

Player Name Mark

Gründahl	5	Paladin				6.030
Character Name	Level	Class	Paragon Path	Epic Destiny	Total XP	
Dwarf	Medium	Male	Lawful Good	Moradin		
Race	Size	Age	Gender	Height	Weight	Alignment
				Deity	Adventuring Company	RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
4	Initiative	2	2

CONDITIONAL MODIFIERS

DEFENSES

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

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
5	Speed (Squares)	5		

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
16	STR Strength	3	5
14	CON Constitution	2	4
11	DEX Dexterity	0	2
8	INT Intelligence	-1	1
17	WIS Wisdom	3	5
15	CHA Charisma	2	4

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
15	Passive Insight	10	5

15	Passive Perception	10	5
----	--------------------	----	---

SPECIAL SENSES

Low-light Vision

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
9	vs AC	Defensive Warhammer +2	1d10+7
5	vs AC	Unarmed (Melee)	1d4+3
2	vs AC	Unarmed (Range)	1d4

HIT POINTS

MAX HP	BLOODED	HEALING SURGES	SURGE VALUE	SURGES/DAY
58	29	14	12	
	1/2 HP	1/4 HP		

CURRENT HIT POINTS	CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS +5 Racial bonus against poison

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Dwarven Weapon Proficiency - Proficient with hammers.**Cast-Iron Stomach** - +5 bonus to saving throws against

poison.

Encumbered Speed - Armor or heavy load doesn't reduce

your speed. (Other effects still can.)

Dwarven Resilience - Second wind is minor action.**Stand Your Ground** - Can move 1 less when forced to

move. Immediate saving throw to avoid being knocked

prone.

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

Deep Speech, Common, Dwarven

CHARACTER PORTRAIT



FEATS

Toughness - Gain 5 additional hit points per tier**Dwarven Weapon Training** - +2 damage and proficiency with axes and hammers**Divine Rage** - Use Channel Divinity to invoke divine rage

CHARACTER NAME

Gründahl

PLAYER NAME

Mark

RACE Dwarf

CLASS Paladin

LEVEL 5

HP

58

16 STR

14 CON

11 DEX

8 INT

17 WIS

15 CHA

AC

23

Fort

16

Ref

15

Will

16

Spd

5

Init

+4

15 Passive Insight

15 Passive Perception

PLAY DATA

DUNGEONS & DRAGONS®



Second Wind

KEYWORDS

USED

Minor

↑

↶

↷

Personal

ACTION

↶

↷

RANGE

vs

Self

ATTACK

DEFENSE

TARGET

Effect: You spend a healing surge and regain 14 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

Second wind is a minor action for dwarves.

CLASS

LEVEL

BOOK PH

ENCOUNTER ACTION

DUNGEONS & DRAGONS®

Divine Challenge

KEYWORDS

Divine, Radiant

USED

Minor

↑

↶

↷

Close burst 5

ACTION

↶

↷

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 (+2) 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 (+2) at 11th level, and to 9 + your Charisma modifier (+2) 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

DUNGEONS & DRAGONS®

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 (+3) (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

DUNGEONS & DRAGONS®

Enfeebling Strike

KEYWORDS

Divine, Weapon

USED

Standard

*

↑

↶

↷

Melee weapon

ACTION

↶

↷

RANGE

8

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Charisma vs. AC
Hit: 1[W] + Charisma modifier (+2) damage. If you marked the target, it takes a –2 penalty to attack rolls until the end of your next turn. Increase damage to 2[W] + Charisma modifier (+2) at 21st level.

Defensive Warhammer +2: +8 attack, 1d10+6 damage

ADDITIONAL EFFECTS

CLASS

Paladin

LEVEL 1

BOOK PH

AT-WILL POWER

DUNGEONS & DRAGONS®

Bolstering Strike

KEYWORDS

Divine, Weapon

USED

Standard

*

↑

↶

↷

Melee weapon

ACTION

↶

↷

RANGE

8

vs

AC

One creature

ATTACK

DEFENSE

TARGET

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

Defensive Warhammer +2: +8 attack, 1d10+6 damage

ADDITIONAL EFFECTS

CLASS

Paladin

LEVEL 1

BOOK PH

AT-WILL POWER

DUNGEONS & DRAGONS®

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 (+2).

ADDITIONAL EFFECTS

CLASS

Paladin

LEVEL

BOOK PH

ENCOUNTER POWER

DUNGEONS & DRAGONS®

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 (+3) as extra damage on your next attack this turn.

ADDITIONAL EFFECTS

CLASS

Paladin

LEVEL

BOOK PH

ENCOUNTER POWER





DUNGEONS & DRAGONS®

Piercing Smite

KEYWORDS

Divine, Weapon

USED

Standard	*  	Melee weapon	
ACTION	 	RANGE	
9	vs	Reflex	One creature
ATTACK	DEFENSE	TARGET	

Attack: Strength vs. Reflex

Hit: 2[W] + Strength modifier (+3) damage, and the target and a number of enemies adjacent to you equal to your Wisdom modifier (+3) are marked until the end of your next turn.





Defensive Warhammer +2: +9 attack, 2d10+7 damage

ADDITIONAL EFFECTS

CLASS	Paladin	LEVEL	1	BOOK	PH
-------	---------	-------	---	------	----





ENCOUNTER POWER 

Divine Rage

KEYWORDS Divine, Implement			USED
Minor			Close burst 1
ACTION		1 	RANGE
5	vs	Will	Each enemy in burst.
ATTACK	DEFENSE	TARGET	
Channel Divinity: You can use only one channel divinity power per encounter			
Attack: Wisdom vs. Will			
Hit: You push the target 1 square, and the target takes a -2 penalty to attack rolls until the end of your next turn.			
Miss: You push the target 1 square.			
Unarmed: +5 attack			
ADDITIONAL EFFECTS			
CLASS	LEVEL *		BOOK <i>Dragon 368</i>





ENCOUNTER POWER 

Righteous Smite

KEYWORDS Divine, Weapon			USED
Standard	*  	Melee weapon	
ACTION	 	RANGE	
8	vs	AC	One creature
ATTACK	DEFENSE	TARGET	
Attack: Charisma vs. AC Hit: 2[W] + Charisma modifier (+2) damage, and you and each ally within 5 squares of you gain temporary hit points equal to 5 + your Wisdom modifier (+3). Defensive Warhammer +2: +8 attack, 2d10+6 damage			
ADDITIONAL EFFECTS			
CLASS	Paladin	LEVEL	3
BOOK	PH		

ENCOUNTER POWER 

Hallowed Circle





KEYWORDS			Divine, Implement, Zone		USED
Standard			Close burst 3		
ACTION		3		RANGE	
4	vs	Reflex		Each enemy in burst	
ATTACK	DEFENSE		TARGET		
Attack: Charisma vs. Reflex					
Hit: 2d6 + Charisma modifier (+2) damage.					
Effect: The burst creates a zone of bright light that lasts until the end of the encounter. You and your allies gain a +1 power bonus to all defenses while within the zone.					
Unarmed: +4 attack, 2d6+2 damage					
ADDITIONAL EFFECTS					
CLASS	Paladin		LEVEL	5	BOOK <i>PH</i>

DAILY POWER 

Radiant Delirium

KEYWORDS Divine, Implement, Radiant

USED

Standard	 5 	Ranged 5	
ACTION	 	RANGE	
4	vs	Reflex	One creature
ATTACK	DEFENSE	TARGET	

Attack: Charisma vs. Reflex

Hit: 3d8 + Charisma modifier (+2) radiant damage, and the target is dazed until the end of your next turn. In addition, the target takes a –2 penalty to AC (save ends).

Miss: Half damage, and the target is dazed until the end of your next turn.





Unarmed: +4 attack, 3d8+2 damage

ADDITIONAL EFFECTS

CLASS	Paladin	LEVEL	1	BOOK	PH
-------	---------	-------	---	------	----

DAILY POWER 

Martyr's Blessing

KEYWORDS Divine			USED
Imm Interr	 	Close burst 1	
ACTION	 1 	RANGE	
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY	
Trigger: An adjacent ally is hit by a melee or a ranged attack Effect: You are hit by the attack instead.			
ADDITIONAL EFFECTS			
CLASS	Paladin	LEVEL	2
BOOK	PH		

UTILITY POWER 

Defensive Warhammer +2

1d10	2	Hammer	
DAMAGE	PROFICIENT	GROUP	RANGE
+2 attack rolls and damage rolls		7	+2d6 damage
ENHANCEMENT		LEVEL	CRITICAL
PROPERTIES			
When you take the total defense or second wind action, add the enhancement bonus of this weapon as an item bonus to all of your defenses until the start of your next turn.			
Versatile			
Melee Basic Attack: +9 attack, 1d10+7 damage			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER		<input type="checkbox"/> DAILY
POWER			
ITEM SLOT	One-hand	WEIGHT	5
PRICE	2600	BOOK	PH

MAGIC WEAPON 

Dwarven Plate Armor +1

8	-2	-1	1
AC BONUS	CHECK	SPEED	QUANTITY
+1 AC	2	Armor	
ENHANCEMENT	LEVEL	TYPE	
PROPERTIES			
Gain a +1 item bonus to Endurance checks.			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY	
POWER			
Power (Daily • Healing): Free Action. Regain hit points as if you had spent a healing surge.			
ITEM SLOT	Body	WEIGHT	50
PRICE	520	BOOK	PH

MAGIC ITEM 

Flagon of Ale Procurement (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		5	Wondrous Item
ENHANCEMENT		LEVEL	TYPE
PROPERTIES			
You know the distance to the nearest alcoholic beverage.			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER		<input checked="" type="checkbox"/> DAILY
POWER			
Power (Daily): Minor Action. For five minutes, you know the direction and distance to the nearest source of water within 30 squares of you or the nearest alcoholic beverage within 60 squares of you. If you are a dwarf, you can instead learn the direction and distance to ingredients for alcoholic beverages within 60 squares of you.			
ITEM SLOT	WEIGHT 0	PRICE 1000	BOOK <i>Dragon 369</i>

MAGIC ITEM 