

Player Name Josh

Bofin Battlesong		11	Paladin		Hospitaler			26,000
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
5		5	

CONDITIONAL MODIFIERS

DEFENSES

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

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
20	FORT	15	4	1				

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
21	Passive Insight	10	11

16	Passive Perception	10	6
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 SPECIAL SENSES
 Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Battleaxe

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 9	5	2		2			

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 7	5	2					

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
103	51	29
	1/2 HP	1/4 HP

CURRENT HIT POINTS	CURRENT SURGE USES

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Battleaxe

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10+2	2				

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+2	2				

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.

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
9	vs AC	Battleaxe	1d10+2
7	vs AC	Unarmed (Melee)	1d4+2
5	vs AC	Unarmed (Range)	1d4
	vs		

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.

Hospitaler's Blessing - When challenged foe attacks ally, ally regains hp (1/2 level + Wis mod)

Hospitaler's Action - When you spend action point to take action, allies within 5 regain Wis mod in hp

FEATS

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

Toughness - Gain 5 additional hit points per tier

Novice Power - Swap one encounter power with one of multiclass

Ritual Caster - Master and perform rituals

Acolyte Power - Swap one utility power with one of multiclass

Adept Power - Swap one daily power with one of multiclass

Dwarven Durability - Increase number of healing surges, healing surge value

SKILLS

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

LANGUAGES KNOWN

Common, Dwarven

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	
Lay on Hands	
Bolstering Strike	
Enfeebling Strike	

ENCOUNTER POWERS

Divine Mettle	<input type="checkbox"/>
Divine Strength	<input type="checkbox"/>
Shielding Smite	<input type="checkbox"/>
Invigorating Smite	<input type="checkbox"/>
Unluck	<input type="checkbox"/>
Warding Blow	<input type="checkbox"/>

DAILY POWERS

Majestic Word	<input type="checkbox"/>
Sign of Vulnerability	<input type="checkbox"/>
Radiant Pulse	<input type="checkbox"/>
Stirring Shout	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

UTILITY POWERS

Martyr's Blessing	<input type="checkbox"/>
Trickster's Healing	<input type="checkbox"/>
Cleansing Spirit	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

OTHER EQUIPMENT

Plate Armor (E)
Heavy Shield (E)
Adventurer's Kit
Battleaxe (E)

COINS AND OTHER WEALTH

Money on hand: 10 gp
Stored money: 0 gp
Encumbrance: 104 lb. / 140 lb.

MAGIC ITEM INDEX

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

MAGIC ITEMS

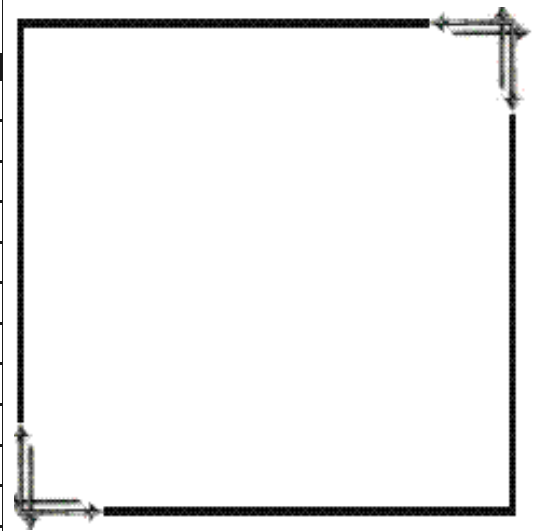
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WEAPON	<input type="checkbox"/>
ARMOR	<input type="checkbox"/>
ARMS	<input type="checkbox"/>
FEET	<input type="checkbox"/>
HANDS	<input type="checkbox"/>
HEAD	<input type="checkbox"/>
NECK	<input type="checkbox"/>
RING	<input type="checkbox"/>
RING	<input type="checkbox"/>
WAIST	<input type="checkbox"/>
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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 / ALCHEMY

CHARACTER PORTRAIT



PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

CHARACTER NAME
Bofin Battlesong

PLAYER NAME
Josh

RACE Dwarf CLASS LEVEL 11

HP 103	14 STR	AC 25
Spd 5	18 CON	Fort 20
Init +5	11 DEX	Ref 19
	13 INT	Will 21
	12 WIS	
	20 CHA	
21 Passive Insight	16 Passive Perception	



Second Wind

KEYWORDS _____ USED _____

Minor	⬇️ ⬅️ ⬆️	Personal
ACTION	⬅️ ⬆️	RANGE
vs		Self
ATTACK	DEFENSE	TARGET

Effect: You spend a healing surge and regain 29 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
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 (+5) 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 (+5) at 11th level, and to 9 + your Charisma modifier (+5) 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
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 (+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*

Bolstering Strike

KEYWORDS Divine, Weapon USED _____

Standard	* ⬇️ ⬅️ ⬆️	Melee weapon
ACTION	⬅️ ⬆️	RANGE
12 vs AC		One creature
ATTACK	DEFENSE	TARGET

Attack: Charisma vs. AC
Hit: 1[W] + Charisma modifier (+5) damage, and you gain temporary hit points equal to your Wisdom modifier (+1).
Increase damage to 2[W] + Charisma modifier (+5) at 21st level.

Battleaxe: +12 attack, 1d10+5 damage

ADDITIONAL EFFECTS

CLASS Paladin LEVEL 1 BOOK *PH*

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

Enfeebling Strike

KEYWORDS Divine, Weapon USED _____

Standard	* ⬇️ ⬅️ ⬆️	Melee weapon
ACTION	⬅️ ⬆️	RANGE
12 vs AC		One creature
ATTACK	DEFENSE	TARGET

Attack: Charisma vs. AC
Hit: 1[W] + Charisma modifier (+5) 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 (+5) at 21st level.

Battleaxe: +12 attack, 1d10+5 damage

ADDITIONAL EFFECTS

Divine Mettle

KEYWORDS Divine USED _____

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

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 (+5).

ADDITIONAL EFFECTS

Divine Strength



KEYWORDS Divine USED _____


Minor	⬇️ ⬅️ ⬆️	Personal
ACTION	⬅️ ⬆️	RANGE
vs		
ATTACK	DEFENSE	TARGET

Channel Divinity: You can use only one channel divinity power per encounter
Effect: Apply your Strength modifier (+2) as extra damage on your next attack this turn.



ADDITIONAL EFFECTS


Shielding Smite

KEYWORDS		Divine, Weapon	USED
Standard	* 	Melee weapon	
ACTION		RANGE	
12	vs	AC	One creature
ATTACK	DEFENSE	TARGET	
<p>Attack: Charisma vs. AC Hit: 2[W] + Charisma modifier (+5) 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).</p> <p>Battleaxe: +12 attack, 2d10+5 damage</p>			
ADDITIONAL EFFECTS			
CLASS	Paladin	LEVEL 1	BOOK PH




ENCOUNTER POWER 


Invigorating Smite

KEYWORDS		Divine, Healing, Weapon	USED
Standard	* 	Melee weapon	
ACTION		RANGE	
12	vs	Will	One creature
ATTACK	DEFENSE	TARGET	
<p>Attack: Charisma vs. Will Hit: 2[W] + Charisma modifier (+5) damage. If you are bloodied, you regain hit points equal to 5 + your Wisdom modifier (+1). Bloodied allies within 5 squares of you also regain hit points equal to 5 + your Wisdom modifier (+1).</p> <p>Battleaxe: +12 attack, 2d10+5 damage</p>			
ADDITIONAL EFFECTS			
CLASS	Paladin	LEVEL 3	BOOK PH



ENCOUNTER POWER 

Unluck

KEYWORDS		Arcane, Implement, Necrotic	USED
Standard	 5 	Ranged 5	
ACTION		RANGE	
10	vs	Reflex	One creature
ATTACK	DEFENSE	TARGET	
<p>Attack: Charisma vs. Reflex Hit: 1d8 + Charisma modifier (+5) necrotic damage. The next time the target makes an attack roll before the end of your next turn, you roll 1d20 and can replace the target's roll with yours. In addition, choose an ally within 5 squares of you. The next time that ally attacks the target before the end of your next turn, you roll 1d20 and can replace the ally's roll with yours.</p>			
ADDITIONAL EFFECTS			
CLASS	Bard	LEVEL 7	BOOK PH2





ENCOUNTER POWER 

Warding Blow

KEYWORDS		Divine, Weapon	USED
Standard	* 	Melee weapon	
ACTION		RANGE	
12	vs	AC	One creature that is marked by you
ATTACK	DEFENSE	TARGET	
<p>Attack: Charisma vs. AC Hit: 2[W] + Charisma modifier (+5) damage, and each ally within 5 squares of you can make a saving throw.</p> <p>Battleaxe: +12 attack, 2d10+5 damage</p>			
ADDITIONAL EFFECTS			
CLASS		LEVEL 11	BOOK PH




ENCOUNTER POWER 

Majestic Word

KEYWORDS		Arcane, Healing	USED
Minor	 	Close burst 5 (10 at 11th level, 15 at 16th)	
ACTION	 5 	RANGE	
	vs		You or one ally in burst
ATTACK	DEFENSE	TARGET	
<p>Effect: The target can spend a healing surge and regain additional hit points equal to your Charisma modifier (+5). You also slide the target 1 square.</p> <p>Level 6: 1d6 + Charisma modifier (+5) additional hit points. Level 11: 2d6 + Charisma modifier (+5) additional hit points. Level 16: 3d6 + Charisma modifier (+5) additional hit points. Level 21: 4d6 + Charisma modifier (+5) additional hit points. Level 26: 5d6 + Charisma modifier (+5) 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.</p>			
ADDITIONAL EFFECTS			
CLASS	Bard	LEVEL	BOOK PH2




DAILY POWER 

Sign of Vulnerability

KEYWORDS		Divine, Implement, Radiant	USED
Standard	 5 	Ranged 5	
ACTION		RANGE	
10	vs	Fort	One creature
ATTACK	DEFENSE	TARGET	
<p>Attack: Charisma vs. Fortitude Hit: 3d8 + Charisma modifier (+5) radiant damage, and the target gains vulnerability 5 to radiant damage until the end of the encounter. Miss: Half damage, and the target gains no vulnerability.</p>			
ADDITIONAL EFFECTS			
CLASS	Paladin	LEVEL 5	BOOK PH




DAILY POWER 

Radiant Pulse

KEYWORDS		Divine, Implement, Radiant	USED
Standard	 10 	Ranged 10	
ACTION		RANGE	
10	vs	Fort	One creature
ATTACK	DEFENSE	TARGET	
<p>Attack: Charisma vs. Fortitude Hit: 1d10 + Charisma modifier (+5) radiant damage. Make a secondary attack. Secondary Target: Each enemy adjacent to the primary target Secondary Attack: Charisma vs. Fortitude Hit: 1d10 + Charisma modifier (+5) 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>			
ADDITIONAL EFFECTS			





ADDITIONAL EFFECTS

Stirring Shout

KEYWORDS		Arcane, Healing, Implement, Psychic	USED
Standard	 10 	Ranged 10	
ACTION		RANGE	
10	vs	Will	One creature
ATTACK	DEFENSE	TARGET	
<p>Attack: Charisma vs. Will Hit: 2d6 + Charisma modifier (+5) psychic damage. Effect: Until the end of the encounter, whenever an ally hits the target, that ally regains hit points equal to your Charisma modifier (+5).</p>			
ADDITIONAL EFFECTS			

ADDITIONAL EFFECTS

Martyr's Blessing

KEYWORDS		Divine	USED
Imm Intert	 	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			

ADDITIONAL EFFECTS

Trickster's Healing

KEYWORDS Arcane, Healing USED

Imm React   Close burst 10
ACTION  **10**  **RANGE** AT-WILL ENCOUNTER DAILY

Trigger: An attack misses an ally within 10 squares of you
Target: Each ally in burst missed by the triggering attack
Effect: Each target regains hit points equal to one-half your level + your Intelligence modifier (+1).

ADDITIONAL EFFECTS

CLASS Bard LEVEL 6 BOOK PH2

UTILITY POWER



Cleansing Spirit

KEYWORDS Divine USED

Minor  5  Ranged 5
ACTION  **5**  **RANGE** AT-WILL ENCOUNTER DAILY

Target: You or one ally
Effect: The target makes a saving throw with a +2 bonus.

ADDITIONAL EFFECTS

CLASS Paladin LEVEL 10 BOOK PH

UTILITY POWER

