

Player Name **Matt**

Brother Olaf Ragnar's son

6

Paladin

Level Class

Paragon Path

Epic Destiny

7,500

Total XP

Human

Medium

25

Male

6'1"

215 lbs.

Lawful Good

Bahamut

Race

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company

RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
7	Initiative	3	4

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
24	AC	13	9			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
15	STR Strength	2	5
12	CON Constitution	1	4
10	DEX Dexterity	0	3
10	INT Intelligence	0	3
14	WIS Wisdom	2	5
17	CHA Charisma	3	6

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

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	REF	13					1	1

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
18	WILL	13	3				1	1

CONDITIONAL BONUSES

SENSES

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

15	Passive Perception	10	+ 5
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SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

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

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+2	2				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
8	vs AC	Flaming Battleaxe +1	1d10+4
5	vs AC	Unarmed (Melee)	1d4+2
3	vs AC	Unarmed (Range)	1d4
	vs		

FEATS

Healing Hands - Add Cha modifier to damage healed with lay on hands**Weapon Focus (Axe)** - Gain +1 damage per tier with Axes.**Improved Initiative** - +4 to initiative checks**Armor of Bahamut** - Use Channel Divinity to invoke armor of Bahamut**Cleansing Challenge** - Use divine challenge against undead creature and deal 2 radiant damage.

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES SURGE VALUE	SURGES/DAY
57	28	14	11

CURRENT HIT POINTS	CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

USED **1**

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES **1** **1** **1**

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS

MILESTONES	ACTION POINTS
0	1
1	2
2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

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, Elven

Brother Olaf Ragnar's son

PLAYER NAME

Matt







RACE Human	CLASS Paladin	LEVEL 6
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HP 57	15 STR	AC 24
Spd 5	12 CON	Fort 17
Init +7	10 DEX	Ref 15
	10 INT	Will 18
	14 WIS	
	17 CHA	
20 Passive Insight	15 Passive Perception	

PLAY DATA

DUNGEONS & DRAGONS®

Holy Strike

KEYWORDS	Divine, Radiant, Weapon	USED
Standard	*   	Melee weapon
ACTION	  	RANGE
8	vs	AC
ATTACK	DEFENSE	TARGET
		One creature

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.

Flaming Battleaxe +1: +8 attack, 1d10+4 damage





ADDITIONAL EFFECTS

CLASS Paladin	LEVEL 1	BOOK PH
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AT-WILL POWER

DUNGEONS & DRAGONS®

Bolstering Strike

KEYWORDS	Divine, Weapon	USED
Standard	*  	Melee weapon
ACTION	 	RANGE
9	vs	AC
ATTACK	DEFENSE	TARGET
		One creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier (+3) damage, and you gain temporary hit points equal to your Wisdom modifier (+2).

Increase damage to 2[W] + Charisma modifier (+3) at 21st level.

Flaming Battleaxe +1: +9 attack, 1d10+5 damage

ADDITIONAL EFFECTS





CLASS Paladin	LEVEL 1	BOOK PH
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AT-WILL POWER

DUNGEONS & DRAGONS®

Brother Olaf Ragnar's son

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 (+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.

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
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AT-WILL POWER

DUNGEONS & DRAGONS®

Enfeebling Strike

KEYWORDS	Divine, Weapon	USED
Standard	*  	Melee weapon
ACTION	 	RANGE
9	vs	AC
ATTACK	DEFENSE	TARGET
		One creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier (+3) 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 (+3) at 21st level.

Flaming Battleaxe +1: +9 attack, 1d10+5 damage

ADDITIONAL EFFECTS


CLASS Paladin	LEVEL 1	BOOK PH
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AT-WILL POWER

DUNGEONS & DRAGONS®

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Second Wind

KEYWORDS				USED
Standard			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

CLASS	LEVEL	BOOK PH
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ENCOUNTER ACTION

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 (+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.





ADDITIONAL EFFECTS

CLASS Paladin	LEVEL	BOOK PH
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AT-WILL POWER

DUNGEONS & DRAGONS®

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 (+3).

ADDITIONAL EFFECTS

CLASS Paladin	LEVEL	BOOK PH
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ENCOUNTER POWER

DUNGEONS & DRAGONS®

Matt

Divine Strength

KEYWORDS		Divine		USED	
Minor	<div><div>⬇</div><div>⬆</div><div>✈</div></div>	Personal			
ACTION	<div><div>⬅</div><div>✳</div></div>	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

Armor of Bahamut

KEYWORDS		Divine		USED	
Imm Interr	<div><div>⬇</div><div>5</div><div>✈</div></div>	Ranged 5			
ACTION	<div><div>⬅</div><div>✳</div></div>	RANGE			
vs					
ATTACK	DEFENSE	TARGET			
Channel Divinity: You can use only one channel divinity power per encounter Trigger: An enemy scores a critical hit on you or an ally Effect: Turn the critical hit within 5 squares of you into a normal hit.					
ADDITIONAL EFFECTS					
CLASS		LEVEL	*	BOOK	PH

ENCOUNTER POWER

Sacred Circle

KEYWORDS		Divine, Implement, Zone		USED	
Standard	<div><div>⬇</div><div>✈</div></div>	Close burst 3			
ACTION	<div><div>⬅</div><div>3</div><div>✳</div></div>	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

Shielding Smite

KEYWORDS		Divine, Weapon		USED	
Standard	<div><div>*</div><div>⬆</div><div>✈</div></div>	Melee weapon			
ACTION	<div><div>⬅</div><div>✳</div></div>	RANGE			
9	vs	AC	One creature		
ATTACK	DEFENSE	TARGET			
Attack: Charisma vs. AC Hit: 2[W] + Charisma modifier (+3) 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).					
Flaming Battleaxe +1: +9 attack, 2d10+5 damage					
ADDITIONAL EFFECTS					
CLASS	Paladin	LEVEL	1	BOOK	PH

ENCOUNTER POWER

Paladin's Judgment

KEYWORDS		Divine, Healing, Weapon		USED	
Standard	<div><div>*</div><div>⬆</div><div>✈</div></div>	Melee weapon			
ACTION	<div><div>⬅</div><div>✳</div></div>	RANGE			
8	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.					
Flaming Battleaxe +1: +8 attack, 3d10+4 damage					
ADDITIONAL EFFECTS					
CLASS	Paladin	LEVEL	1	BOOK	PH

DAILY POWER

Wrath of the Gods

KEYWORDS		Divine		USED	
Minor	<div><div>⬇</div><div>✈</div></div>	Close burst 1			
ACTION	<div><div>⬅</div><div>1</div><div>✳</div></div>	RANGE			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY			
Targets: You and each ally in burst Effect: The targets add your Charisma modifier (+3) to damage rolls until the end of the encounter.					
ADDITIONAL EFFECTS					
CLASS	Paladin	LEVEL	6	BOOK	PH

UTILITY POWER

Righteous Smite

KEYWORDS		Divine, Weapon		USED	
Standard	<div><div>*</div><div>⬆</div><div>✈</div></div>	Melee weapon			
ACTION	<div><div>⬅</div><div>✳</div></div>	RANGE			
9	vs	AC	One creature		
ATTACK	DEFENSE	TARGET			
Attack: Charisma vs. AC Hit: 2[W] + Charisma modifier (+3) damage, and you and each ally within 5 squares of you gain temporary hit points equal to 5 + your Wisdom modifier (+2).					
Flaming Battleaxe +1: +9 attack, 2d10+5 damage					
ADDITIONAL EFFECTS					
CLASS	Paladin	LEVEL	3	BOOK	PH

ENCOUNTER POWER

Hallowed Circle

KEYWORDS		Divine, Implement, Zone		USED	
Standard	<div><div>⬆</div><div>✈</div></div>	Close burst 3			
ACTION	<div><div>⬅</div><div>3</div><div>✳</div></div>	RANGE			
6	vs	Reflex	Each enemy in burst		
ATTACK	DEFENSE	TARGET			
Attack: Charisma vs. Reflex Hit: 2d6 + Charisma modifier (+3) 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.					
ADDITIONAL EFFECTS					
CLASS	Paladin	LEVEL	5	BOOK	PH

DAILY POWER

Flaming Battleaxe +1

1d10	2	Axe	
DAMAGE	PROFICIENT	GROUP	RANGE
+1 attack rolls and damage rolls		5	+1d6 fire damage
ENHANCEMENT		LEVEL	CRITICAL
PROPERTIES			
Versatile			
Melee Basic Attack: +8 attack, 1d10+4 damage			
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY	
POWER			
Power (At-Will • Fire): Free Action. All damage dealt by this weapon is fire damage. Another free action returns the damage to normal. Power (Daily • Fire): Free Action. Use this power when you hit with the weapon. Deal 1d6 fire damage, and the target takes ongoing 5 fire damage (save ends).			
ITEM SLOT	One-hand	WEIGHT	6
PRICE	1000	BOOK	PH
MAGIC WEAPON			

9

-2

-1

1

AC BONUS

CHECK

SPEED

QUANTITY

+2 AC

10

Armor

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

If you use your second wind when you are bloodied, regain an extra 1d10 hit points.

AT-WILL

ENCOUNTER

DAILY

POWER

ITEM SLOT

Body

WEIGHT

50

PRICE

5000

BOOK

AV

MAGIC ITEM

DUNGEONS & DRAGONS

Wavestrider Boots (heroic tier)

2

AC BONUS

CHECK

SPEED

QUANTITY

4

Feet Slot Item

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

If you begin your turn standing on a solid surface, you can move across liquid as if it were normal terrain. If you are still on liquid at the end of your turn, you fall in.

AT-WILL

ENCOUNTER

DAILY

POWER

Power (Daily): Minor Action. You can move across liquid surfaces as if they were normal terrain until the end of the encounter.

ITEM SLOT

Feet

WEIGHT

0

PRICE

840

BOOK

PH

MAGIC ITEM

DUNGEONS & DRAGONS

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Matt