

Player Name	Holyman
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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	Initiative	2	
CONDITIONAL MODIFIERS			

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

CONDITIONAL BONUSES

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

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

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

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


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

SENSES			
SCORE	PASSIVE SENSE	BASE	SKILL BONUS
19	Passive Insight	10 +	9
14	Passive Perception	10 +	4

SPECIAL SENSES

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					

HIT POINTS			
MAX HP	BLOODIED	HEALING SURGES SURGE VALUE	HEALING SURGES SURGES/DAY
52	26	13	15
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			
CURRENT CONDITIONS AND EFFECTS			

ACTION POINTS		
	MILESTONES	ACTION POINTS
 Action Points	0	1
	1	2
	2	3
	ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS	

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				

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
	vs				

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

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CHARACTER NAME

Torath of the Isles

PLAYER NAME

Holyman

RACE

Human

CLASS

Paladin

LEVEL

4

SCORE

ABILITY

MOD

HP

52

Spd

5

Init

+2

14

STR

+2

14

CON

+2

10

DEX

+0

10

INT

+0

14

WIS

+2

18

CHA

+4

AC

22

Fort

16

Ref

16

Will

18

19

Passive Insight

14

Passive Perception

PLAY DATA

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

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 13 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

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

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 (+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

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: +2 attack

ADDITIONAL EFFECTS

CLASS

Paladin

LEVEL

BOOK

PH

AT-WILL POWER

Holy Strike

KEYWORDS

Divine, Radiant, Weapon

USED

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

USED

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

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

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 (+4).

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 (+2) 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

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

ENCOUNTER POWER

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

DAILY POWER

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

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: +9 attack, 1d8+4 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