

Player Name

 Eomer  
 Character Name Level Class  
 Dwarf Medium Male  
 Race Size Age Gender

 5 Paladin  
 Paragon Path  
 Lawful Good Moradin  
 Alignment Deity

 Epic Destiny  
 Total XP 5,500  
 Adventuring Company RPGA Number

INITIATIVE			
SCORE	DEX	1/2 LVL	MISC
2	Initiative	2	
CONDITIONAL MODIFIERS			

DEFENSES									
SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	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
13	CON Constitution	1	3
10	DEX Dexterity	0	2
8	INT Intelligence	-1	1
14	WIS Wisdom	2	4
18	CHA Charisma	4	6

DEFENSES									
SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC	MISC
17	FORT	12	3	1		1			
CONDITIONAL BONUSES									
16	REF	12		1		1	2		
CONDITIONAL BONUSES									
18	WILL	12	4	1		1			
CONDITIONAL BONUSES									

SENSES			
SCORE	PASSIVE SENSE	BASE	SKILL BONUS
14	Passive Insight	10 +	4
14	Passive Perception	10 +	4
SPECIAL SENSES Low-light Vision			

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	
TEMPORARY HIT POINTS			
DEATH SAVING THROW FAILURES			
SAVING THROW MODS +5 racial bonus against poison			
RESISTANCES			
CURRENT CONDITIONS AND EFFECTS			

ACTION POINTS		
MILESTONES	ACTION POINTS	
0	1	2
1	2	3
ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS		

ATTACK WORKSPACE								
ABILITY:	Melee Basic Attack - Dynamic Craghammer +2							
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC	
+ 9	2	3		2		2		
ABILITY:	Melee Basic Attack - Longsword							
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC	
+ 8	2	3		3				

DAMAGE WORKSPACE						
ABILITY:	Melee Basic Attack - Dynamic Craghammer +2					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC	
1d10+7	3	2	2			
ABILITY:	Melee Basic Attack - Longsword					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC	
1d8+3	3					

RACE FEATURES
<b>Dwarven Weapon Proficiency</b> - Proficient with hammers.
<b>Cast-Iron Stomach</b> - +5 bonus to saving throws against poison.
<b>Encumbered Speed</b> - Armor or heavy load doesn't reduce your speed. (Other effects still can.)
<b>Dwarven Resilience</b> - Second wind is minor action.
<b>Stand Your Ground</b> - Can move 1 less when forced to move. Immediate saving throw to avoid being knocked prone.

BASIC ATTACKS			
ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
9	vs AC	Dynamic Craghammer +2	1d10+7
8	vs AC	Longsword	1d8+3
4	vs AC	Crossbow	1d8
5	vs AC	Unarmed (Melee)	1d4+3

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

CLASS / PATH / DESTINY FEATURES
<b>Channel Divinity</b> - Invoke a channel divinity class feature or other power; encounter.
<b>Divine Challenge</b> - Use divine challenge as an at-will power; minor action.
<b>Lay on Hands</b> - Use lay on hands as an at-will (special) power; minor.

FEATS
<b>Healing Hands</b> - Add Cha modifier to damage healed with lay on hands
<b>Toughness</b> - Gain 5 additional hit points per tier
<b>Dwarven Weapon Training</b> - +2 damage and proficiency with axes and hammers

LANGUAGES KNOWN
Common, Dwarven



CHARACTER NAME

Eomer

PLAYER NAME

RACE Dwarf CLASS Paladin LEVEL 5

<b>HP</b> 57	<b>STR</b> 16	<b>AC</b> 23
<b>Spd</b> 5	<b>CON</b> 13	<b>Fort</b> 17
<b>Init</b> +2	<b>DEX</b> 10	<b>Ref</b> 16
	<b>INT</b> 8	<b>Will</b> 18
	<b>WIS</b> 14	
	<b>CHA</b> 18	
<b>14</b> Passive Insight	<b>14</b> Passive Perception	



Second Wind

KEYWORDS USED

Minor	↓	↗	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 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

PLAY DATA



ENCOUNTER SPECIAL



ENCOUNTER ACTION



Divine Challenge

KEYWORDS Divine, Radiant USED

Minor	↓	↗	Close burst 5
<b>ACTION</b>	←	*	<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 (+4) 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 (+4) at 11th level, and to 9 + your Charisma modifier (+4) 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>	←	*		<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 (+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

AT-WILL POWER



Bolstering Strike

KEYWORDS Divine, Weapon USED

Standard	*	↓	↗	Melee weapon
<b>ACTION</b>	←	*		<b>RANGE</b>
<b>10</b>	vs	<b>AC</b>		One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>		

Attack: Charisma vs. AC Hit: 1[W] + Charisma modifier (+4) damage, and you gain temporary hit points equal to your Wisdom modifier (+2). Increase damage to 2[W] + Charisma modifier (+4) at 21st level.

Dynamic Craghammer +2: +10 attack, 1d10+8 damage

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>
<b>10</b>	vs	<b>AC</b>		One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>		

Attack: Charisma vs. AC Hit: 1[W] + Charisma modifier (+4) 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 (+4) at 21st level.

Dynamic Craghammer +2: +10 attack, 1d10+8 damage

ADDITIONAL EFFECTS

CLASS Paladin LEVEL 1 BOOK PH

AT-WILL POWER



Divine Mettle

KEYWORDS Divine USED

Minor	↓	↗	Close burst 10
<b>ACTION</b>	←	10	<b>RANGE</b>
	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 (+4). Prerequisite: Channel Divinity, Paladin

ADDITIONAL EFFECTS

CLASS Paladin LEVEL 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 (+3) as extra damage on your next attack this turn. Prerequisite: Channel Divinity, Paladin

ADDITIONAL EFFECTS

CLASS Paladin LEVEL BOOK PH

ENCOUNTER POWER



### Fearsome Smite

KEYWORDS: Divine, Fear, Weapon

Standard: Melee weapon

ACTION: **RANGE**

10 vs AC

ATTACK DEFENSE TARGET

One creature

Attack: Charisma vs. AC  
Hit: 2[W] + Charisma modifier (+4) damage. Until the end of your next turn, the target takes a penalty to attack rolls equal to your Wisdom modifier (+2).

Dynamic Craghammer +2: +10 attack, 2d10+8 damage

ADDITIONAL EFFECTS

CLASS: Paladin | LEVEL: 1 | BOOK: PH

### Righteous Smite

KEYWORDS: Divine, Weapon

Standard: Melee weapon

ACTION: **RANGE**

10 vs AC

ATTACK DEFENSE TARGET

One creature

Attack: Charisma vs. AC  
Hit: 2[W] + Charisma modifier (+4) damage, and you and each ally within 5 squares of you gain temporary hit points equal to 5 + your Wisdom modifier (+2).

Dynamic Craghammer +2: +10 attack, 2d10+8 damage

ADDITIONAL EFFECTS

CLASS: Paladin | LEVEL: 3 | BOOK: PH

### Paladin's Judgment

KEYWORDS: Divine, Healing, Weapon

Standard: Melee weapon

ACTION: **RANGE**

9 vs AC

ATTACK DEFENSE TARGET

One creature

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

Dynamic Craghammer +2: +9 attack, 3d10+7 damage

ADDITIONAL EFFECTS

CLASS: Paladin | LEVEL: 1 | BOOK: PH

ENCOUNTER POWER **DUNGEONS & DRAGONS**

ENCOUNTER POWER **DUNGEONS & DRAGONS**

DAILY POWER **DUNGEONS & DRAGONS**

### Hallowed Circle

KEYWORDS: Divine, Implement, Zone

Standard: Close burst 3

ACTION: **RANGE**

6 vs Reflex

ATTACK DEFENSE TARGET

Each enemy in burst

Attack: Charisma vs. Reflex  
Hit: 2d6 + Charisma modifier (+4) 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

### Sacred Circle

KEYWORDS: Divine, Implement, Zone

Standard: Close burst 3

ACTION: **RANGE**

AT-WILL ENCOUNTER 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

### Dynamic Craghammer +2

	+2 attack rolls and damage	+2d6 damage
BONUS	ENHANCEMENT	CRITICAL

PROPERTIES

KEYWORDS

ACTION: AT-WILL ENCOUNTER DAILY

POWER

Power (Encounter • Polymorph): Minor Action. Change the weapon into a different weapon from any melee category (simple, military, or superior). This effect lasts until the end of the encounter, or until you end it as a minor action.

ITEM SLOT/TYPE: One-hand | LEVEL: 6 | PRICE: 1800 | BOOK: AV

DAILY POWER **DUNGEONS & DRAGONS**

UTILITY POWER **DUNGEONS & DRAGONS**

MAGIC ITEM **DUNGEONS & DRAGONS**

### Cloak of the Walking Wounded +1

	+1 Fortitude, Reflex, and Will	
BONUS	ENHANCEMENT	CRITICAL

PROPERTIES

If you use your second wind while bloodied, you can expend two healing surges instead of one (gaining hit points from both).

KEYWORDS

ACTION: AT-WILL ENCOUNTER DAILY

POWER

Item Slot: Neck

ITEM SLOT/TYPE: Neck | LEVEL: 4 | PRICE: 840 | BOOK: AV

### Plate Armor of Sacrifice +1

	+1 AC	
BONUS	ENHANCEMENT	CRITICAL

PROPERTIES

KEYWORDS

ACTION: AT-WILL ENCOUNTER DAILY

POWER

Power (At-Will): Minor Action. Use this power when you are adjacent to an ally who is subject to an effect that a save can end. The ally is no longer affected, and you now have the effect. You cannot make a saving throw against this effect until the end of your next turn.  
Power (Daily • Healing): Minor Action. Spend a healing surge. One ally within 5 squares of you regains hit points as though he or she had spent a healing surge.

ITEM SLOT/TYPE: Body | LEVEL: 5 | PRICE: 1000 | BOOK: PH

MAGIC ITEM **DUNGEONS & DRAGONS**

MAGIC ITEM **DUNGEONS & DRAGONS**