

Brandon

Player Name

Lucius Athalanisiiir

Character Name

Half-Elf

Race

M

Size

M

Age

6'0"

Height

200 lbs.

Weight

Good

Alignment

Paragon Path

Bahamut

Deity

Epic Destiny

Adventuring Company or Other Affiliations

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	+ 5

SCORE	PASSIVE SENSE	BASE	SKILL
13	Passive Perception	10	+ 3

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 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	2
1	1
2	3

Additional effects for spending action points:

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<sup>st</sup> level.

### Variant 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<sup>st</sup> 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 ◊ 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<sup>st</sup> 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) ◊ 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<sup>th</sup> level, 3d6 at 11<sup>th</sup> level, 5d6 at 21<sup>st</sup> level, and 6d6 at 26<sup>th</sup> level.

## SKILLS

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	+ 4	+ -2	
+4	Bluff	CHA	+ 4	+ n/a	
+11	Diplomacy	CHA	+ 4	+ n/a	2
+3	Dungeoneering	WIS	+ 3	+ n/a	
+2	Endurance	CON	+ 4	+ -2	
+8	Heal	WIS	+ 3	+ n/a	
+1	History	INT	+ 1	+ n/a	
+5	Insight	WIS	+ 3	+ n/a	2
+9	Intimidate	CHA	+ 4	+ n/a	
+3	Nature	WIS	+ 3	+ n/a	
+3	Perception	WIS	+ 3	+ n/a	
+6	Religion	INT	+ 1	+ n/a	
-2	Stealth	DEX	+ 0	+ -2	
+4	Streetwise	CHA	+ 4	+ n/a	
-2	Thievery	DEX	+ 0	+ -2	

