

Player Name

Geoff - Banker 3 Paladin 2,250
 Character Name Level Class Paragon Path Epic Destiny Total XP
 Half-Elf Medium 38 Male 6'1" 215 Unaligned
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
2		1	1

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
21	AC	11	8				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
18	STR Strength	4	5
12	CON Constitution	1	2
10	DEX Dexterity	0	1
8	INT Intelligence	-1	0
11	WIS Wisdom	0	1
16	CHA Charisma	3	4

FORT

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16		11	4	1				

CONDITIONAL BONUSES

REF

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
14		11		1			2	

CONDITIONAL BONUSES

WILL

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15		11	3	1				

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
18	Passive Insight	10	8
11	Passive Perception	10	1

SPECIAL SENSES
Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Longsword

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 8	1	4		3			

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 7	1	4		2			

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
39	19	9
	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 +1 to all saving throws

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
-3	Acrobatics	DEX	1	0	-4
0	Arcana	INT	0	0	n/a
1	Athletics	STR	5	0	-4
4	Bluff	CHA	4	0	n/a
6	Diplomacy	CHA	4	0	n/a 2
1	Dungeoneering	WIS	1	0	n/a
-2	Endurance	CON	2	0	-4
6	Heal	WIS	1	5	n/a
5	History	INT	0	5	n/a
8	Insight	WIS	1	5	n/a 2
4	Intimidate	CHA	4	0	n/a
1	Nature	WIS	1	0	n/a
1	Perception	WIS	1	0	n/a
5	Religion	INT	0	5	n/a
-3	Stealth	DEX	1	0	-4

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Dilettante - Choose at-will power from other class; use as encounter power.

Dual Heritage - Count as elf, half-elf, and human for choosing feats.

Group Diplomacy - Allies within 10 get +1 to Diplomacy.

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.

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Longsword

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+4	4				

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+4	4				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
8	AC	Longsword	1d8+4
7	AC	Unarmed (Melee)	1d4+4
3	AC	Unarmed (Range)	1d4

FEATS

Power Attack - +2 damage for -2 to attack

Human Perseverance - +1 to saving throws

LANGUAGES KNOWN

CHARACTER NAME

Geoff - Banker

PLAYER NAME

RACE Half-Elf CLASS Paladin LEVEL 3

HP 39	STR 18	AC 21
Spd 5	CON 12	Fort 16
Init +2	DEX 10	Ref 14
	INT 8	Will 15
	WIS 11	
	CHA 16	

18 Passive Insight	11 Passive Perception
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PLAY DATA



ENCOUNTER SPECIAL



ENCOUNTER ACTION



Second Wind

KEYWORDS	USED
Standard	Personal
ACTION	RANGE
vs	Self
ATTACK	DEFENSE
	TARGET
<p>Effect: You spend a healing surge and regain 9 hit points. You gain a +2 bonus to all defenses until the start of your next turn.</p>	
ADDITIONAL EFFECTS	
CLASS	LEVEL
	BOOK <i>PH</i>

Divine Challenge

KEYWORDS	Divine, Radiant	USED
Minor	Close burst 5	
ACTION	RANGE	
vs	One creature in burst	
ATTACK	DEFENSE	TARGET
<p>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.</p> <p>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 (+3) 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 (+3) at 11th level, and to 9 + your Charisma modifier (+3) at 21st level.</p> <p>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.</p> <p>You can use divine challenge once per turn.</p> <p>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.</p>		
ADDITIONAL EFFECTS		
CLASS	Paladin	LEVEL
		BOOK <i>PH</i>

AT-WILL POWER



Lay on Hands

KEYWORDS	Divine, Healing	USED
Minor	Melee touch	
ACTION	RANGE	
vs	One creature	
ATTACK	DEFENSE	TARGET
<p>Special: You can use this power a number of times per day equal to your Wisdom modifier (+0) (minimum 1), but only once per round.</p> <p>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.</p>		
ADDITIONAL EFFECTS		
CLASS	Paladin	LEVEL
		BOOK <i>PH</i>

AT-WILL POWER



Valiant Strike

KEYWORDS	Divine, Weapon	USED
Standard	Melee weapon	
ACTION	RANGE	
8	vs	AC
ATTACK	DEFENSE	TARGET
<p>Attack: Strength + 1 per enemy adjacent to you vs. AC</p> <p>Hit: 1[W] + Strength modifier (+4) damage.</p> <p>Increase damage to 2[W] + Strength modifier (+4) at 21st level.</p> <p>Longsword: +8 attack, 1d8+4 damage</p>		
ADDITIONAL EFFECTS		
+1 attack bonus per enemy adjacent to you.		
CLASS	Paladin	LEVEL
	1	BOOK <i>PH</i>

AT-WILL POWER



Holy Strike

KEYWORDS	Divine, Radiant, Weapon	USED
Standard	Melee weapon	
ACTION	RANGE	
8	vs	AC
ATTACK	DEFENSE	TARGET
<p>Attack: Strength vs. AC</p> <p>Hit: 1[W] + Strength modifier (+4) radiant damage. If you marked the target, you gain a bonus to the damage roll equal to your Wisdom modifier (+0). Increase damage to 2[W] + Strength modifier (+4) at 21st level.</p> <p>Longsword: +8 attack, 1d8+4 damage</p>		
ADDITIONAL EFFECTS		

Priest's Shield

KEYWORDS	Divine, Weapon	USED
Standard	Melee weapon	
ACTION	RANGE	
8	vs	AC
ATTACK	DEFENSE	TARGET
<p>Attack: Strength vs. AC</p> <p>Hit: 1[W] + Strength modifier (+4) damage, and you and one adjacent ally gain a +1 power bonus to AC until the end of your next turn. Increase damage to 2[W] + Strength modifier (+4) at 21st level.</p> <p>Longsword: +8 attack, 1d8+4 damage</p>		
ADDITIONAL EFFECTS		

Divine Mettle

KEYWORDS	Divine	USED
Minor	Close burst 10	
ACTION	RANGE	
vs	One creature in burst	
ATTACK	DEFENSE	TARGET
<p>Channel Divinity: You can use only one channel divinity power per encounter</p> <p>Effect: The target makes a saving throw with a bonus equal to your Charisma modifier (+3). Prerequisite: Channel Divinity, Paladin</p>		
ADDITIONAL EFFECTS		

Divine Strength

KEYWORDS Divine USED

Minor	 	Personal
ACTION	 	RANGE
8	vs	AC
ATTACK	DEFENSE	TARGET

Channel Divinity: You can use only one channel divinity power per encounter
 Effect: Apply your Strength modifier (+4) as extra damage on your next attack this turn.
 Prerequisite: Channel Divinity, Paladin

ADDITIONAL EFFECTS





CLASS Paladin LEVEL BOOK PH

ENCOUNTER POWER



Radiant Smite

KEYWORDS Divine, Radiant, Weapon USED

Standard	*  	Melee weapon
ACTION	 	RANGE
8	vs	AC
ATTACK	DEFENSE	TARGET

Attack: Strength vs. AC
 Hit: 2[W] + Strength modifier (+4) + Wisdom modifier (+0) radiant damage.

Longsword: +8 attack, 2d8+4 damage

ADDITIONAL EFFECTS





CLASS Paladin LEVEL 1 BOOK PH

ENCOUNTER POWER



Arcing Smite

KEYWORDS Divine, Weapon USED

Standard	*  	Melee weapon
ACTION	 	RANGE
8	vs	AC
ATTACK	DEFENSE	TARGET

Attack: Strength vs. AC, one attack per target
 Hit: 1[W] + Strength modifier (+4) damage, and the target is marked until the end of your next turn.

Longsword: +8 attack, 1d8+4 damage

ADDITIONAL EFFECTS





CLASS Paladin LEVEL 3 BOOK PH

ENCOUNTER POWER



Paladin's Judgment

KEYWORDS Divine, Healing, Weapon USED

Standard	*  	Melee weapon
ACTION	 	RANGE
8	vs	AC
ATTACK	DEFENSE	TARGET

Attack: Strength vs. AC
 Hit: 3[W] + Strength modifier (+4) 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.

Longsword: +8 attack, 3d8+4 damage

ADDITIONAL EFFECTS

CLASS Paladin LEVEL 1 BOOK PH

DAILY POWER



Sacred Circle

KEYWORDS Divine, Implement, Zone USED

Standard	 	Close burst 3
ACTION	 	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

