

Player Name **Josh**

Bofin Battlesong		21	Paladin		Hospitaller		Chosen		175,000
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
11	1	10	

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
30	AC	20	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
15	STR Strength	2	12
22	CON Constitution	6	16
12	DEX Dexterity	1	11
14	INT Intelligence	2	12
14	WIS Wisdom	2	12
25	CHA Charisma	7	17

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
27	FORT	20	6	1				

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
25	REF	20	2	1			2	

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
28	WILL	20	7	1				

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
27	Passive Insight	10	17

22	Passive Perception	10	12
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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
+14	10	2		2			

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+12	10	2					

HIT POINTS

172	86	49	20
MAX HP	BLOODED	HEALING SURGES SURGE VALUE	SURGES/DAY
	1/2 HP	1/4 HP	

 CURRENT HIT POINTS: CURRENT SURGE USES:

ACTION POINTS

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Action Points	MILESTONES	ACTION POINTS
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Battleaxe

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
2d10+4	2				2

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
2d4+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.

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.

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

Hospitaller's Care - Add Cha mod to healing from lay on hands power

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

Divine Spark - Increase two ability scores by 2 each

Divine Spark Charisma - +2 to your Charisma

Divine Spark Constitution - +2 to your Constitution

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 mult

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, h

Mettle - No damage from missed area or close attacks agains

Devastating Critical - Deal additional 1d10 damage on a cri

Dwarven Weapon Training - +2 damage and proficiency w

Healing Hands - Add Cha modifier to damage healed with la

Durable - Increase number of healing surges by 2

Epic Resurgence - Regain encounter attack power on critica

SKILLS

BONUS	SKILL NAME	ABIL MOD	TRND (+5)	ARMOR PENALTY	MISC
7	Acrobatics	DEX	11	0	-4
17	Arcana	INT	12	5	n/a
8	Athletics	STR	12	0	-4
17	Bluff	CHA	17	0	n/a
17	Diplomacy	CHA	17	0	n/a
14	Dungeoneering	WIS	12	0	n/a 2
14	Endurance	CON	16	0	-4 2
17	Heal	WIS	12	5	n/a
17	History	INT	12	5	n/a
17	Insight	WIS	12	5	n/a
17	Intimidate	CHA	17	0	n/a
12	Nature	WIS	12	0	n/a
12	Perception	WIS	12	0	n/a
17	Religion	INT	12	5	n/a
7	Stealth	DEX	11	0	-4

LANGUAGES KNOWN

Common, Dwarven

CHARACTER NAME
Bofin Battlesong

PLAYER NAME
Josh

RACE Dwarf CLASS LEVEL 21

HP 172	15 STR	AC 30
Spd 5	22 CON	Fort 27
Init +11	12 DEX	Ref 25
	14 INT	Will 28
	14 WIS	
	25 CHA	
27 Passive Insight	22 Passive Perception	



Second Wind

KEYWORDS _____ USED _____

Minor	Close burst 5	Personal
ACTION	RANGE	
vs	Self	
ATTACK	DEFENSE	TARGET

Effect: You spend a healing surge and regain 49 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 (+7) 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 (+7) at 11th level, and to 9 + your Charisma modifier (+7) 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 (+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.
regain an additional 7 hit points.

ADDITIONAL EFFECTS

CLASS Paladin LEVEL _____ BOOK *PH*

Bolstering Strike

KEYWORDS Divine, Weapon USED _____

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

Attack: Charisma vs. AC
Hit: 1[W] + Charisma modifier (+7) damage, and you gain temporary hit points equal to your Wisdom modifier (+2).
Increase damage to 2[W] + Charisma modifier (+7) at 21st level.
Battleaxe: +19 attack, 2d10+9 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	
19 vs AC	One creature	
ATTACK	DEFENSE	TARGET

Attack: Charisma vs. AC
Hit: 1[W] + Charisma modifier (+7) 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 (+7) at 21st level.
Battleaxe: +19 attack, 2d10+9 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 (+7).

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

Unluck

KEYWORDS Arcane, Implement, Necrotic USED

Standard	5	Ranged 5
ACTION		RANGE
17	vs Reflex	One creature
ATTACK	DEFENSE	TARGET

Attack: Charisma vs. Reflex
Hit: 1d8 + Charisma modifier (+7) 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.

ADDITIONAL EFFECTS

CLASS Bard LEVEL 7 BOOK PH2

ENCOUNTER POWER DUNGEONS & DRAGONS

Warding Blow

KEYWORDS Divine, Weapon USED

Standard	*	Melee weapon
ACTION		RANGE
19	vs AC	One creature that is marked by you
ATTACK	DEFENSE	TARGET

Attack: Charisma vs. AC
Hit: 2[W] + Charisma modifier (+7) damage, and each ally within 5 squares of you can make a saving throw.

Battleaxe: +19 attack, 2d10+9 damage

ADDITIONAL EFFECTS

CLASS Paladin LEVEL 11 BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS

Renewing Smite

KEYWORDS Divine, Healing, Weapon USED

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

Attack: Charisma vs. AC
Hit: 2[W] + Charisma modifier (+7) damage, and one ally within 5 squares of you regains hit points equal to 10 + your Wisdom modifier (+2).

Battleaxe: +19 attack, 2d10+9 damage

ADDITIONAL EFFECTS

CLASS Paladin LEVEL 13 BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS

Hand of the Gods

KEYWORDS Divine, Implement, Radiant USED

Standard		Close burst 1
ACTION	1	RANGE
17	vs Fort	Each enemy in burst
ATTACK	DEFENSE	TARGET

Attack: Charisma vs. Fortitude
Hit: 2d10 + Charisma modifier (+7) radiant damage, and the target is marked until the end of your next turn.
Effect: Until the end of your next turn, allies in the burst gain a power bonus to attack rolls equal to your Wisdom modifier (+2).

ADDITIONAL EFFECTS

CLASS Paladin LEVEL 17 BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS

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

Effect: The target can spend a healing surge and regain additional hit points equal to your Charisma modifier (+7). You also slide the target 1 square.
Level 6: 1d6 + Charisma modifier (+7) additional hit points.
Level 11: 2d6 + Charisma modifier (+7) additional hit points.
Level 16: 3d6 + Charisma modifier (+7) additional hit points.
Level 21: 4d6 + Charisma modifier (+7) additional hit points.
Level 26: 5d6 + Charisma modifier (+7) 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

DAILY POWER DUNGEONS & DRAGONS

Stirring Shout

KEYWORDS Arcane, Healing, Implement, Psychic USED

Standard	10	Ranged 10
ACTION		RANGE
17	vs Will	One creature
ATTACK	DEFENSE	TARGET

Attack: Charisma vs. Will
Hit: 2d6 + Charisma modifier (+7) 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 (+7).

ADDITIONAL EFFECTS

CLASS Bard LEVEL 1 BOOK PH2

DAILY POWER DUNGEONS & DRAGONS

Life-Giving Smite

KEYWORDS Divine, Healing, Radiant, Weapon USED

Standard	*	Melee weapon
ACTION		RANGE
19	vs Fort	One creature
ATTACK	DEFENSE	TARGET

Attack: Charisma vs. Fortitude
Hit: 4[W] + Charisma modifier (+7) radiant damage.
Effect: Choose one ally within 10 squares of you. The ally can spend a healing surge. Add your Charisma modifier (+7) to the hit points regained.

Battleaxe: +19 attack, 4d10+9 damage

ADDITIONAL EFFECTS

ENCOUNTER POWER DUNGEONS & DRAGONS

Break the Wall

KEYWORDS Divine, Implement USED

Standard	5	Ranged 5
ACTION		RANGE
17	vs Fort	One creature
ATTACK	DEFENSE	TARGET

Attack: Charisma vs. Fortitude
Hit: 3d10 + Charisma damage, and the target takes a -2 penalty to all defenses (save ends).
Miss: Half damage, and the target takes a -1 penalty to all defenses (save ends).

ADDITIONAL EFFECTS

ENCOUNTER POWER DUNGEONS & DRAGONS

Righteous Inferno

KEYWORDS Divine, Fire, Implement, Zone USED

Standard	10	Area burst 2 within 10 squares
ACTION	2	RANGE
17	vs Reflex	Each enemy in burst
ATTACK	DEFENSE	TARGET

Attack: Charisma vs. Reflex
Hit: 3d10 + Charisma modifier (+7) fire damage, and the target grants combat advantage to you and your allies until the end of your next turn.
Miss: Half damage, and the target does not grant combat advantage.
Effect: The burst creates a zone of fire that lasts until the end of your next turn. Enemies that enter the zone or start their turns there take 1d10 fire damage and grant combat advantage to you and your allies.
Sustain Minor: The zone persists.

ADDITIONAL EFFECTS

ENCOUNTER POWER DUNGEONS & DRAGONS

Martyr's Blessing

KEYWORDS Divine USED

Imm Interr  Close burst 1
ACTION  1  **RANGE** AT-WILL ENCOUNTER DAILY

Trigger: An adjacent ally is hit by a melee or a ranged attack
Effect: You are hit by the attack instead.

ADDITIONAL EFFECTS

CLASS Paladin LEVEL 2 BOOK PH

UTILITY POWER



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 (+2).

ADDITIONAL EFFECTS

CLASS Bard LEVEL 6 BOOK PH2

UTILITY POWER



Cleansing Spirit

KEYWORDS Divine USED

Minor  5  Ranged 5
ACTION  **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



Healing Font

KEYWORDS Divine, Healing USED

Minor  Personal
ACTION  **RANGE** AT-WILL ENCOUNTER DAILY

Effect: Until the end of this encounter, when you attack on your turn and hit at least one enemy, you heal an ally. Choose one ally within 10 squares of you. That ally regains a number of hit points equal to 1d6 x your Wisdom modifier (+2).

ADDITIONAL EFFECTS

CLASS Paladin LEVEL 12 BOOK PH

UTILITY POWER



Death Ward

KEYWORDS Divine, Healing USED

Standard *  Melee touch
ACTION  **RANGE** AT-WILL ENCOUNTER DAILY

Target: One dying creature
Effect: You spend a healing surge but regain no hit points from it. Instead, the target regains hit points as if it had spent two healing surges. Add your Charisma modifier (+7) to the hit points regained.

ADDITIONAL EFFECTS

CLASS Paladin LEVEL 16 BOOK PH

UTILITY POWER

