

Player Name _____

Character Name **11** **Paladin** **Champion of Order** **26,000**
 Dragonborn **Medium** **Level** **Class** **Paragon Path** **Epic Destiny** **Total XP**
 Race **Size** **Age** **Gender** **Height** **Weight** **Alignment** **Deity** **Adventuring Company or Other Affiliations**

INITIATIVE			
SCORE	DEX	1/2 LVL	MISC
5	Initiative	5	

CONDITIONAL MODIFIERS

DEFENSES									
SCORE	DEFENSE	10 + ARMOR/1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC	MISC
31	AC	15	11			3	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
21	STR Strength	5	10
13	CON Constitution	1	6
11	DEX Dexterity	0	5
12	INT Intelligence	1	6
15	WIS Wisdom	2	7
18	CHA Charisma	4	9

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
21	FORT	15	5	1				

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
21	WILL	15	4	1	1			

CONDITIONAL BONUSES

SENSES			
SCORE	PASSIVE SENSE	BASE	SKILL BONUS
17	Passive Insight	10	+ 7

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
17	Passive Perception	10	+ 7

SPECIAL SENSES

HIT POINTS			
MAX HP	BLOODED	HEALING SURGES SURGE VALUE	SURGES/DAY
88	44	22	11
	1/2 HP	1/4 HP	

CURRENT HIT POINTS	CURRENT SURGE USES
88	0

SECOND WIND 1/ENCOUNTER **USED**

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS +2 bonus against charm effects

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

SKILLS

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

ACTION POINTS		
MILESTONES	ACTION POINTS	
1	Action Points	1
		2
		3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Dragon Breath

Dragon Breath Strength

Dragon Breath Fire

Dragonborn Fury

Draconic Heritage

CLASS / PATH / DESTINY FEATURES

Channel Divinity

Divine Challenge

Lay on Hands

In Defense of Order

Champion's Action

ATTACK WORKSPACE

ABILITY: Melee Basic Attack using Pinning Longsword +3

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 14	5	5		3		3	-2

ABILITY: Melee Basic Attack using Javelin

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 10	5	5		2			-2

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack using Pinning Longsword +3

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+8	5		3		

ABILITY: Melee Basic Attack using Javelin

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d6+5	5				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
14	vs AC	Pinning Longsword +3	1d8+8

10	vs AC	Javelin (Melee)	1d6+5
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10	vs AC	Javelin (Range)	1d6+5
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	vs		
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FEATS

Healing Hands - Add Cha modifier to damage healed with lay on hands

Enlarged Dragon Breath - Dragon breath becomes blast 5

Power Attack - +2 damage for -2 to attack

Powerful Charge - +2 damage, +2 to bull rush on a charge

Broken Shackles - +1 to Will defense, +2 to saving throws against charm

Dragonborn Frenzy - +2 damage when bloodied

Blood Thirst - +2 to damage against bloodied foes

LANGUAGES KNOWN

Common

Draconic

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"/>
Holy Strike	<input type="checkbox"/>
Valiant Strike	<input type="checkbox"/>

ENCOUNTER POWERS

Dragon Breath	<input type="checkbox"/>
Divine Mettle	<input type="checkbox"/>
Divine Strength	<input type="checkbox"/>
Radiant Smite	<input type="checkbox"/>
Staggering Smite	<input type="checkbox"/>
Thunder Smite	<input type="checkbox"/>
Certain Justice	<input type="checkbox"/>

DAILY POWERS

Paladin's Judgment	<input type="checkbox"/>
Martyr's Retribution	<input type="checkbox"/>
Radiant Pulse	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

UTILITY POWERS

Martyr's Blessing	<input type="checkbox"/>
Divine Bodyguard	<input type="checkbox"/>
Turn the Tide	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

OTHER EQUIPMENT

Adventurer's Kit
Javelin (3)
Holy Symbol

COINS AND OTHER WEALTH

Money on hand: 50 pp
Stored money:
Residuum: 0

MAGIC ITEM INDEX

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

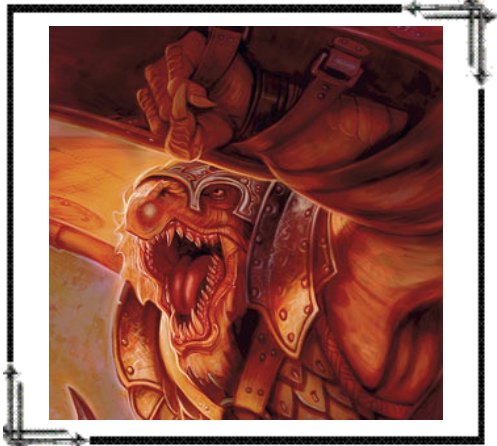
MAGIC ITEMS

WEAPON	Pinning Longsword +3 (One-hand) (E)	<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
ARMOR	Magic Gith plate armor +3 (E)	<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"/>
	Guardian Shield Heavy Shield (heroic tier) (Off-h)	<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>

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

CHARACTER PORTRAIT**PERSONALITY TRAITS****MANNERISMS AND APPEARANCE****CHARACTER BACKGROUND****COMPANIONS AND ALLIES****SESSION AND CAMPAIGN NOTES**

CHARACTER NAME

PLAYER NAME

RACE Dragonborn CLASS Paladin LEVEL 11

HP 88	21 STR	Fort 21
AC 31	13 CON	Ref 17
Speed 5	11 DEX	Will 21
Init +5	12 INT	
	15 WIS	
	18 CHA	

17 Passive Insight 17 Passive Perception

PLAY DATA DUNGEONS & DRAGONS

Action Points

1 Action Points

Once per encounter, you can spend an action point. When you spend an action point, it's gone, but you can earn more.

Most often, you spend an action point to take an extra action during your turn.

If you spend an action point to take an extra action and are within sight of an allied warlord, the warlord's Commanding Presence grants you a benefit.

Instead of taking an extra action when you spend an action point, you can use a paragon path feature or a feat that requires an action point. Whatever you use an action point for, you can only spend 1 per encounter.

SPEND AN ACTION POINT: FREE ACTION

- During Your Turn
- Gain an Extra Action
- Once per Encounter

CLASS Player Ability LEVEL * PAGE PHB

ACTION POINTS DUNGEONS & DRAGONS

Second Wind

22 Surge Value **11** Surges Per Day

You can dig into your resolve and endurance to find an extra burst of vitality. In game terms, you spend a healing surge to regain some of your lost hit points, and you focus on defending yourself.

Unless otherwise noted in the statistics block of a monster or a nonplayer character, this action is available only to player characters.

SECOND WIND: STANDARD ACTION

- Spend a Healing Surge
- +2 Bonus to All Defenses
- Once per Encounter
- Minor Action for Dwarves

CLASS Player Ability LEVEL * PAGE PHB

SECOND WIND DUNGEONS & DRAGONS

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 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 at 11th level, and to 9 + your Charisma modifier 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 FROM RACE, CLASS, FEAT, ETC.

CLASS Paladin LEVEL 1 PAGE PHB

AT-WILL POWER 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 (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 FROM RACE, CLASS, FEAT, ETC.

CLASS Paladin LEVEL 1 PAGE PHB

AT-WILL POWER DUNGEONS & DRAGONS

Holy Strike

KEYWORDS Divine, Radiant, Weapon USED

Standard	Melee weapon
ACTION	RANGE
14 vs AC	One creature
ATTACK	DEFENSE TARGET

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier radiant damage. If you marked the target, you gain a bonus to the damage roll equal to your Wisdom modifier.

Increase damage to 2[W] + Strength modifier at 21st level.

Your stats using Pinning Longsword +3:
+14 bonus to hit, 1d8+8 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

+1 to attack rolls when you're bloodied - Dragonborn Fury.
+2 to damage rolls while you are bloodied - Dragonborn Frenzy.

CLASS Paladin LEVEL 1 PAGE PHB

AT-WILL POWER DUNGEONS & DRAGONS

Valiant Strike

KEYWORDS Divine, Weapon USED

Standard	Melee weapon
ACTION	RANGE
15 vs AC	One creature
ATTACK	DEFENSE TARGET

Attack: Strength + 1 per enemy adjacent to you vs. AC

Hit: 1[W] + Strength modifier damage.

Increase damage to 2[W] + Strength modifier at 21st level.

Your stats using Pinning Longsword +3:
+15 bonus to hit, 1d8+8 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

+1 to attack rolls when you're bloodied - Dragonborn Fury.
+2 to damage rolls while you are bloodied - Dragonborn Frenzy.

CLASS Paladin LEVEL 1 PAGE PHB

AT-WILL POWER DUNGEONS & DRAGONS

Dragon Breath

KEYWORDS Acid, Cold, Fire, Lightning or Poison USED

Minor	Close blast 3
ACTION	RANGE
10 vs Reflex	All creatures in area.
ATTACK	DEFENSE TARGET

Attack: Strength +2 vs. Reflex, Constitution +2 vs. Reflex, or Dexterity +2 vs. Reflex

Hit: 1d6 + Constitution modifier damage.

Increase to +4 bonus and 2d6 + Constitution modifier damage at 11th level, and to +6 bonus and 3d6 + Constitution modifier damage at 21st level.

Special: When you create your character, choose Strength, Constitution, or Dexterity as the ability score you use when making attack rolls with this power. You also choose the power's damage type: acid, cold, fire, lightning, or poison. These two choices remain throughout your character's life and do not change the power's other effects.

Your stats (Unarmed):
+10 bonus to hit, 1d6+1 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

+1 to attack rolls when you're bloodied - Dragonborn Fury.
+2 to damage rolls while you are bloodied - Dragonborn Frenzy.

CLASS Racial Power LEVEL * PAGE PHB

ENCOUNTER POWER DUNGEONS & DRAGONS

Divine Mettle

KEYWORDS Divine USED

Minor	Close burst 10
ACTION	RANGE
vs	One creature in burst
ATTACK	DEFENSE TARGET

Effect: The target makes a saving throw with a bonus equal to your Charisma modifier.

Prerequisite: Channel Divinity, Paladin

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS Paladin LEVEL 1 PAGE PHB

ENCOUNTER POWER DUNGEONS & DRAGONS

Divine Strength

KEYWORDS Divine		USED
Minor		Personal
ACTION	RANGE	
14 vs AC	One creature	
ATTACK	DEFENSE	TARGET
<p>Effect: Apply your Strength modifier as extra damage on your next attack this turn. Prerequisite: Channel Divinity, Paladin</p>		
ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.		
CLASS Paladin	LEVEL 1	PAGE PHB

ENCOUNTER POWER DUNGEONS & DRAGONS

Radiant Smite

KEYWORDS Divine, Radiant, Weapon		USED
Standard		Melee weapon
ACTION	RANGE	
14 vs AC	One creature	
ATTACK	DEFENSE	TARGET
<p>Attack: Strength vs. AC Hit: 2[W] + Strength modifier + Wisdom modifier radiant damage.</p> <p>Your stats using Pinning Longsword +3: +14 bonus to hit, 2d8+10 damage.</p>		
ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.		
CLASS Paladin	LEVEL 1	PAGE PHB

ENCOUNTER POWER DUNGEONS & DRAGONS

Staggering Smite

KEYWORDS Divine, Weapon		USED
Standard		Melee weapon
ACTION	RANGE	
14 vs AC	One creature	
ATTACK	DEFENSE	TARGET
<p>Attack: Strength vs. AC Hit: 2[W] + Strength modifier damage, and you push the target a number of squares equal to your Wisdom modifier.</p> <p>Your stats using Pinning Longsword +3: +14 bonus to hit, 2d8+8 damage.</p>		
ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.		
CLASS Paladin	LEVEL 3	PAGE PHB

ENCOUNTER POWER DUNGEONS & DRAGONS

Thunder Smite

KEYWORDS Divine, Thunder, Weapon		USED
Standard		Melee weapon
ACTION	RANGE	
14 vs AC	One creature	
ATTACK	DEFENSE	TARGET
<p>Attack: Strength vs. AC. If the target is marked by you, the attack can score a critical hit on a roll of 19–20. Hit: 2[W] + Strength modifier thunder damage, and the target is knocked prone.</p> <p>Your stats using Pinning Longsword +3: +14 bonus to hit, 2d8+8 damage.</p>		
ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.		
CLASS Paladin	LEVEL 7	PAGE PHB

ENCOUNTER POWER DUNGEONS & DRAGONS

Certain Justice

KEYWORDS Divine, Weapon		USED
Standard		Melee weapon
ACTION	RANGE	
18 vs AC	One creature	
ATTACK	DEFENSE	TARGET
<p>Attack: Strength + 4 vs. AC Hit: 1[W] damage. If the target is marked by you, it is also weakened and dazed until it is not marked by you.</p> <p>Your stats using Pinning Longsword +3: +18 bonus to hit, 1d8+3 damage.</p>		
ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.		
CLASS Paladin	LEVEL 11	PAGE PHB

ENCOUNTER POWER DUNGEONS & DRAGONS

Paladin's Judgment

KEYWORDS Divine, Healing, Weapon		USED
Standard		Melee weapon
ACTION	RANGE	
14 vs AC	One creature	
ATTACK	DEFENSE	TARGET
<p>Attack: Strength vs. AC Hit: 3[W] + Strength modifier 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.</p> <p>Your stats using Pinning Longsword +3: +14 bonus to hit, 3d8+8 damage.</p>		
ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.		
CLASS Paladin	LEVEL 1	PAGE PHB

DAILY POWER DUNGEONS & DRAGONS

Martyr's Retribution

KEYWORDS Divine, Radiant, Weapon		USED
Standard		Melee weapon
ACTION	RANGE	
14 vs AC	One creature	
ATTACK	DEFENSE	TARGET
<p>Attack: Strength vs. AC, and you must spend a healing surge without regaining any hit points Hit: 4[W] + Strength modifier radiant damage. Miss: Half damage.</p> <p>Your stats using Pinning Longsword +3: +14 bonus to hit, 4d8+8 damage.</p>		
ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.		
CLASS Paladin	LEVEL 5	PAGE PHB

DAILY POWER DUNGEONS & DRAGONS

Radiant Pulse

KEYWORDS Divine, Implement, Radiant		USED
Standard		Ranged 10
ACTION	RANGE	
7 vs Fort		
ATTACK	DEFENSE	TARGET
<p>Primary Target: One creature Attack: Charisma vs. Fortitude Hit: 1d10 + Charisma modifier radiant damage. Make a secondary attack. Secondary Target: Each enemy adjacent to the primary target Secondary Attack: Charisma vs. Fortitude Hit: 1d10 + Charisma modifier radiant damage, and you push the target 3 squares. Sustain Minor: When you sustain this power, you can repeat the secondary attack (the primary target is the same each time). Miss: Half damage, and no secondary attack.</p> <p>Your stats using Holy Symbol: +7 bonus to hit, 1d10+4 damage.</p>		
ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.		
CLASS Paladin	LEVEL 9	PAGE PHB

DAILY POWER DUNGEONS & DRAGONS

Martyr's Blessing

KEYWORDS Divine		USED
Immediate		Close burst 1
ACTION	RANGE	
1		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
<p>Trigger: An adjacent ally is hit by a melee or a ranged attack Effect: You are hit by the attack instead.</p>		
ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.		
CLASS Paladin	LEVEL 2	PAGE PHB

UTILITY POWER DUNGEONS & DRAGONS

Divine Bodyguard

KEYWORDS Divine USED

Minor 5 Ranged 5

ACTION RANGE

AT-WILL ENCOUNTER DAILY

Effect: Choose an ally within 5 squares of you. You take half that ally's damage until the end of the encounter or until you end the effect as a free action. No power or effect can reduce the damage you take from this power.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS Paladin LEVEL 6 PAGE PHB

Turn the Tide

KEYWORDS Divine USED

Standard Close burst 3

ACTION RANGE

AT-WILL ENCOUNTER DAILY

Effect: The targets make saving throws against every effect that a save can end.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS Paladin LEVEL 10 PAGE PHB

Magic Gith plate armor +3

BONUS +3 AC ENHANCEMENT CRITICAL

PROPERTIES

KEYWORDS USED

ACTION

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT/TYPE Body LEVEL 11 PRICE 9000 PAGE PHB

Pinning Longsword +3

BONUS +3 Attack rolls and damage ENHANCEMENT +3d6 damage CRITICAL

PROPERTIES

KEYWORDS USED

ACTION

AT-WILL ENCOUNTER DAILY

POWER

Power (Daily): Free Action. Use this power when you hit an enemy with this weapon. That enemy is immobilized until you are no longer adjacent to it.

ITEM SLOT/TYPE One-hand LEVEL 12 PRICE 13000 PAGE AV

Guardian Shield Heavy Shield (he

BONUS ENHANCEMENT CRITICAL

PROPERTIES

KEYWORDS USED

ACTION

AT-WILL ENCOUNTER DAILY

POWER

Item Slot: Arms
Power (Daily): Immediate Interrupt. You can use this power when an adjacent ally is hit by an attack. You are hit by the attack instead. The ally is unaffected by the attack. You then gain resistance to all damage equal to half the damage dealt by the attack (if any) until the start of your next turn.

ITEM SLOT/TYPE Off-hand LEVEL 10 PRICE 5000 PAGE PHB

MAGIC ITEM DUNGEONS & DRAGONS

MAGIC ITEM DUNGEONS & DRAGONS