

Player Name Holyman

2 250

DEFENSES

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

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

CONDITIONAL MODIFIERS

CONDITIONAL BONUSES

SPECIAL MOVEMENT

SENSES

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

CONDITIONAL BONUSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
18	Passive Insight	10 +	8

$$13 \text{ Passive Perception } 10 + 3$$

SPECIAL SENSES

		DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	REF	11		1				3	

CONDITIONAL BONUSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Magic Longsword +2

ATT BONUS		1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+	7	1	1		3		2	

ABILITY: Melee Basic Attack - Unarmed

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

ACTION POINTS

Action Points		MILESTONES	ACTION POINTS
		0	1
		1	2
		2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

DAMAGE WORKSPACE
ABILITY: Melee Basic Attack - Magic Longsword +2

ABILITY: Melee Basic Attack - Magic Longsword +2

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+3	1		2		

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+1	1				

RACE FEATURES

Bonus Feat - Choose an extra feat at 1st level.

Bonus Skill - Trained in one additional class skill.

Bonus At-Will Power - Know one extra 1st-level attack power from your class.

Human Defense Bonuses - +1 to Fortitude, Reflex, and Will.

SKILLS

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

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, Supernal

CHARACTER NAME
Torath of the Isles

PLAYER NAME
Holyman

RACE HumanCLASS PaladinLEVEL 3

HP
46

Spd
5

Init
+1

SCORE ABILITY MOD

13 STR +1

14 CON +2

10 DEX +0

10 INT +0

14 WIS +2

17 CHA +3

AC
21

Fort
15

Ref
15

Will
16

18 Passive Insight

13 Passive Perception

PLAY DATA

Skills

-3	Acrobatics	DEX
1	Arcana	INT
-2	Athletics	STR
4	Bluff	CHA
9	Diplomacy	CHA (Trained)
3	Dungeoneering	WIS
-1	Endurance	CON
8	Heal	WIS (Trained)
6	History	INT (Trained)
8	Insight	WIS (Trained)
4	Intimidate	CHA
3	Nature	WIS
3	Perception	WIS
6	Religion	INT (Trained)
-3	Stealth	DEX
4	Streetwise	CHA
-3	Thievery	DEX

ADDITIONAL EFFECTS

PLAY DATA

Action Point

ADDITIONAL EFFECTS

Effect: Gain a standard action this turn.
Special: You are reset to one action point when you take an extended rest. You gain an action point each milestone.

ENCOUNTER SPECIAL

Second Wind

KEYWORDS

USED

Standard

Personal

ACTION

RANGE

AT-WILL

ENCOUNTER

DAILY

Effect: You spend a healing surge and regain 11 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK PH

UTILITY POWER

Virtuous Strike

KEYWORDS Divine, Radiant, Weapon

USED

Standard

Melee weapon

ACTION

RANGE

9

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Charisma vs. AC
Hit: 1[W] + Charisma modifier (+3) radiant damage, and you gain a +2 bonus to saving throws until the start of your next turn.
Level 21: 2[W] + Charisma modifier (+3) radiant damage.
Special: This power can be used as a melee basic attack.

Magic Longsword +2: +9 attack, 1d8+5 damage

ADDITIONAL EFFECTS

CLASS Paladin

LEVEL 1

BOOK DP

AT-WILL POWER

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

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: +1 attack

ADDITIONAL EFFECTS

CLASS Paladin

LEVEL

BOOK PH

AT-WILL POWER

Holy Strike

KEYWORDS Divine, Radiant, Weapon

USED

Standard

Melee weapon

ACTION

RANGE

7

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+1) 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 (+1) at 21st level.

Magic Longsword +2: +7 attack, 1d8+3 damage

ADDITIONAL EFFECTS

CLASS Paladin

LEVEL 1

BOOK PH

AT-WILL POWER

Bolstering Strike

KEYWORDS Divine, Weapon

USED

Standard

Melee weapon

ACTION

RANGE

9

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Charisma vs. AC
Hit: 1[W] + Charisma modifier (+3) damage, and you gain temporary hit points equal to your Wisdom modifier (+2).
Increase damage to 2[W] + Charisma modifier (+3) at 21st level.

Magic Longsword +2: +9 attack, 1d8+5 damage

ADDITIONAL EFFECTS

CLASS Paladin

LEVEL 1

BOOK PH

AT-WILL POWER



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 (+3) 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 (+2).

Magic Longsword +2: +9 attack, 2d8+5 damage

ADDITIONAL EFFECTS

CLASS

Paladin

LEVEL

1

BOOK

PH

ENCOUNTER POWER



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



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 (+1) as extra damage on your next attack this turn.

ADDITIONAL EFFECTS

CLASS

Paladin

LEVEL

BOOK

PH

ENCOUNTER POWER



Strength from Valor

KEYWORDS

Divine, Weapon



USED

Standard

Close burst 1

ACTION

1  

RANGE

7

vs

Fort

Each enemy in burst

ATTACK

DEFENSE

TARGET

Attack: Strength vs. Fortitude
Hit: 1[W] + Strength modifier (+1) damage. You gain 5 temporary hit points for each target hit by the attack.

Magic Longsword +2: +7 attack, 1d8+3 damage

ADDITIONAL EFFECTS

CLASS

Paladin

LEVEL

3

BOOK

DP

ENCOUNTER POWER



Glorious Charge

KEYWORDS

Divine, Healing, Weapon



USED

Standard

*  

Melee weapon

ACTION

RANGE

9

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Charisma vs. AC
Hit: 2[W] + Charisma modifier (+3) damage.
Effect: After the attack, each ally within 2 squares of you regains hit points equal to one-half your level + your Wisdom modifier (+2).
Special: When charging, you can use this power in place of a melee basic attack.

Magic Longsword +2: +9 attack, 2d8+5 damage

ADDITIONAL EFFECTS

CLASS

Paladin

LEVEL

1

BOOK

DP

DAILY POWER



Virtue

KEYWORDS

Divine



USED

Minor

Personal

ACTION

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

Effect: You spend a healing surge but regain no hit points. You instead gain temporary hit points equal to your healing surge value.

ADDITIONAL EFFECTS

CLASS

Paladin

LEVEL

2

BOOK

DP

UTILITY POWER

Magic Longsword +2

1d8

3

Heavy Blade

DAMAGE

PROFICIENT

GROUP

RANGE

+2 attack rolls and damage rolls

6

+2d6 damage

ENHANCEMENT

LEVEL

CRITICAL

PROPERTIES

Versatile

Melee Basic Attack: +7 attack, 1d8+3 damage

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

ITEM SLOT

One-hand

WEIGHT

4

PRICE

1800

BOOK

PH

MAGIC WEAPON

Magic Holy Symbol +2

DAMAGE

PROFICIENT

GROUP

RANGE

+2 attack rolls and damage rolls

6

+2d6 damage

ENHANCEMENT

LEVEL

CRITICAL

PROPERTIES

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

ITEM SLOT

Off-hand

WEIGHT

0

PRICE

1800

BOOK

PH

MAGIC WEAPON