

Player Name **Holyman**

Torath of the Isles **4** **Paladin** 3 750
 Character Name Level Class Paragon Path Epic Destiny Total XP
 Human Medium Male Unaligned Wolfcrown
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
2		2	

CONDITIONAL MODIFIERS

DEFENSES

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

CONDITIONAL BONUS

MOVEMENT

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

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
14	STR Strength	2	4
14	CON Constitution	2	4
10	DEX Dexterity	0	2
10	INT Intelligence	0	2
14	WIS Wisdom	2	4
18	CHA Charisma	4	6

FORT

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

CONDITIONAL BONUS

REF

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	REF	12		1			3	

CONDITIONAL BONUS

WILL

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

CONDITIONAL BONUS

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
19	Passive Insight	10	+ 9

Passive Perception

SCORE	BASE	SKILL BONUS
14	10	+ 4

SPECIAL SENSES

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
1/2 HP	1/4 HP	SURGE VALUE
52	26	13
		15

CURRENT HIT POINTS

CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
1	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Magic Longsword +2

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

ABILITY: Melee Basic Attack - Unarmed

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

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Magic Longsword +2

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+4	2		2		

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+2	2				

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.

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
9	vs AC	Magic Longsword +2	1d8+4
4	vs AC	Unarmed (Melee)	1d4+2
2	vs AC	Unarmed (Range)	1d4

SKILLS

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

FEATS

Devoted Paladin - Gain 1 healing surge, add Charisma modifier (+4) to lay on hands

Durable - Increase number of healing surges by 2

Toughness - Gain 5 additional hit points per tier

Path of Destruction

LANGUAGES KNOWN

Common, Supernal

CHARACTER NAME
Torath of the Isles

PLAYER NAME
Holyman

RACE Human CLASS Paladin LEVEL 4

HP	SCORE	ABILITY	MOD	AC
52	14	STR	+2	22
Spd	14	CON	+2	Fort
5	10	DEX	+0	16
Init	10	INT	+0	Ref
+2	14	WIS	+2	16
	18	CHA	+4	Will
				18

19 Passive Insight 14 Passive Perception

Skills

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

ADDITIONAL EFFECTS

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.

PLAY DATA

Second Wind

KEYWORDS Standard Personal

ACTION AT-WILL ENCOUNTER DAILY

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 Paladin LEVEL 1 BOOK PH

PLAY DATA

Virtuous Strike

KEYWORDS Divine, Radiant, Weapon

Standard * Melee weapon

ACTION RANGE

11 vs AC One creature

ATTACK DEFENSE TARGET

Attack: Charisma vs. AC
Hit: 1[W] + Charisma modifier (+4) radiant damage, and you gain a +2 bonus to saving throws until the start of your next turn.
Level 21: 2[W] + Charisma modifier (+4) radiant damage.
Special: This power can be used as a melee basic attack.

Magic Longsword +2: +11 attack, 1d8+6 damage

ADDITIONAL EFFECTS

CLASS Paladin LEVEL 1 BOOK DP

ENCOUNTER SPECIAL

Divine Challenge

KEYWORDS Divine, Radiant

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 (+4) 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 (+4) at 11th level, and to 9 + your Charisma modifier (+4) 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 1 BOOK PH

UTILITY POWER

Lay on Hands

KEYWORDS Divine, Healing

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

CLASS Paladin LEVEL 1 BOOK PH

AT-WILL POWER

Holy Strike

KEYWORDS Divine, Radiant, Weapon

Standard * Melee weapon

ACTION RANGE

9 vs AC One creature

ATTACK DEFENSE TARGET

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+2) 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 (+2) at 21st level.

Magic Longsword +2: +9 attack, 1d8+4 damage

ADDITIONAL EFFECTS

CLASS Paladin LEVEL 1 BOOK PH

AT-WILL POWER

Bolstering Strike

KEYWORDS Divine, Weapon

Standard * Melee weapon

ACTION RANGE

11 vs AC One creature

ATTACK DEFENSE TARGET

Attack: Charisma vs. AC
Hit: 1[W] + Charisma modifier (+4) damage, and you gain temporary hit points equal to your Wisdom modifier (+2).
Increase damage to 2[W] + Charisma modifier (+4) at 21st level.

Magic Longsword +2: +11 attack, 1d8+6 damage

ADDITIONAL EFFECTS

CLASS Paladin LEVEL 1 BOOK PH

AT-WILL POWER

AT-WILL POWER

AT-WILL POWER

Shielding Smite

KEYWORDS		Divine, Weapon	USED
Standard	* ↓ ↗	Melee weapon	
ACTION	↶ ↷	RANGE	
11	vs	AC	One creature
ATTACK	DEFENSE	TARGET	

Attack: Charisma vs. AC
Hit: 2[W] + Charisma modifier (+4) 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: +11 attack, 2d8+6 damage

ADDITIONAL EFFECTS

CLASS	Paladin	LEVEL	1	BOOK	PH
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Divine Mettle

KEYWORDS		Divine	USED
Minor	↓ ↗	Close burst 10	
ACTION	↶ ↷	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 (+4).

ADDITIONAL EFFECTS

CLASS	Paladin	LEVEL		BOOK	PH
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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 (+2) as extra damage on your next attack this turn.

ADDITIONAL EFFECTS

CLASS	Paladin	LEVEL		BOOK	PH
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Strength from Valor

KEYWORDS		Divine, Weapon	USED
Standard	↓ ↗	Close burst 1	
ACTION	↶ ↷	RANGE	
9	vs	Fort	Each enemy in burst
ATTACK	DEFENSE	TARGET	

Attack: Strength vs. Fortitude
Hit: 1[W] + Strength modifier (+2) damage. You gain 5 temporary hit points for each target hit by the attack.

Magic Longsword +2: +9 attack, 1d8+4 damage

ADDITIONAL EFFECTS

CLASS	Paladin	LEVEL	3	BOOK	DP
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Glorious Charge

KEYWORDS		Divine, Healing, Weapon	USED
Standard	* ↓ ↗	Melee weapon	
ACTION	↶ ↷	RANGE	
11	vs	AC	One creature
ATTACK	DEFENSE	TARGET	

Attack: Charisma vs. AC
Hit: 2[W] + Charisma modifier (+4) 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: +11 attack, 2d8+6 damage

ADDITIONAL EFFECTS

CLASS	Paladin	LEVEL	1	BOOK	DP
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Path of Destruction

KEYWORDS		Weapon	USED
Standard	* ↓ * ↗	Melee or Ranged weapon	
ACTION	↶ ↷	RANGE	
9	vs	AC	One creature
ATTACK	DEFENSE	TARGET	

Hit: 2[W] + Strength modifier (+2) damage (melee) or 2[W] + Dexterity modifier (+0) damage (ranged). The target gains vulnerable 1 to all damage until the end of the encounter.
Effect: Shift 2 squares and make a secondary attack.
Secondary Target: One creature
Secondary Attack: Strength vs. AC (melee) or Dexterity vs. AC (ranged)
Hit: 2[W] + Strength modifier (+2) damage (melee) or 2[W] + Dexterity modifier (+0) damage (ranged). The secondary target gains vulnerable 1 to all damage until the end of the encounter. If you hit the same creature with both the primary and secondary attacks, it gains vulnerable 2 to all damage until the end of the encounter.

Magic Longsword +2: +9 attack, 2d8+4 damage

ADDITIONAL EFFECTS

CLASS	Tharashk Wayfinder	LEVEL	20	BOOK	EPG
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Virtue

KEYWORDS		Divine	USED
Minor	↓ ↗	Personal	
ACTION	↶ ↷	RANGE	
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> 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
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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: +9 attack, 1d8+4 damage

<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
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POWER

ITEM SLOT	One-hand	WEIGHT	4	PRICE	1800	BOOK	PH
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Magic Holy Symbol +2

DAMAGE	PROFICIENT	GROUP	RANGE
+2 attack rolls and damage rolls		6	+2d6 damage
ENHANCEMENT		LEVEL	CRITICAL

PROPERTIES

<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
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POWER

ITEM SLOT	Off-hand	WEIGHT	0	PRICE	1800	BOOK	PH
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