

Player Name **Josh**

Bofin Battlesong		1	Paladin					0
Character Name		Level	Class		Paragon Path	Epic Destiny	Total XP	
Dwarf	Medium	55	Male	4'9"	220 lb.	Lawful Good	Moradin	
Race	Size	Age	Gender	Height	Weight	Alignment	Deity	
						Adventuring Company	RPGA Number	

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
0			
<b>Initiative</b>			

CONDITIONAL MODIFIERS

### DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
20	AC	10	8				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
13	<b>STR</b> Strength	1	1
16	<b>CON</b> Constitution	3	3
10	<b>DEX</b> Dexterity	0	0
12	<b>INT</b> Intelligence	1	1
10	<b>WIS</b> Wisdom	0	0
17	<b>CHA</b> 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
14	REF	10	1	1			2	

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
15	Passive Insight	10	+
10	Passive Perception	10	+

SPECIAL SENSES  
Low-light Vision

### ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Battleaxe

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

ABILITY: Melee Basic Attack - Unarmed

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

### HIT POINTS

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

HEALING SURGES
13

SECOND WIND 1/ENCOUNTER USED

DEATH SAVING THROW FAILURES

SAVING THROW MODS +5 Racial bonus against poison

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

### ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
1	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

### RACE FEATURES

**Dwarven Weapon Proficiency** - Proficient with hammers.

**Cast-Iron Stomach** - +5 bonus to saving throws against poison.

**Encumbered Speed** - Armor or heavy load doesn't reduce your speed. (Other effects still can.)

**Dwarven Resilience** - Second wind is minor action.

**Stand Your Ground** - Can move 1 less when forced to move. Immediate saving throw to avoid being knocked prone.

### 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.

### DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Battleaxe

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10+1	1				

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+1	1				

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
3	vs AC	Battleaxe	1d10+1
1	vs AC	Unarmed (Melee)	1d4+1
0	vs AC	Unarmed (Range)	1d4
	vs		

### FEATS

**Bardic Dilettante** - Bard: skill training, majestic word 1/day

### SKILLS

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

### LANGUAGES KNOWN

Common, Dwarven



CHARACTER NAME  
**Bofin Battlesong**

PLAYER NAME  
**Josh**

RACE Dwarf CLASS LEVEL 1

<b>HP</b> 31	<b>13 STR</b>	<b>AC</b> 20
<b>Spd</b> 5	<b>16 CON</b>	<b>Fort</b> 14
<b>Init</b> +0	<b>10 DEX</b>	<b>Ref</b> 14
	<b>12 INT</b>	<b>Will</b> 14
	<b>10 WIS</b>	
	<b>17 CHA</b>	
<b>15 Passive Insight</b>	<b>10 Passive Perception</b>	



**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 7 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** DUNGEONS & DRAGONS

**ENCOUNTER SPECIAL** DUNGEONS & DRAGONS

**ENCOUNTER ACTION** DUNGEONS & DRAGONS

**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 (+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*

**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 (+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.

ADDITIONAL EFFECTS

CLASS Paladin LEVEL \_\_\_\_\_ BOOK *PH*

**Bolstering Strike**

KEYWORDS Divine, Weapon USED \_\_\_\_\_

Standard		Melee weapon
<b>ACTION</b>		<b>RANGE</b>
5	vs	AC
<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 (+0).

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

Battleaxe: +5 attack, 1d10+3 damage

ADDITIONAL EFFECTS

CLASS Paladin LEVEL 1 BOOK *PH*

**AT-WILL POWER** DUNGEONS & DRAGONS

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**Enfeebling Strike**

KEYWORDS Divine, Weapon USED \_\_\_\_\_

Standard		Melee weapon
<b>ACTION</b>		<b>RANGE</b>
5	vs	AC
<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.

Battleaxe: +5 attack, 1d10+3 damage

ADDITIONAL EFFECTS

**Divine Mettle**

KEYWORDS Divine USED \_\_\_\_\_

Minor		Close burst 10
<b>ACTION</b>		<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 (+3).

ADDITIONAL EFFECTS

**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 (+1) as extra damage on your next attack this turn.

ADDITIONAL EFFECTS

## Shielding Smite

KEYWORDS Divine, Weapon USED

Standard	* ↓ ↻	Melee weapon
<b>ACTION</b>	↶ ↷ ✖	<b>RANGE</b>
<b>5</b>	vs	<b>AC</b>
<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 (+0).

Battleaxe: +5 attack, 2d10+3 damage

ADDITIONAL EFFECTS

CLASS Paladin LEVEL 1 BOOK PH

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## Majestic Word

KEYWORDS Arcane, Healing USED

Minor	↑ ↻	Close burst 5 (10 at 11th level, 15 at 16th level)
<b>ACTION</b>	↶ ↷ ✖	<b>RANGE</b>
	vs	You or one ally in burst
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

Effect: The target can spend a healing surge and regain additional hit points equal to your Charisma modifier (+3). You also slide the target 1 square.  
 Level 6: 1d6 + Charisma modifier (+3) additional hit points.  
 Level 11: 2d6 + Charisma modifier (+3) additional hit points.  
 Level 16: 3d6 + Charisma modifier (+3) additional hit points.  
 Level 21: 4d6 + Charisma modifier (+3) additional hit points.  
 Level 26: 5d6 + Charisma modifier (+3) additional hit points.  
 Special: You can use this power twice per encounter, but only once per round. At 16th level, you can use this power three times per encounter, but only once per round.

ADDITIONAL EFFECTS

CLASS Bard LEVEL BOOK PH2

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## On Pain of Death

KEYWORDS Divine, Implement USED

Standard	↑ 5 ↻	Ranged 5
<b>ACTION</b>	↶ ↷ ✖	<b>RANGE</b>
<b>3</b>	vs	<b>Will</b>
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

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).

ADDITIONAL EFFECTS

CLASS Paladin LEVEL 1 BOOK PH

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