

Player Name **Mark**

Gründahl 4 Paladin 3,750
 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		2	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)	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

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
15	Passive Perception	10	5

 SPECIAL SENSES
 Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Aecris Longsword +1

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

ABILITY: Melee Basic Attack - Unarmed

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

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Aecris Longsword +1

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+4	3	1			

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+3	3				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
9	vs AC	Aecris Longsword +1	1d8+4
5	vs AC	Unarmed (Melee)	1d4+3
2	vs AC	Unarmed (Range)	1d4
	vs		

HIT POINTS

MAX HP	BLOODED	HEALING SURGES	SURGE VALUE	SURGES/DAY
52	26	13	13	12

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
1	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.

FEATS

Toughness - Gain 5 additional hit points per tier

Shield the Fallen - Grant bloodied, unconscious, or helpless ally +2 to saving throws and all defenses

Divine Rage - Use Channel Divinity to invoke divine rage

SKILLS

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

LANGUAGES KNOWN

Deep Speech, Common, Dwarven

POWER INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

AT-WILL POWERS

Divine Challenge	<input type="checkbox"/>
Lay on Hands	<input type="checkbox"/>
Enfeebling Strike	<input type="checkbox"/>
Bolstering Strike	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

ENCOUNTER POWERS

Divine Mettle	<input type="checkbox"/>
Divine Strength	<input type="checkbox"/>
Piercing Smite	<input type="checkbox"/>
Righteous Smite	<input type="checkbox"/>
Divine Rage	<input type="checkbox"/>
	<input type="checkbox"/>

DAILY POWERS

Radiant Delirium	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

UTILITY POWERS

Sacred Circle	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

OTHER EQUIPMENT

Plate Armor (E)
Heavy Shield (E)
Adventurer's Kit

COINS AND OTHER WEALTH

Money on hand: 520 gp
Stored money:
Encumbrance: 112 / 160

MAGIC ITEM INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

MAGIC ITEMS

WEAPON	Aecris Longsword +1 (E)	<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
ARMOR		<input type="checkbox"/>
ARMS		<input type="checkbox"/>
FEET		<input type="checkbox"/>
HANDS		<input type="checkbox"/>
HEAD		<input type="checkbox"/>
NECK		<input type="checkbox"/>
RING		<input type="checkbox"/>
RING		<input type="checkbox"/>
WAIST		<input type="checkbox"/>
		<input type="checkbox"/>
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		<input type="checkbox"/>
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Daily Item Powers Per Day

Heroic (1-10)	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>		
Paragon (11-20)	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	
Epic (21-30)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>

RITUALS / ALCHEMY

CHARACTER PORTRAIT



PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

East Rift
 Huddled on the eastern shelf of the yawning Underchasm, East Rift is a living symbol of gold dwarf ingenuity and stubbornness, having survived when the surface collapsed into the bowels of the Underdark. Protected by enormous towers connected by a high curtain wall, the gold dwarves are ready to defend themselves against the drow or any other horror that rises from the depths.
 You gain Deep Speech as an additional language, you add

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

CHARACTER NAME

Gründahl

PLAYER NAME

Mark

RACE Dwarf CLASS Paladin LEVEL 4

HP 52	16 STR	AC 22
Spd 5	14 CON	Fort 16
Init +4	11 DEX	Ref 15
	8 INT	Will 16
	17 WIS	
	15 CHA	
15 Passive Insight	15 Passive Perception	

PLAY DATA



ENCOUNTER SPECIAL



ENCOUNTER ACTION



Second Wind

KEYWORDS USED

Minor	+	↖	Personal
ACTION	↖	✱	RANGE
	vs		Self
ATTACK	DEFENSE	TARGET	

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
Second wind is a minor action for dwarves.

CLASS LEVEL BOOK PH

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.

CLASS Paladin LEVEL BOOK PH

AT-WILL POWER



Lay on Hands

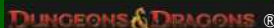
KEYWORDS Divine, Healing USED

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 (+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.

CLASS Paladin LEVEL BOOK PH

AT-WILL POWER



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.

CLASS Paladin LEVEL 1 BOOK PH

AT-WILL POWER



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.

Aecris Longsword +1: +8 attack, 1d8+3 damage

CLASS Paladin LEVEL 1 BOOK PH

AT-WILL POWER



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).

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

CLASS Paladin LEVEL BOOK PH

ENCOUNTER POWER



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.

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

ADDITIONAL EFFECTS

CLASS Paladin LEVEL 1 BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS®

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).

Aecris Longsword +1: +8 attack, 2d8+3 damage

ADDITIONAL EFFECTS

CLASS Paladin LEVEL 3 BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS®

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.

ADDITIONAL EFFECTS

CLASS Paladin LEVEL * BOOK Dragon 368

ENCOUNTER POWER DUNGEONS & DRAGONS®

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.

ADDITIONAL EFFECTS

CLASS Paladin LEVEL 1 BOOK PH

DAILY POWER DUNGEONS & DRAGONS®

Sacred Circle

KEYWORDS Divine, Implement, Zone USED

Standard	↑ ↘	Close burst 3
ACTION	↶ 3 ✖	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: The burst creates a zone that, until the end of the encounter, gives you and allies within it a +1 power bonus to AC.

ADDITIONAL EFFECTS

CLASS Paladin LEVEL 2 BOOK PH

UTILITY POWER DUNGEONS & DRAGONS®

Aecris Longsword +1

1d8	3	Heavy Blade	
DAMAGE	PROFICIENT	GROUP	RANGE
+1 attack rolls and damage rolls	5	+1d6 damage	
ENHANCEMENT	LEVEL	CRITICAL	

PROPERTIES

Versatile

Melee Basic Attack: +9 attack, 1d8+4 damage

AT-WILL ENCOUNTER DAILY

POWER

Power (Daily): Free Action. When you drop an undead enemy to 0 hit points, gain one healing surge.

ITEM SLOT One-hand WEIGHT 4 PRICE 1000 BOOK

MAGIC WEAPON DUNGEONS & DRAGONS®