

Player Name

Anketh 1 Paladin Paragon Path Epic Destiny Total XP 0

Character Name Drow Medium 41 Female 5'7 150 Unaligned Kelemvor

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
19	AC	10	8				1	

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
10	STR Strength	0	0
16	CON Constitution	3	3
16	DEX Dexterity	3	3
8	INT Intelligence	-1	-1
13	WIS Wisdom	1	1
16	CHA Charisma	3	3

### FORT

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

CONDITIONAL BONUSES

### REF

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

CONDITIONAL BONUSES

### WILL

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

CONDITIONAL BONUSES

### SENSES

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

SPECIAL SENSES  
Darkvision

### ATTACK WORKSPACE

ABILITY: Ranged Basic Attack - Hand Crossbow

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+5	0	3		2			

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+0	0	0					

### HIT POINTS

MAX HP	BLOODED	HEALING SURGES
31	15	7
1/2 HP	1/4 HP	SURGES/DAY
		13

CURRENT HIT POINTS CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS

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

**Trance (Drow)** - Meditate aware 4 hours instead of sleep.

**Lolthouched** - Use either cloud of darkness or darkfire once per encounter.

**Darkfire Charisma** - Use CHA for Darkfire

**Fey Origin** - Your origin is fey, not natural

### DAMAGE WORKSPACE

ABILITY: Ranged Basic Attack - Hand Crossbow

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d6+3	3				

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4	0				

### SKILLS

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

### 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.

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
5	AC	Hand Crossbow	1d6+3
0	AC	Unarmed (Melee)	1d4
3	AC	Unarmed (Range)	1d4+3

### FEATS

**Skill Focus (Stealth)** - +3 to Stealth checks

### LANGUAGES KNOWN

Common, Elven



Anketh

PLAYER NAME

RACE Drow CLASS LEVEL 1

<b>HP</b> 31	<b>STR</b> 10	<b>AC</b> 19
<b>Spd</b> 5	<b>CON</b> 16	<b>Fort</b> 14
<b>Init</b> +3	<b>DEX</b> 16	<b>Ref</b> 15
	<b>INT</b> 8	<b>Will</b> 14
	<b>WIS</b> 13	
	<b>CHA</b> 16	
<b>11</b> Passive Insight	<b>11</b> Passive Perception	

PLAY DATA



ENCOUNTER SPECIAL



ENCOUNTER ACTION



Second Wind

KEYWORDS USED

Standard	⬇️ ⬆️ ⬇️	Personal
<b>ACTION</b>	⬅️ ⬆️ ⬆️	<b>RANGE</b>
vs		Self
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

Effect: You spend a healing surge and regain 7 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK PH

Divine Challenge

KEYWORDS Divine, Radiant USED

Minor	⬆️ ⬆️ ⬆️	Close burst 5
<b>ACTION</b>	⬅️ 5 ⬆️	<b>RANGE</b>
vs		One creature in burst
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

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

AT-WILL POWER



Lay on Hands

KEYWORDS Divine, Healing USED

Minor	* ⬆️ ⬆️	Melee touch
<b>ACTION</b>	⬅️ 1 ⬆️	<b>RANGE</b>
vs		One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

Special: You can use this power a number of times per day equal to your Wisdom modifier (+1) (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

AT-WILL POWER



Bolstering Strike

KEYWORDS Divine, Weapon USED

Standard	* ⬆️ ⬆️	Melee weapon
<b>ACTION</b>	⬅️ ⬆️	<b>RANGE</b>
3 vs AC		One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

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

ADDITIONAL EFFECTS

CLASS Paladin LEVEL 1 BOOK PH

AT-WILL POWER



Enfeebling Strike

KEYWORDS Divine, Weapon USED

Standard	* ⬆️ ⬆️	Melee weapon
<b>ACTION</b>	⬅️ ⬆️	<b>RANGE</b>
3 vs AC		One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

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.

ADDITIONAL EFFECTS

CLASS Paladin LEVEL 1 BOOK PH

AT-WILL POWER



Cloud of Darkness

KEYWORDS USED

Minor	⬆️ ⬆️	Close burst 1
<b>ACTION</b>	⬅️ 1 ⬆️	<b>RANGE</b>
vs		
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

Effect: The burst creates a cloud of darkness that remains in place until the end of your next turn. The cloud blocks line of sight, squares within it are totally obscured, and creatures entirely within it are blinded until they exit. You are immune to these effects.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL \* BOOK FRPG

ENCOUNTER POWER



Darkfire

KEYWORDS USED

Minor	⬆️ 10 ⬆️	Ranged 10
<b>ACTION</b>	⬅️ ⬆️	<b>RANGE</b>
7 vs Reflex		One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

Attack: Intelligence +4 vs. Reflex, Wisdom +4 vs. Reflex, or Charisma +4 vs. Reflex. Increase to +6 bonus at 11th level and +8 bonus at 21st level. Hit: Until the end of your next turn, all attacks against the target have combat advantage, and the target cannot benefit from invisibility or concealment. Special: When you create your character, choose Intelligence, Wisdom, or Charisma as the ability score you use when making attack rolls with this power. This choice remains throughout your character's life and does not change the power's other effects.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL \* BOOK FRPG

ENCOUNTER POWER



## Divine Mettle

KEYWORDS Divine USED

Minor	↓	↗	Close burst 10
<b>ACTION</b>	↶	✱	<b>RANGE</b>
3	vs		One creature in burst
<b>ATTACK</b>	<b>DEFENSE</b>		<b>TARGET</b>

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 1 BOOK PH

ENCOUNTER POWER



## Divine Strength

KEYWORDS Divine USED

Minor	↓	↗	Personal
<b>ACTION</b>	↶	✱	<b>RANGE</b>
	vs		
<b>ATTACK</b>	<b>DEFENSE</b>		<b>TARGET</b>

Channel Divinity: You can use only one channel divinity power per encounter  
 Effect: Apply your Strength modifier (+0) as extra damage on your next attack this turn.

ADDITIONAL EFFECTS

CLASS Paladin LEVEL 1 BOOK PH

ENCOUNTER POWER



## Shielding Smite

KEYWORDS Divine, Weapon USED

Standard	*	↓	↗	Melee weapon
<b>ACTION</b>	↶	✱		<b>RANGE</b>
3	vs	AC		One creature
<b>ATTACK</b>	<b>DEFENSE</b>			<b>TARGET</b>

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 (+1).

ADDITIONAL EFFECTS

CLASS Paladin LEVEL 1 BOOK PH

ENCOUNTER POWER



## Radiant Delirium

KEYWORDS Divine, Implement, Radiant USED

Standard	↓	5	↗	Ranged 5
<b>ACTION</b>	↶		✱	<b>RANGE</b>
3	vs	Reflex		One creature
<b>ATTACK</b>	<b>DEFENSE</b>			<b>TARGET</b>

Attack: Charisma vs. Reflex  
 Hit: 3d8 + Charisma modifier (+3) 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

