

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

14

Level

Delian (14)

Lawful Good male Half-Elf Paladin

Medium

The Silver Flame

Age

Height

Weight

Size

Deity

47000

Total XP

57000

Defenses

29	25	24	27
AC	FORT	REF	WILL

Conditional Bonuses

Hit Points

Max HP
(Bloodied 55) 110

Temp HP

Current Hit Points

Healing Surges

Surge Value	Surges/Day
27	13

Current Conditions:

Combat Statistics and Senses

Initiative 6

Conditional Modifiers:

Speed 5

Passive Insight 26

Passive Perception 29

Special Senses: Low-light

Action Points

Action Points	Milestones	Action Points
<div></div>	0	1
	1	2
	2	3

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.

Second Wind (one per encounter)

☐ Used

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

Death Saving Throw Failures

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Saving Throw Mods 0

Resistances/Vulnerabilities

Resist 10 Fire, Resist 1 All, Resist 5 Cold And Resist 5 Fire, Resist 5 Poison

Current Conditions and Effects

Basic Attacks

Melee

Greater Luckblade Bastard sword +3

16

Strength vs. AC

1d10+4

Damage

Ranged

Distance Javelin +1

11

Dexterity vs. AC

1d6+2

Damage

Languages

Common, Dwarven, Elven

Abilities

		Check
STR	Strength	12 8
CON	Constitution	17 10
DEX	Dexterity	9 6
INT	Intelligence	11 7
WIS	Wisdom	20 12
CHA	Charisma	21 12

Skills

Acrobatics	Dexterity	2
Arcana	Intelligence	7
Athletics	Strength	9
Bluff	Charisma	12
Diplomacy	Charisma	19
Dungeoneering	Wisdom	12
Endurance	Constitution	13
Heal	Wisdom	17
History	Intelligence	7
Insight	Wisdom	16
Intimidate	Charisma	12
Nature	Wisdom	14
Perception	Wisdom	19
Religion	Intelligence	15
Stealth	Dexterity	2
Streetwise	Charisma	12
Thievery	Dexterity	2

Delian (14)

Player Name

Character Name

Character Details

Background

Half-Elf - Outcast

Theme

Mannerisms and Appearance

Personality Traits

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Diadem of Acuity

Arms

Rings

Main Hand

Greater Luckblade Bastard...

Feet

Boots of Eagerness

Neck

Cloak of Survival +2

Hands

Rings

Off Hand

Heavy Shield

Waist

Viper Belt

Armor

Imposter's Rimefire Plate...

Tattoo

Ki Focus

Other Equipment

Frost Bastard sword +1
Distance Javelin +1
Power Jewel
Bag of Holding
Potion of Resistance (heroic tier)
Magic Holy Symbol +1
Dagger
Potion of Cure Moderate Wounds

Total Weight (lbs.)

81

Carrying Capacity (lbs.)

Treasure

0 gp
0 gp banked

Normal

120

Heavy

240

Max

600

Delian (14)

Player Name

Character Name



Racial Features

Dilettante

Choose at-will power from other class; use as encounter power.

Dual Heritage

Count as elf, half-elf, and human for choosing feats.

Group Diplomacy

Allies within 10 get +1 to Diplomacy.

Half-Elf Power Selection

Select an option for your half-elf character.

Class/Other 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: can be traded out for ardent vow or virtue's touch

Versatile Expertise (Heavy Blade)

+1/+2/+3 feat bonus to attack rolls with Heavy Blades.

Versatile Expertise (Holy Symbol)

+1/+2/+3 feat bonus to attack rolls with holy symbols.

Dabbler Action

Move your speed or shift 1 square after using Dilettante power as an extra action with action point

Well-Rounded

Gain training in two skills

Feats

Weapon Proficiency (Bastard sword)

Gain proficiency with the Bastard sword.

Initiate of the Faith

Cleric: Religion skill, healing word 1/day

Improved Defenses

+1/2/3 bonus (by tier) to Fortitude, Reflex, and Will.

Acolyte Power

Swap one utility power with one of multiclass

Versatile Expertise

+1/2/3 bonus (per tier) to attacks with weapons and implements of your choice

Honored Foe

Gain temporary hit points when a marked foe damages you

Versatile Master

Improved Dilettante and paragon multiclassing

Heat Adaptation

You gain resist 5/10/15 fire.

Mark of Detection

Roll two d20s on Perception checks, sense magic, perform certain rituals

Skill Focus (Religion)

+3 to Religion checks

Group Defense

Allies gain +1 to defenses against creatures you mark

Delian (14)

Level 14 Half-Elf Paladin

	SCORE	ABILITY	MOD	
HP	12	STR	1	AC
110				29
	17	CON	3	Fort
Spd	9	DEX	-1	25
5				Ref
	11	INT	0	24
Init	20	WIS	5	Will
+6				27
	21	CHA	5	

26 Passive Insight

29 Passive Perception

Skills

Acrobatics	Dexterity	2
Arcana	Intelligence	7
Athletics	Strength	• 9
Bluff	Charisma	12
Diplomacy	Charisma	• 19
Dungeoneering	Wisdom	12
Endurance	Constitution	• 13
Heal	Wisdom	• 17
History	Intelligence	7
Insight	Wisdom	16
Intimidate	Charisma	12
Nature	Wisdom	14
Perception	Wisdom	• 19
Religion	Intelligence	• 15
Stealth	Dexterity	2
Streetwise	Charisma	12
Thievery	Dexterity	2

• indicates a trained skill.

Action Point

Base action points: 1

Versatile Master: You can spend an action point to regain the user of an encounter attack power that you have already used during this encounter, instead of taking an extra action

Dabbler Action: When you spend an action point and use the extra action to use the power you gained from your Dilettante racial trait, you can move your speed or shift 1 square before or after you resolve the extra action.

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.

Encounter Special

Player Name:

Melee Basic Attack

At-Will ♦ Standard Action

Greater Luckblade Bastard sword +3: +16 vs. AC, 1d10+4 damage

Melee weapon **Target:** One creature

You resort to the simple attack you learned when you first picked up a melee weapon.

Keyword: Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+1) damage.

Level 21: 2[W] + Str modifier (+1) damage.

Additional Effects

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Distance Javelin +1: +11 vs. AC, 1d6+2 damage

Ranged weapon **Target:** One creature

You resort to the simple attack you learned when you first picked up a ranged weapon.

Keyword: Weapon

Attack: Dexterity vs. AC

Hit: 1[W] + Dex modifier (-1) damage.

Level 21: 2[W] + Dex modifier (-1) damage.

Additional Effects

Basic Attack

Ardent Strike

At-Will ♦ Standard Action

Greater Luckblade Bastard sword +3: +20 vs. AC, 1d10+8 damage

Melee weapon **Target:** One creature

You attack your enemy and make it the focus of your god's anger.

Keywords: Divine, Weapon

Attack: Strength or Charisma vs. AC

Hit: 1[W] + Str modifier (+1) or Cha modifier (+5) damage, and the target is subject to your divine sanction until the end of your next turn.

Special: When charging, you can use this power in place of a melee basic attack.

Additional Effects

Paladin Attack 1

Bolstering Strike

At-Will ♦ Standard Action

Greater Luckblade Bastard sword +3: +20 vs. AC, 1d10+8 damage

Melee weapon **Target:** One creature

You attack your foe without mercy or reprieve, and your accuracy is rewarded with a divine gift of vigor.

Keywords: Divine, Weapon

Attack: Charisma vs. AC

Hit: 1[W] + Cha modifier (+5) damage, and you gain temporary hit points equal to your Wis modifier (+5).

Additional Effects

Paladin Attack 1

Sacred Flame

At-Will ♦ Standard Action

Icon of the Silver Flame +3: +17 vs. Reflex, 1d6+8 damage

Ranged 5 **Target:** One creature

You bathe your enemy in sacred light, searing it in radiance. You call out to one of your comrades, invigorating him or her with the sight of holy power.

Keywords: Divine, Implement, Radiant

Attack: Wisdom vs. Reflex

Hit: 1d6 + Wis modifier (+5) radiant damage, and one ally you can see chooses either to make a saving throw or to gain temporary hit points equal to your Cha modifier (+5) + one-half your level.

Additional Effects

Cleric Attack 1

Valorous Smite

Encounter ♦ Standard Action

Greater Luckblade Bastard sword +3: +20 vs. AC, 2d10+8 damage

Melee weapon **Target:** One creature

You cry out as you strike, daring all your enemies to face you.

Keywords: Divine, Weapon

Attack: Charisma vs. AC

Hit: 2[W] + Cha modifier (+5) damage. Each enemy within 3 squares of you is subject to your divine sanction until the end of your next turn.

Additional Effects

Paladin Attack 1

Used ☐

Righteous Smite

Encounter ♦ Standard Action

Greater Luckblade Bastard sword +3: +20 vs. AC, 2d10+8 damage

Melee weaponTarget: One creature

Your righteous blow fills you and your nearby allies with preternatural resolve.

Keywords: Divine, Weapon

Attack: Charisma vs. AC

Hit: 2[W] + Cha modifier (+5) damage, and you and each ally within 5 squares of you gain temporary hit points equal to 5 + your Wis modifier (+5).

Additional Effects

Paladin Attack 3Used ☐

Practiced Dilettante

Encounter ♦ Standard Action

Personal

You give your enemies a little something extra that they weren't expecting.

Effect: You use the power you gained from your Dilettante racial trait. If you hit, you deal 2[W] extra damage if your Dilettante power is a weapon attack, or 2d8 extra damage if it is not a weapon attack.

Additional Effects

Half-Elf Polymath Attack 11Used ☐

Renewing Smite

Encounter ♦ Standard Action

Greater Luckblade Bastard sword +3: +20 vs. AC, 2d10+8 damage

Melee weaponTarget: One creature

As you strike a foe with your weapon, you murmur a prayer of renewal, causing a momentary nimbus of light to engulf and heal a nearby ally.

Keywords: Divine, Healing, Weapon

Attack: Charisma vs. AC

Hit: 2[W] + Cha modifier (+5) damage, and one ally within 5 squares of you regains hit points equal to 10 + your Wis modifier (+5).

Additional Effects

Paladin Attack 13Used ☐

Radiant Delirium

Daily ♦ Standard Action

Icon of the Silver Flame +3: +17 vs. Reflex, 3d8+8 damage

Ranged 5Target: One creature

You engulf your enemy in searing ribbons of radiance.

Keywords: Divine, Implement, Radiant

Attack: Charisma vs. Reflex

Hit: 3d8 + Cha modifier (+5) radiant damage, and the target is dazed until the end of your next turn. In addition, the target takes a -2 penalty to AC (save ends).

Miss: Half damage, and the target is dazed until the end of your next turn.

Additional Effects

Paladin Attack 1Used ☐

Hallowed Circle

Daily ♦ Standard Action

Icon of the Silver Flame +3: +17 vs. Reflex, 2d6+8 damage

Close burst 3Target: Each enemy in the burst

You wave your hand through the air, and a wide circle of faintly glowing symbols appears around you, damaging enemies and protecting allies within its confines.

Keywords: Divine, Implement, Zone

Attack: Charisma vs. Reflex

Hit: 2d6 + Cha modifier (+5) damage.

Effect: The burst creates a zone of bright light that lasts until the end of the encounter. You and your allies gain a +1 power bonus to all defenses while within the zone.

Additional Effects

Paladin Attack 5Used ☐

Ray of Reprisal

Daily ♦ Immediate Interrupt

Icon of the Silver Flame +3: +17 vs. Fortitude, 3d6+8 damage

Close burst 5Target: The triggering enemy

You direct a beam of fierce radiance against an enemy and force it to feel the pain of the wounds it inflicted on your comrade.

Keywords: Divine, Implement, Radiant

Trigger: An enemy within 5 squares of you hits your ally

Attack: Charisma vs. Fortitude

Hit: 3d6 + Cha modifier (+5) radiant damage.

Miss: Half damage.

Effect: The ally hit takes half damage from the triggering enemy's attack.

Additional Effects

Paladin Attack 9Used ☐

Divine Challenge

At-Will ♦ Minor Action

Close burst 5Target: One creature in the burst

You boldly confront a nearby enemy, searing it with divine light if it ignores your challenge.

Keywords: Divine, Radiant

Effect: You mark the target. The mark lasts until you use this power again. The mark also ends at the end of your turn if you didn't engage the target, meaning you neither attacked it during your turn nor are adjacent to it at the end of your turn.

Until the mark ends, the target takes radiant damage the first time each round when it targets any of your allies with an attack power that doesn't include you as a target. The damage equals 3 + your Cha modifier (+5).

Level 11: 6 + your Cha modifier (+5) radiant damage

Special: You can use this power only once per turn.

Additional Effects

Paladin Feature

Lay on Hands

At-Will ♦ Minor Action

Unarmed:

Melee touchTarget: One creature

Your divine touch instantly heals wounds.

Keywords: Divine, Healing

Special: You can use this power a number of times per day equal to your Wis modifier (+5) (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

Paladin Feature

Divine Mettle

Encounter ♦ Minor Action

Close burst 10Target: One creature in the burst

Your unswerving faith in your deity empowers a nearby creature to resist a debilitating affliction.

Keyword: Divine

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 Cha modifier (+5).

Additional Effects

Paladin FeatureUsed ☐

Divine Strength

Encounter ♦ Minor Action

Personal

You petition your deity for the divine strength to lay low your enemies.

Keyword: Divine

Channel Divinity: You can use only one channel divinity power per encounter

Effect: Apply your Str modifier (+1) as extra damage on your next attack this turn.

Additional Effects

Paladin Feature

Used ☐

Healing Word

Daily ♦ Minor Action

Unarmed:

Close burst 5 (10 at 11th level, 15 at 21st level) **Target:** You or one ally in the burst

You utter a soothing word that mends wounds of the body and spirit.

Keyword: Healing

Effect: The target can spend a healing surge and regain 1d6 additional hit points.
Level 11: 3d6 additional hit points.

Additional Effects

Cleric Utility

Used ☐

Martyr's Blessing

Daily ♦ Immediate Interrupt

Close burst 1

You step into an attack made against an adjacent ally to save your comrade.

Keyword: Divine

Trigger: An adjacent ally is hit by a melee or a ranged attack

Effect: You are hit by the attack instead.

Additional Effects

Paladin Utility 2

Used ☐

Bond of Protection

Daily ♦ Minor Action

Close burst 5

Target: One ally in the burst

You create a spiritual link between yourself and an ally that allows you to partially shield your friend from harm.

Keyword: Divine

Effect: Until the end of the encounter, the target gains a +2 power bonus to all defenses and a +5 power bonus to Endurance checks. In addition, whenever the target takes damage, you can reduce that damage by 5 as a free action. If you do so, you take 5 damage. This damage ignores your immunities and resistances.

Additional Effects

Paladin Utility 6

Used ☐

Mass Cure Light Wounds

Daily ♦ Standard Action

Unarmed:

Close burst 5

Targets: You and each ally in the burst

With a wave of your hand, healing motes of silver light engulf you and all nearby allies.

Keywords: Divine, Healing

Effect: Each target regains hit points equal to his or her healing surge value, plus additional hit points equal to your Cha modifier (+5).

Additional Effects

Cleric Utility 10

Used ☐

Skill Dabbler

Daily ♦ Minor Action

Personal

Your diverse set of skills allows you to show amazing proficiency in a variety of areas occasionally.

Effect: Choose one skill in which you are not trained. Until the end of the encounter, you are trained in that skill.

Additional Effects

Half-Elf Polymath Utility 12

Used ☐

Frost Bastard sword +1

Weapon ♦ Level 3

Damage: 1d10

Proficiency Bonus: 3

Properties: Versatile

Enhancement: +1 attack rolls and damage rolls

Critical: +1d6 cold damage per plus

Power (Cold) ♦ (Free Action)

All damage dealt by this weapon is cold damage. Another free action returns the damage to normal.

Power (Cold) ♦ Daily (Free Action)

Use this power when you hit with the weapon. The target takes 1d8 cold damage and is slowed until the end of your next turn.

Distance Javelin +1

Weapon ♦ Level 1

Damage: 1d6

Proficiency Bonus: 2

Range: 10/20

Properties: Heavy Thrown

Enhancement: +1 attack rolls and damage rolls

Critical: None

Properties

Increase the weapon's normal range by 5 squares and the long range by 10 squares.

Diadem of Acuity

Head Slot Item ♦ Level 8

Properties

You gain a +2 item bonus to Insight checks and Perception checks.

Magic Holy Symbol +1

Holy Symbol ♦ Level 1

Enhancement: +1 attack rolls and damage rolls

Critical: +1d6 damage per plus

Boots of Eagerness

Feet Slot Item ♦ Level 9

Power ♦ Encounter (Minor Action)

Use this power during your turn to take a move action.

Imposter's Rimefire Plate...

Armor ♦ Level 6

Armor Bonus: 8

Check: -2

Speed: -1

Special: Resist 1 all

Enhancement: +2 AC

Power (Polymorph) ♦ (Minor Action)

You can transform this armor into a normal-looking set of clothes. While in clothes form, the armor does not provide an armor bonus, but neither does it impose an armor check penalty or speed reduction. You can add this armor's enhancement bonus to any Bluff check made to attempt to disguise your appearance. You can change this armor back into its true form as a minor action.

Greater Luckblade Bastard...

Weapon ♦ Level 15

Damage: 1d10

Proficiency Bonus: 3

Properties: Versatile

Enhancement: +3 attack rolls and damage rolls

Critical: +1d8 damage per plus

Utility Power ♦ Encounter (Immediate Interrupt)

Trigger: An enemy hits you with an attack while you're bloodied.

Effect: The enemy must reroll the attack and use the new result.

Utility Power ♦ Daily (No Action)

Trigger: You miss with an attack roll.

Effect: You reroll the attack roll and use the new result.

Potion of Cure Moderate...

Consumable ♦ Level 10

Utility Power (Healing) ♦ Consumable (Minor Action)

Effect: You drink the potion. If you have a healing surge, you must spend one. Instead of the hit points you would normally regain, you regain 2d8 + 10 hit points. If you are bloodied and don't have any healing surges, you still regain the hit points. If neither of these things is true, there is no effect.

Potion of Resistance (heroic...

Consumable ♦ Level 4

Power ♦ Consumable (Minor Action)

Drink this potion and spend a healing surge. You do not gain hit points as normal. Instead, gain resist 5 to damage of a specific type until the end of the encounter. The damage type (acid, cold, fire, lightning, necrotic, poison, psychic, or thunder) is determined when the potion is created. Only one potion of resistance can be in effect on you at once.

Bag of Holding

Wondrous Item ♦ Level 5

Properties

This bag can hold up to 200 pounds in weight or 20 cubic feet in volume, but it always weighs only 1 pound.

Drawing an item from the bag is a minor action.

Icon of the Silver Flame +3

Holy Symbol ♦ Level 14

Enhancement: +3 attack rolls and damage rolls

Critical: +1d6 fire and radiant damage per plus

Power (Fire, Radiant) ♦ Daily (Free Action)

Trigger: You hit an enemy with an implement power using this holy symbol.

Effect: That enemy takes ongoing 10 fire and radiant damage (save ends).

Power Jewel

Wondrous Item ♦ Level 5

Special: You must have reached at least one milestone today to activate this item.

Power ♦ Daily (Minor Action)

This power allows you to regain the use of an encounter power of 1st or 3rd level.

Cloak of Survival +2

Neck Slot Item ♦ Level 9

Enhancement: +2 Fortitude, Reflex, and Will

Properties

Gain an item bonus to Endurance checks equal to the cloak's enhancement bonus.
Gain resist 5 cold and resist 5 fire.

Viper Belt

Waist Slot Item ♦ Level 4

Properties

Gain resist 5 poison.

Power ♦ Encounter (No Action)

Use this power when making a saving throw against ongoing poison damage.
Gain a +2 power bonus to the saving throw.