

Player Name

Nymeria 2 Paladin Paragon Path Melora Epic Destiny 1,000
 Character Name Level Class Adventuring Company RPGA Number
 Tiefling Medium Age Gender Height Weight Alignment Deity

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
1		1	

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + ARMOR/1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
19	AC	11	7				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
17	STR Strength	3	4
11	CON Constitution	0	1
10	DEX Dexterity	0	1
14	INT Intelligence	2	3
10	WIS Wisdom	0	1
16	CHA Charisma	3	4

FORT

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

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
16	Passive Insight	10	6
11	Passive Perception	10	1

SPECIAL SENSES
Low-light Vision

REF

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

CONDITIONAL BONUSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Scimitar

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 7	1	3		2		1	

ABILITY: Ranged Basic Attack - Hand Crossbow

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 4	1	0		2		1	

WILL

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

CONDITIONAL BONUSES

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Scimitar

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+4	3		1		

ABILITY: Ranged Basic Attack - Hand Crossbow

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d6+1	0		1		

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES SURGE VALUE	SURGES/DAY
32	16	8	10

CURRENT HIT POINTS CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES Resist 6 Fire

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS

MILESTONES	ACTION POINTS
0	1
1	2
2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Infernal Wrath - Use infernal wrath as an encounter power.

Fire Resistance - Resist fire 5 + 1/2 level.

Bloodhunt - +1 on attacks against bloodied foes.

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
7	vs AC	Scimitar	1d8+4
4	vs AC	Hand Crossbow	1d6+1
8	vs AC	Dagger (Melee)	1d4+4
5	vs AC	Dagger (Range)	1d4+1

SKILLS

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

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.

FEATS

Ferocious Rebuke - Push 1 square with infernal wrath

Melora's Tide - Use Channel Divinity to invoke Melora's tide

LANGUAGES KNOWN

Common, Primordial

CHARACTER NAME
Nymeria

PLAYER NAME

RACE **Tiefling** CLASS **Paladin** LEVEL **2**

SCORE	ABILITY	MOD
HP 32	STR +3	AC 19
Spd 5	CON +0	Fort 15
Init +1	DEX +0	Ref 15
	INT +2	Will 15
	WIS +0	
	CHA +3	

16 Passive Insight **11** Passive Perception


Skills

1	Acrobatics	DEX
3	Arcana	INT
4	Athletics	STR
6	Bluff	CHA
4	Diplomacy	CHA
1	Dungeoneering	WIS
6	Endurance	CON (Trained)
6	Heal	WIS (Trained)
3	History	INT
6	Insight	WIS (Trained)
4	Intimidate	CHA
1	Nature	WIS
1	Perception	WIS
8	Religion	INT (Trained)
3	Stealth	DEX
4	Streetwise	CHA
1	Thievery	DEX

ADDITIONAL EFFECTS

Action Point

ADDITIONAL EFFECTS



Effect: Gain a standard action this turn.
Special: You are reset to one action point when you take an extended rest. You gain an action point each milestone.

PLAY DATA **DUNGEONS & DRAGONS**

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ENCOUNTER SPECIAL **DUNGEONS & DRAGONS**

Second Wind

KEYWORDS

Standard Personal **ACTION** **RANGE**

AT-WILL ENCOUNTER DAILY

Effect: You spend a healing surge and regain 8 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS **Paladin** LEVEL **2** BOOK **PH**

Divine Challenge

KEYWORDS **Divine, Radiant**

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 **2** BOOK **PH**

Lay on Hands

KEYWORDS **Divine, Healing**

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 (+0) (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.

Unarmed: +2 attack

ADDITIONAL EFFECTS
+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

CLASS **Paladin** LEVEL **2** BOOK **PH**

UTILITY POWER **DUNGEONS & DRAGONS**

AT-WILL POWER **DUNGEONS & DRAGONS**

AT-WILL POWER **DUNGEONS & DRAGONS**

Holy Strike

KEYWORDS **Divine, Radiant, Weapon**

Standard Melee weapon **ACTION** **RANGE**

7 **vs** **AC** **One creature**

ATTACK	DEFENSE	TARGET

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+3) 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 (+3) at 21st level.
Scimitar: +7 attack, 1d8+4 damage

ADDITIONAL EFFECTS
+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

CLASS **Paladin** LEVEL **1** BOOK **PH**

Bolstering Strike

KEYWORDS **Divine, Weapon**

Standard Melee weapon **ACTION** **RANGE**

7 **vs** **AC** **One creature**

ATTACK	DEFENSE	TARGET

Attack: Charisma vs. AC
Hit: 1[W] + Charisma modifier (+3) damage, and you gain temporary hit points equal to your Wisdom modifier (+0).
Increase damage to 2[W] + Charisma modifier (+3) at 21st level.
Scimitar: +7 attack, 1d8+4 damage

ADDITIONAL EFFECTS
+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

CLASS **Paladin** LEVEL **1** BOOK **PH**

Infernal Wrath

KEYWORDS **Fire**

Free Close burst 10 **ACTION** **10** **RANGE**

vs **The triggering enemy in burst**

ATTACK	DEFENSE	TARGET

Trigger: An enemy within 10 squares of you hits you
Effect: The target takes 1d6 + Intelligence modifier (+2) or Charisma modifier (+3) fire damage.
Level 11: 2d6 + Intelligence modifier (+2) or Charisma modifier (+3) fire damage.
Level 21: 3d6 + Intelligence modifier (+2) or Charisma modifier (+3) fire damage.
Ferocious Rebuke: You can also push the target 1 square.





ADDITIONAL EFFECTS





CLASS **Racial Power** LEVEL ***** BOOK **PH**





AT-WILL POWER **DUNGEONS & DRAGONS**





AT-WILL POWER **DUNGEONS & DRAGONS**





ENCOUNTER POWER **DUNGEONS & DRAGONS**





Shielding Smite		
KEYWORDS Divine, Weapon		USED
Standard	*  	Melee weapon
ACTION	 	RANGE
7	vs AC	One creature
ATTACK	DEFENSE	TARGET
<p>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 (+0).</p> <p>Scimitar: +7 attack, 2d8+4 damage</p>		
ADDITIONAL EFFECTS +1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.		
CLASS Paladin	LEVEL 1	BOOK PH

Divine Mettle		
KEYWORDS Divine		USED
Minor	 	Close burst 10
ACTION	10  	RANGE
	vs	One creature in burst
ATTACK	DEFENSE	TARGET
<p>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).</p>		
ADDITIONAL EFFECTS		
CLASS Paladin	LEVEL	BOOK PH

Divine Strength		
KEYWORDS Divine		USED
Minor	 	Personal
ACTION	 	RANGE
	vs	
ATTACK	DEFENSE	TARGET
<p>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.</p>		
ADDITIONAL EFFECTS		
CLASS Paladin	LEVEL	BOOK PH

Melora's Tide		
KEYWORDS Divine, Healing		USED
Minor	 5 	Ranged 5
ACTION	 	RANGE
	vs	You or one ally; bloodied target or ally
ATTACK	DEFENSE	TARGET
<p>Channel Divinity: You can use only one channel divinity power per encounter Effect: The target gains regeneration 2 until the end of the encounter or until he or she is no longer bloodied. If you are 11th level or higher, this power grants regeneration 4 instead. If you are 21st level or higher, this power grants regeneration 6 instead.</p> <p>Unarmed: +2 attack</p>		
ADDITIONAL EFFECTS +1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.		
CLASS	LEVEL *	BOOK PH

On Pain of Death		
KEYWORDS Divine, Implement		USED
Standard	 5 	Ranged 5
ACTION	 	RANGE
5	vs Will	One creature
ATTACK	DEFENSE	TARGET
<p>Attack: Charisma vs. Will Hit: 3d8 + Charisma modifier (+3) damage. Once per round, the target takes 1d8 damage after making any attacks on its turn (save ends). Miss: Half damage. Once per round, the target takes 1d4 damage after making any attacks on its turn (save ends).</p> <p>Unarmed: +5 attack, 3d8+4 damage</p>		
ADDITIONAL EFFECTS +1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.		
CLASS Paladin	LEVEL 1	BOOK PH

Martyr's Blessing		
KEYWORDS Divine		USED
Imm Interr	 	Close burst 1
ACTION	1  	RANGE
<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		
CLASS Paladin	LEVEL 2	BOOK PH