

Player Name Holyman

|                     |  |        |         |        |              |        |                     |
|---------------------|--|--------|---------|--------|--------------|--------|---------------------|
| Torath of the Isles |  | 6      | Paladin |        |              |        | 7 500               |
| Character Name      |  | Level  | Class   |        | Paragon Path |        | Epic Destiny        |
| Human               |  | Medium | Male    |        | Unaligned    |        | Wolfcrown           |
| Race                |  | Size   | Age     | Gender | Height       | Weight | Alignment           |
|                     |  |        |         |        | Deity        |        | Adventuring Company |
|                     |  |        |         |        |              |        | RPGA Number         |

### INITIATIVE

| SCORE | DEX | 1/2 LVL | MISC |
|-------|-----|---------|------|
| 3     |     | 3       |      |

CONDITIONAL MODIFIERS

### DEFENSES

| SCORE | DEFENSE | 10 + 1/2 LVL | ARMOR/ ABIL | CLASS | FEAT | ENH | MISC | MISC |
|-------|---------|--------------|-------------|-------|------|-----|------|------|
| 25    | AC      | 13           | 8           |       |      | 2   | 2    |      |

CONDITIONAL BONUSES

### 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<br>Strength     | 2        | 5             |
| 14    | CON<br>Constitution | 2        | 5             |
| 10    | DEX<br>Dexterity    | 0        | 3             |
| 10    | INT<br>Intelligence | 0        | 3             |
| 14    | WIS<br>Wisdom       | 2        | 5             |
| 18    | CHA<br>Charisma     | 4        | 7             |

| DEFENSE | 10 + 1/2 LVL | ABIL | CLASS | FEAT | ENH | MISC | MISC |
|---------|--------------|------|-------|------|-----|------|------|
| 17      | FORT         | 13   | 2     | 1    |     | 1    |      |

CONDITIONAL BONUSES

| DEFENSE | 10 + 1/2 LVL | ABIL | CLASS | FEAT | ENH | MISC | MISC |
|---------|--------------|------|-------|------|-----|------|------|
| 17      | REF          | 13   |       | 1    |     | 3    |      |

CONDITIONAL BONUSES

| DEFENSE | 10 + 1/2 LVL | ABIL | CLASS | FEAT | ENH | MISC | MISC |
|---------|--------------|------|-------|------|-----|------|------|
| 19      | WILL         | 13   | 4     | 1    |     | 1    |      |

CONDITIONAL BONUSES

### SENSES

| SCORE | PASSIVE SENSE   | BASE | SKILL BONUS |
|-------|-----------------|------|-------------|
| 20    | Passive Insight | 10 + | 10          |

|    |                    |      |   |
|----|--------------------|------|---|
| 15 | Passive Perception | 10 + | 5 |
|----|--------------------|------|---|

SPECIAL SENSES

### ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Magic Longsword +2

| ATT BONUS | 1/2 LVL | ABIL | CLASS | PROF | FEAT | ENH | MISC |
|-----------|---------|------|-------|------|------|-----|------|
| + 10      | 3       | 2    |       | 3    |      | 2   |      |

ABILITY: Melee Basic Attack - Unarmed

| ATT BONUS | 1/2 LVL | ABIL | CLASS | PROF | FEAT | ENH | MISC |
|-----------|---------|------|-------|------|------|-----|------|
| + 5       | 3       | 2    |       |      |      |     |      |

### HIT POINTS

| MAX HP | BLOODIED | HEALING SURGES |
|--------|----------|----------------|
| 64     | 32       | 16             |
|        | 1/2 HP   | 1/4 HP         |

| CURRENT HIT POINTS | CURRENT SURGE USES |
|--------------------|--------------------|
|                    |                    |

### ACTION POINTS

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

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

### 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.

### 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

### 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 |
|--------|---------|--------------------|--------|
| 10     | vs AC   | Magic Longsword +2 | 1d8+4  |
| 5      | vs AC   | Unarmed (Melee)    | 1d4+2  |
| 3      | vs AC   | Unarmed (Range)    | 1d4    |
|        | vs      |                    |        |

### 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****Versatile Channeler** - Gain another class's Channel

Divinity power



CHARACTER NAME  
Torath of the Isles

PLAYER NAME  
Holyman

RACE HumanCLASS PaladinLEVEL 6

HP  
64

Spd  
5

Init  
+3

SCORE ABILITY MOD

14 STR +2

14 CON +2

10 DEX +0

10 INT +0

14 WIS +2

18 CHA +4

AC  
25

Fort  
17

Ref  
17

Will  
19

20 Passive Insight

15 Passive Perception

PLAY DATA

Skills

|    |               |     |           |
|----|---------------|-----|-----------|
| -1 | Acrobatics    | DEX |           |
| 3  | Arcana        | INT |           |
| 1  | Athletics     | STR |           |
| 7  | Bluff         | CHA |           |
| 12 | Diplomacy     | CHA | (Trained) |
| 5  | Dungeoneering | WIS |           |
| 3  | Endurance     | CON |           |
| 10 | Heal          | WIS | (Trained) |
| 8  | History       | INT | (Trained) |
| 10 | Insight       | WIS | (Trained) |
| 7  | Intimidate    | CHA |           |
| 5  | Nature        | WIS |           |
| 5  | Perception    | WIS |           |
| 8  | Religion      | INT | (Trained) |
| -1 | Stealth       | DEX |           |
| 7  | Streetwise    | CHA |           |
| -1 | Thievery      | DEX |           |

ADDITIONAL EFFECTS

PLAY DATA

Action Point

**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 16 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

Melee Basic Attack

KEYWORDS Weapon

USED

Standard \* Melee weapon

ACTION RANGE

10 vs AC

One creature

ATTACK DEFENSE TARGET

**Attack:** Strength vs. AC  
**Hit:** 1[W] + Strength modifier (+2) damage. Increase damage to 2[W] + Strength modifier (+2) at 21st level.  
**Special:** You can use an unarmed attack as a weapon to make a melee basic attack.

Magic Longsword +2: +10 attack, 1d8+4 damage

ADDITIONAL EFFECTS

CLASS

LEVEL \*

BOOK PH

AT-WILL POWER

Ranged Basic Attack

KEYWORDS Weapon

USED

Standard \* Ranged weapon

ACTION RANGE

3 vs AC

One creature

ATTACK DEFENSE TARGET

**Attack:** Dexterity vs. AC  
**Hit:** 1[W] + Dexterity modifier (+0) damage. Increase damage to 2[W] + Dexterity modifier (+0) at 21st level.  
**Special:** Weapons with the heavy thrown property use Strength instead of Dexterity for attack rolls and damage rolls. Warlocks can use eldritch blast as a ranged basic attack, and wizards can use magic missile as a ranged basic attack.

Unarmed: +3 attack, 1d4 damage

ADDITIONAL EFFECTS

CLASS

LEVEL \*

BOOK PH

AT-WILL POWER

Virtuous Strike

KEYWORDS Divine, Radiant, Weapon

USED

Standard \* Melee weapon

ACTION RANGE

12 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: +12 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: +3 attack

ADDITIONAL EFFECTS

CLASS Paladin

LEVEL

BOOK PH

AT-WILL POWER

Holy Strike

KEYWORDS

Divine, Radiant, Weapon

USED

Standard

\*

⬇

⬅

✈

Melee weapon

ACTION

⬅

✱

RANGE

10

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: +10 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

12

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: +12 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

12

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: +12 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

10

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: +10 attack, 1d8+4 damage

ADDITIONAL EFFECTS

CLASS

Paladin

LEVEL

3

BOOK

DP

ENCOUNTER POWER

Healer's Mercy

KEYWORDS

Divine, Healing

USED

Standard

⬇

⬅

✈

Close burst 5

ACTION

5

⬅

✱

RANGE

vs

Each bloodied ally in burst

ATTACK

DEFENSE

TARGET

**Channel Divinity:** You can use only one channel divinity power per encounter  
**Effect:** Each target can spend a healing surge. You are weakened until the end of your next turn.

Unarmed: +3 attack

ADDITIONAL EFFECTS

CLASS

Cleric

LEVEL

BOOK

DP

ENCOUNTER POWER

Path of Destruction

KEYWORDS

Weapon

USED

Standard

\*

⬇

⬅

✈

Melee or Ranged weapon

ACTION

⬅

✱

RANGE

10

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: +10 attack, 2d8+4 damage

ADDITIONAL EFFECTS

CLASS

Tharashk Wayfinder

LEVEL

20

BOOK

EPG

DAILY POWER

Martyr's Retribution

KEYWORDS

Divine, Radiant, Weapon

USED

Standard

\*

⬇

⬅

✈

Melee weapon

ACTION

⬅

✱

RANGE

10

vs

AC

One creature

ATTACK

DEFENSE

TARGET

**Attack:** Strength vs. AC, and you must spend a healing surge without regaining any hit points  
**Hit:** 4[W] + Strength modifier (+2) radiant damage.  
**Miss:** Half damage.

Magic Longsword +2: +10 attack, 4d8+4 damage

ADDITIONAL EFFECTS

CLASS

Paladin

LEVEL

5

BOOK

PH

DAILY POWER

Paladin's Judgment

KEYWORDS

Divine, Healing, Weapon

USED

Standard

\* ⬇ ⬆

Melee weapon

ACTION

⬅ ✖

RANGE

10

vs

AC

One creature

ATTACK

DEFENSE

TARGET

**Attack:** Strength vs. AC  
**Hit:** 3[W] + Strength modifier (+2) damage, and one ally within 5 squares of you can spend a healing surge.  
**Miss:** One ally within 5 squares of you can spend a healing surge.

Magic Longsword +2: +10 attack, 3d8+4 damage

ADDITIONAL EFFECTS

CLASS

Paladin

LEVEL

1

BOOK

PH

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

Wrath of the Gods

KEYWORDS

Divine

USED

Minor

⬇ ⬆

Close burst 1

ACTION

1 ⬅ ✖

RANGE

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

**Targets:** You and each ally in burst  
**Effect:** The targets add your Charisma modifier (+4) to damage rolls until the end of the encounter.

ADDITIONAL EFFECTS

CLASS

Paladin

LEVEL

6

BOOK

PH

UTILITY POWER

Heavy Shield

2

-2

-

1

AC BONUS

CHECK

SPEED

QUANTITY

PROPERTIES

Shields grant a shield bonus that you add to your AC and your Reflex defense.

NOTES

ITEM SLOT

Off-hand

WEIGHT

15

PRICE

10

BOOK

PH

ITEM

Adventurer's Kit

1

AC BONUS

CHECK

SPEED

QUANTITY

PROPERTIES

This kit includes: a backpack, a bedroll, flint and steel, a belt pouch, two sunrods, ten days' worth of trail rations, 50 feet of hempen rope, and a waterskin.

NOTES

ITEM SLOT

WEIGHT

33

PRICE

15

BOOK

PH

ITEM

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: +10 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

Potion of Healing (heroic tier)

2

AC BONUS

CHECK

SPEED

QUANTITY

5

Potion

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

**Power (Consumable • Healing):** Minor Action. Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.

ITEM SLOT

WEIGHT

0

PRICE

50

BOOK

PH

MAGIC ITEM

Dwarven Rimefire Plate Armor +2

8

-2

-1

1

AC BONUS

CHECK

SPEED

QUANTITY

+2 AC

7

Armor

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

Gain a +2 item bonus to Endurance checks.

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

**Power (Daily • Healing):** Free Action. Regain hit points as if you had spent a healing surge.

ITEM SLOT

Body

WEIGHT

50

PRICE

2600

BOOK

AV

MAGIC ITEM