

Dungeons & Dragons 4e

Character Sheet

Brandon

Player Name

Lucius Athalanisiir

Character Name

Half-Elf

Race

M

Size

M

Age

6'0"

Height

200 lbs.

Weight

Good

Alignment

Bahamut

Deity

2

Level

Paladin

Class

Paragon Path

Epic Destiny

Total XP

INITIATIVE

MODIFIER	DEX	½ LVL	MISC
+0	Initiative	-1	+1
Conditional Modifiers			

DEFENSES

SCORE	DEFENSE	10 + ½ LVL	ABIL	CLASS	FEAT	ENH	ARMOR	SHIELD
19	AC	11	+0	+0			+8	+0
Conditional Modifiers:								

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
5	Speed	(squares)	6	-1
Special Movement				

ABILITY SCORES

SCORE	ABIL MOD	MOD + ½ LVL
16	STRENGTH	+3
16	CONSTITUTION	+3
9	DEXTERITY	-1
11	INTELLIGENCE	+0
14	WISDOM	+2
17	CHARISMA	+3

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL
15	Passive Insight	10	+

13	Passive Perception	10	+
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Special Senses

Low-light vision

BASIC ATTACKS

WEAPON OR POWER

BONUS	TARGET	DAMAGE	RANGE
+7	vs AC	1d10 + 4	0
Special Attributes			

HIT POINTS

MAX HP	BLOODED	SURGE VALUE	SURGES/DAY
37	18	9	13
BONUS HP FROM FEATS			

CURRENT HITPOINTS

CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER			
USED			
TEMPORARY HITPOINTS			
DEATH SAVING THROW FAILURES			
SAVING THROW MODIFIERS			
RESISTANCES			
CURRENT CONDITIONS AND EFFECTS			

ACTION POINTS

Milestone	Action Points
0	1
1	2
2	3

Additional effects for spending action points:

Holy Strike Paladin Attack 1
You strike an enemy with your weapon, which ignites with holy light.
At-Will Divine, Radiant, Weapon
Standard Action Melee weapon
Target: One creature
Attack: +7 Strength vs. AC
Hit: 1[W] + Strength modifier radiant damage. If you marked the target, you gain a bonus to the damage roll equal to your Wisdom modifier.
Increase damage to 2[W] + Strength modifier at 21 st level.

Valiant Strike Paladin Attack 1
As you bring your weapon to bear, the odds against you add strength to your attack.
At-Will Divine, Weapon
Standard Action Melee weapon
Target: One creature
Attack: +7 Strength vs. AC
+1 per enemy adjacent to you.
Hit: 1[W] + Strength modifier damage.
Increase damage to 2[W] + Strength modifier at 21 st level.

Fearsome Smite Paladin Attack 1
When you strike a foe with your weapon, the force of the blow causes him to shudder and second-guess his tactics.
Encounter Divine, Fear, Weapon
Standard Action Melee weapon
Target: One creature
Attack: +7 Charisma vs. AC
Hit: 2[W] + Charisma modifier damage. Until the end of your next turn, the target takes a penalty to attack rolls equal to your Wisdom modifier.

Wolf Pack Tactics Warlord Attack 1

Step by step, you and your friends surround the enemy.

At-Will Divine, Martial, Weapon
Standard Action Melee weapon
Target: One creature
Special: Before you attack, you let one ally adjacent to either you or the target shift 1 square as a free action.
Attack: +7 Strength vs. AC
Hit: 1[W] + Strength modifier damage.
Increase damage to 2[W] + Strength modifier at 21 st level.

Paladin's Judgment Paladin Attack 1

Your melee attack punishes your enemy and heals an ally.

Daily Divine, Healing, Weapon
Standard Action Melee weapon
Target: One creature
Attack: +7 Strength vs. AC
Hit: 3[W] + Strength modifier damage, and one ally within 5 squares can spend a healing surge.
Miss: One ally within 5 squares of you can spend a healing surge.

Inspiring Word Warlord Feature

You call out to a wounded ally and offer inspiring words of courage and determination that help that ally heal.

Encounter (Special) Divine, Martial, Healing
Special: You can use this power twice per encounter, but only once per round. At 16th level, you can use inspiring word three times per encounter.
Minor Action Close burst 5
Target: You or one ally in burst
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 6 th level, 3d6 at 11 th level, 5d6 at 21 st level, and 6d6 at 26 th level.

BONUS	SKILL NAME	TRAINED (+5)	ABIL MOD + ½ LVL	ACP	MISC
-2	Acrobatics	DEX	+ 0	-2	+
+1	Arcana	INT	+ 1	n/a	+
+7	Athletics	STR	+5	+ 4	-2
+4	Bluff	CHA	+ 4	n/a	+
+11	Diplomacy	CHA	+5	+ 4	n/a
+3	Dungeoneering	WIS	+ 3	n/a	+
+2	Endurance	CON	+ 4	-2	+
+8	Heal	WIS	+5	+ 3	n/a
+1	History	INT	+ 1	n/a	+
+5	Insight	WIS	+ 3	n/a	+
+9	Intimidate	CHA	+5	+ 4	n/a
+3	Nature	WIS	+ 3	n/a	+
+3	Perception	WIS	+ 3	n/a	+
+6	Religion	INT	+5	+ 1	n/a
-2	Stealth	DEX	+ 0	-2	+
+4	Streetwise	CHA	+ 4	n/a	+
-2	Thievery	DEX	+ 0	-2	+

