

Player Name

Draco III 3 Paladin 2,250
 Character Name Level Class Paragon Path Epic Destiny Total XP
 Dragonborn Medium Youngin Male 6'4" 260 Lawful Good Bahamut
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
1	1	1	

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
21	AC	11	8				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
18	STR Strength	4	5
12	CON Constitution	1	2
10	DEX Dexterity	0	1
11	INT Intelligence	0	1
13	WIS Wisdom	1	2
16	CHA Charisma	3	4

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
12	Passive Insight	10 +	2
12	Passive Perception	10 +	2

SPECIAL SENSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	FORT	11	4	1				

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Javelin

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 7	1	4		2			

ABILITY: Melee Basic Attack - Longsword

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 8	1	4		3			

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
39	19	10
	1/2 HP	1/4 HP
		11
		SURGES/DAY

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 - Javelin

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d6+4	4				

ABILITY: Melee Basic Attack - Longsword

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+4	4				

RACE FEATURES

Dragon Breath - Use dragon breath as an encounter power.

Dragon Breath Strength - Use STR for Dragon Breath

Dragon Breath Fire - Dragon Breath deals fire damage

Dragonborn Fury - +1 to attacks while bloodied.

Draconic Heritage - Add Con mod to healing surge value.

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
9	vs AC	Aecris Longsword +1	1d8+5
7	vs AC	Javelin (Melee)	1d6+4
7	vs AC	Javelin (Range)	1d6+4
7	vs AC	Battleaxe	1d10+4

SKILLS

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

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

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

Enlarged Dragon Breath - Dragon breath becomes blast 5

LANGUAGES KNOWN

Common, Draconic

CHARACTER NAME
Draco III

PLAYER NAME

RACE Dragonborn CLASS Paladin LEVEL 3

HP 39	STR 18	AC 21
Spd 5	CON 12	Fort 16
Init +1	DEX 10	Ref 14
	INT 11	Will 15
	WIS 13	
	CHA 16	

12 Passive Insight **12** Passive Perception

ACTION POINT

Second Wind

KEYWORDS

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

Effect: You spend a healing surge and regain 10 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS Paladin LEVEL 3 BOOK PH

PLAY DATA DUNGEONS & DRAGONS

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

ENCOUNTER ACTION DUNGEONS & DRAGONS

Melee Basic Attack

KEYWORDS Weapon USED

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

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+4) damage. Increase damage to 2[W] + Strength modifier (+4) at 21st level.
Special: You can use an unarmed attack as a weapon to make a melee basic attack.

Aecris Longsword +1: +9 attack, 1d8+5 damage
Javelin: +7 attack, 1d6+4 damage
Battleaxe: +7 attack, 1d10+4 damage
Longsword: +8 attack, 1d8+4 damage
Unarmed: +5 attack, 1d4+4 damage

ADDITIONAL EFFECTS
+1 to attack rolls when you're bloodied - Dragonborn Fury.

CLASS Paladin LEVEL 3 BOOK PH

Ranged Basic Attack

KEYWORDS Weapon USED

Standard	⬆️ * ⬅️ ⬆️	Ranged weapon
ACTION	⬅️ ⬆️	RANGE
7 vs AC		One creature
ATTACK	DEFENSE	TARGET

Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier (+0) damage. Increase damage to 2[W] + Dexterity modifier (+0) at 21st level.
Special: Weapons with the heavy thrown property use Strength instead of Dexterity for attack rolls and damage rolls. Warlocks can use eldritch blast as a ranged basic attack, and wizards can use magic missile as a ranged basic attack.

Javelin: +7 attack, 1d6+4 damage
Unarmed: +1 attack, 1d4 damage

ADDITIONAL EFFECTS
+1 to attack rolls when you're bloodied - Dragonborn Fury.

CLASS Paladin LEVEL 3 BOOK PH

Divine Challenge

KEYWORDS Divine, Radiant USED

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 3 BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

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 (+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
+1 to attack rolls when you're bloodied - Dragonborn Fury.

CLASS Paladin LEVEL 3 BOOK PH

Holy Strike

KEYWORDS Divine, Radiant, Weapon USED

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

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+4) radiant damage. If you marked the target, you gain a bonus to the damage roll equal to your Wisdom modifier (+1). Increase damage to 2[W] + Strength modifier (+4) at 21st level.

Aecris Longsword +1: +9 attack, 1d8+5 damage
Javelin: +7 attack, 1d6+4 damage
Battleaxe: +7 attack, 1d10+4 damage
Longsword: +8 attack, 1d8+4 damage
Unarmed: +5 attack, 1d4+4 damage

ADDITIONAL EFFECTS
+1 to attack rolls when you're bloodied - Dragonborn Fury.

CLASS Paladin LEVEL 3 BOOK PH

Valiant Strike

KEYWORDS Divine, Weapon USED

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

Attack: Strength + 1 per enemy adjacent to you vs. AC
Hit: 1[W] + Strength modifier (+4) damage. Increase damage to 2[W] + Strength modifier (+4) at 21st level.

Aecris Longsword +1: +9 attack, 1d8+5 damage
Javelin: +7 attack, 1d6+4 damage
Battleaxe: +7 attack, 1d10+4 damage
Longsword: +8 attack, 1d8+4 damage
Unarmed: +5 attack, 1d4+4 damage

ADDITIONAL EFFECTS
+1 attack bonus per enemy adjacent to you.
+1 to attack rolls when you're bloodied - Dragonborn Fury.

CLASS Paladin LEVEL 3 BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

Dragon Breath

KEYWORDS		Acid, Cold, Fire, Lightning or Poison		USED
Minor		Close blast 3 or 5		
ACTION		3	RANGE	
7	vs	Reflex	All creatures in area.	
ATTACK	DEFENSE	TARGET		
<p>Attack: Strength +2 vs. Reflex, Constitution +2 vs. Reflex, or Dexterity +2 vs. Reflex Hit: 1d6 + Constitution modifier (+1) damage. Increase to +4 bonus and 2d6 + Constitution modifier (+1) damage at 11th level, and to +6 bonus and 3d6 + Constitution modifier (+1) 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.</p>				
ADDITIONAL EFFECTS				
+1 to attack rolls when you're bloodied - Dragonborn Fury.				
CLASS	Racial Power	LEVEL	*	BOOK PH

ENCOUNTER POWER

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

ENCOUNTER POWER

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 (+4) as extra damage on your next attack this turn.</p>				
ADDITIONAL EFFECTS				
CLASS	Paladin	LEVEL		BOOK PH

ENCOUNTER POWER

Radiant Smite

KEYWORDS		Divine, Radiant, Weapon		USED
Standard		Melee weapon		
ACTION			RANGE	
9	vs	AC	One creature	
ATTACK	DEFENSE	TARGET		
<p>Attack: Strength vs. AC Hit: 2[W] + Strength modifier (+4) + Wisdom modifier (+1) radiant damage.</p> <p>Aecris Longsword +1: +9 attack, 2d8+6 damage Javelin: +7 attack, 2d6+5 damage Battleaxe: +7 attack, 2d10+5 damage Longsword: +8 attack, 2d8+5 damage Unarmed: +5 attack, 2d4+5 damage</p>				
ADDITIONAL EFFECTS				
+1 to attack rolls when you're bloodied - Dragonborn Fury.				
CLASS	Paladin	LEVEL	1	BOOK PH

ENCOUNTER POWER

Invigorating Smite

KEYWORDS		Divine, Healing, Weapon		USED
Standard		Melee weapon		
ACTION			RANGE	
8	vs	Will	One creature	
ATTACK	DEFENSE	TARGET		
<p>Attack: Charisma vs. Will Hit: 2[W] + Charisma modifier (+3) 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>Aecris Longsword +1: +8 attack, 2d8+4 damage Javelin: +6 attack, 2d6+3 damage Battleaxe: +6 attack, 2d10+3 damage Longsword: +7 attack, 2d8+3 damage Unarmed: +4 attack, 2d4+3 damage</p>				
ADDITIONAL EFFECTS				
+1 to attack rolls when you're bloodied - Dragonborn Fury.				
CLASS	Paladin	LEVEL	3	BOOK PH

ENCOUNTER POWER

Paladin's Judgment

KEYWORDS		Divine, Healing, Weapon		USED
Standard		Melee weapon		
ACTION			RANGE	
9	vs	AC	One creature	
ATTACK	DEFENSE	TARGET		
<p>Attack: Strength vs. AC Hit: 3[W] + Strength modifier (+4) 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>Aecris Longsword +1: +9 attack, 3d8+5 damage Javelin: +7 attack, 3d6+4 damage Battleaxe: +7 attack, 3d10+4 damage Longsword: +8 attack, 3d8+4 damage Unarmed: +5 attack, 3d4+4 damage</p>				
ADDITIONAL EFFECTS				
+1 to attack rolls when you're bloodied - Dragonborn Fury.				
CLASS	Paladin	LEVEL	1	BOOK PH

DAILY POWER

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

UTILITY POWER

Longsword

1d8	3	Heavy Blade	
DAMAGE	PROFICIENT	GROUP	RANGE
PROPERTIES			
Versatile (Versatile weapons are one-handed, but you can use them two-handed. If you do, you deal an extra 1 point of damage when you roll damage for the weapon. A Small character such as a halfling must use a versatile weapon two-handed, and doesn't deal extra damage.)			
Melee Basic Attack: +8 attack, 1d8+4 damage			
NOTES			
ITEM SLOT	One-hand	WEIGHT	4
PRICE	15	BOOK	

WEAPON

Javelin

1d6	2	Spear	10/20
DAMAGE	PROFICIENT	GROUP	RANGE
PROPERTIES			
Heavy Thrown (You hurl a thrown weapon from your hand, rather than using it to loose a projectile. A basic attack with a heavy thrown weapon uses your Strength.)			
Melee Basic Attack: +7 attack, 1d6+4 damage Ranged Basic Attack: +7 attack, 1d6+4 damage			
NOTES			
ITEM SLOT	One-hand	WEIGHT	2
PRICE	5	BOOK	

WEAPON

Battleaxe

1d10	2	Axe	
DAMAGE	PROFICIENT	GROUP	RANGE

PROPERTIES

Versatile (Versatile weapons are one-handed, but you can use them two-handed. If you do, you deal an extra 1 point of damage when you roll damage for the weapon.

A Small character such as a halfling must use a versatile weapon two-handed, and doesn't deal extra damage.)

Melee Basic Attack: +7 attack, 1d10+4 damage

ITEM SLOT	One-hand	WEIGHT	6	PRICE	15	BOOK
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WEAPON 

Adventurer's Kit

			1
AC BONUS	CHECK	SPEED	QUANTITY

PROPERTIES

ITEM SLOT		WEIGHT	33	PRICE	15	BOOK
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ITEM 

Rations, Trail

			6
AC BONUS	CHECK	SPEED	QUANTITY

PROPERTIES

ITEM SLOT		WEIGHT	10	PRICE	5	BOOK
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ITEM 

Plate Armor

8	-2	-1	1
AC BONUS	CHECK	SPEED	QUANTITY

PROPERTIES

ITEM SLOT	Body	WEIGHT	50	PRICE	50	BOOK
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ITEM 

Heavy Shield

2	-2	-	1
AC BONUS	CHECK	SPEED	QUANTITY

PROPERTIES

ITEM SLOT	Off-hand	WEIGHT	15	PRICE	10	BOOK
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ITEM 

Sunrods

			1
AC BONUS	CHECK	SPEED	QUANTITY

PROPERTIES

ITEM SLOT		WEIGHT	2	PRICE	4	BOOK
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ITEM 

Torch

			2
AC BONUS	CHECK	SPEED	QUANTITY

PROPERTIES

ITEM SLOT		WEIGHT	1	PRICE		BOOK
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ITEM 

Aecris Longsword +1

1d8	3	Heavy Blade	
DAMAGE	PROFICIENT	GROUP	RANGE
+1 attack rolls and damage rolls		5	+1d6 damage
ENHANCEMENT	LEVEL	CRITICAL	

PROPERTIES

Versatile


Melee Basic Attack: +9 attack, 1d8+5 damage

AT-WILL
 ENCOUNTER
 DAILY

POWER

Power (Daily): Free Action. When you drop an undead enemy to 0 hit points, gain one healing surge.

ITEM SLOT	One-hand	WEIGHT	4	PRICE	1000	BOOK
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MAGIC WEAPON 

Potion of Clarity (level 5)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		5	Potion
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

AT-WILL
 ENCOUNTER
 DAILY

POWER

Power (Consumable): Minor Action. Drink this potion and spend a healing surge. You do not regain hit points as normal. Instead, once during this encounter as a free action, you can reroll a d20 roll you just made, gaining a +1 bonus on the reroll. You must use the result of the reroll.

ITEM SLOT		WEIGHT	0	PRICE	50	BOOK
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MAGIC ITEM 

Augmenting Whetstone (level 6)

AC BONUS	CHECK	SPEED	QUANTITY
			1
ENHANCEMENT	LEVEL	TYPE	
	6	Whetstones	
PROPERTIES			
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY			
POWER			
Power (Consumable): Minor Action. Touch this whetstone to a melee or ranged weapon you hold. The weapon gains a +2 enhancement bonus on attack rolls and damage rolls until the end of the encounter. This has no effect on the extra damage dice or other special effect applied when the weapon scores a critical hit.			
ITEM SLOT	WEIGHT 0	PRICE 75	BOOK

MAGIC ITEM



Potion of Healing (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
			1
ENHANCEMENT	LEVEL	TYPE	
	5	Potion	
PROPERTIES			
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY			
POWER			
Power (Consumable • Healing): Minor Action. Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.			
ITEM SLOT	WEIGHT 0	PRICE 50	BOOK

MAGIC ITEM

