect: The target makes a saving throw with a bonus equal to your Charisma modifier (+3).

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 (+4) as extra damage on your next attack this turn.

ADDITIONAL EFFECTS

CLASSPaladinLEVELBOOKPH

ENCOUNTER POWER

Piercing Smite

KEYWORDS

Divine, Weapon

USED

Standard

Melee weapon

ACTION

RANGE

11

vs

Reflex

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: +11 attack, 4d4+5 damage

ADDITIONAL EFFECTS

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

CLASSPaladinLEVEL1BOOKPH

ENCOUNTER POWER

Invigorating Smite

KEYWORDS

Divine, Healing, Weapon

USED

Standard

Melee weapon

ACTION

RANGE

10

vs

Will

ATTACK

DEFENSE

TARGET

Attack: Charisma vs. Will
Hit: 2[W] + Charisma modifier (+3) 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: +10 attack, 4d4+4 damage

ADDITIONAL EFFECTS

+1 Racial bonus 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

11

vs

AC

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: +11 attack, 6d4+5 damage

ADDITIONAL EFFECTS

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

CLASSPaladinLEVEL1BOOKPH

DAILY POWER

Inspiring Word

KEYWORDS

Healing, Martial

USED

Minor

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

ACTION

5

RANGE

vs

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.

Unarmed: +2 attack

ADDITIONAL EFFECTS

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

CLASSWarlordLEVELBOOKPH

DAILY POWER

Bless Weapon

KEYWORDS

Divine, Radiant

USED

Minor

Personal

ACTION

RANGE

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

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

CLASSPaladinLEVEL2BOOKDP

UTILITY POWER

Vicious Falchion +1

2d4

3

Heavy Blade

DAMAGEPROFICIENTGROUPRANGE

+1 attack rolls and damage rolls

2

+1d12 damage

ENHANCEMENTLEVELCRITICAL

PROPERTIES

High Crit

Melee Basic Attack: +11 attack, 2d4+5 damage

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

ITEM SLOTTwo-HandsWEIGHT7PRICE520BOOKPH

MAGIC WEAPON

Magic Javelin +1

1d6

2

Spear

10/20

DAMAGEPROFICIENTGROUPRANGE

+1 attack rolls and damage rolls

1

+1d6 damage

ENHANCEMENTLEVELCRITICAL

PROPERTIES

Heavy Thrown

Melee Basic Attack: +9 attack, 1d6+5 damage
Ranged Basic Attack: +9 attack, 1d6+5 damage

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

ITEM SLOTOne-handWEIGHT2PRICE360BOOKPH

MAGIC WEAPON

Black Iron Plate Armor +1

8

-2

-1

1

AC BONUSCHECKSPEEDQUANTITY

+1 AC

4

Armor

ENHANCEMENTLEVELTYPE

PROPERTIES

Resist 5 fire.
Resist 5 necrotic.

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

ITEM SLOBodyWEIGHT50PRICE840BOOKPH

MAGIC ITEM

Amulet of Health +1

			1
AC BONUS	CHECK	SPEED	QUANTITY
+1 Fortitude, Reflex, and Will	3	Neck Slot Item	
ENHANCEMENT	LEVEL	TYPE	
<div>PROPERTIES</div> <div>Gain resist 5 poison.</div>			
<div><div><input type="checkbox"/> AT-WILL</div><div><input type="checkbox"/> ENCOUNTER</div><div><input type="checkbox"/> DAILY</div></div>			
<div>POWER</div>			
ITEM SLOT	Neck	WEIGHT	0
PRICE	680	BOOK	PH
MAGIC ITEM		DUNGEONS & DRAGONS®	