

Player Name

Eomer

5

Paladin

Character Name

Level

Class

Paragon Path

Epic Destiny

5,500

Total XP

Dwarf

Medium

Male

Lawful Good

Moradin

Race

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company

RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
2	Initiative	2	

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
23	AC	12	8			1	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
16	STR Strength	3	5
13	CON Constitution	1	3
10	DEX Dexterity	0	2
8	INT Intelligence	-1	1
14	WIS Wisdom	2	4
18	CHA Charisma	4	6

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
17	FORT	12	3	1		1	

CONDITIONAL BONUSES

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	REF	12		1		1	2

CONDITIONAL BONUSES

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
18	WILL	12	4	1		1	

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
14	Passive Insight	10 +	4

14	Passive Perception	10 +	4
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SPECIAL SENSES

Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Dynamic Craghammer +2

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 9	2	3		2		2	

ABILITY: Melee Basic Attack - Longsword

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

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Dynamic Craghammer +2

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10+7	3	2	2		

ABILITY: Melee Basic Attack - Longsword

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+3	3				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
9	vs AC	Dynamic Craghammer +2	1d10+7
8	vs AC	Longsword	1d8+3
4	vs AC	Crossbow	1d8
5	vs AC	Unarmed (Melee)	1d4+3

FEATS

Toughness - Gain 5 additional hit points per tier**Healing Hands** - Add Cha modifier to damage healed with lay on hands**Dwarven Weapon Training** - +2 damage and proficiency with axes and hammers

HIT POINTS

MAX HP	BLOODED	SURGE VALUE	SURGES/DAY
57	28	14	11

CURRENT HIT POINTS	CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS +5 Racial bonus against poison

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS

MILESTONES	ACTION POINTS
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.

LANGUAGES KNOWN

Common, Dwarven

SKILLS

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

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"/>
Fearsome Smite	<input type="checkbox"/>
Righteous Smite	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

DAILY POWERS

Paladin's Judgment	<input type="checkbox"/>
Hallowed Circle	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

UTILITY POWERS

Sacred Circle	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

OTHER EQUIPMENT

Longsword
Crossbow
Heavy Shield (E)
Adventurer's Kit
Crossbow Bolts

COINS AND OTHER WEALTH

Money on hand: 840 gp
Stored money: 0 gp
Encumbrance: 130 / 160

MAGIC ITEM INDEX

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

MAGIC ITEMS

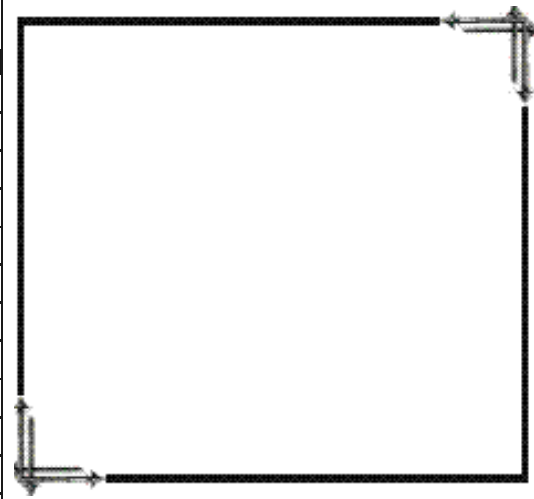
WEAPON	Dynamic Craghammer +2 (E)	<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
ARMOR	Plate Armor of Sacrifice +1 (E)	<input type="checkbox"/>
ARMS		<input type="checkbox"/>
FEET		<input type="checkbox"/>
HANDS		<input type="checkbox"/>
HEAD		<input type="checkbox"/>
NECK	Cloak of the Walking Wounded +1 (E)	<input type="checkbox"/>
RING		<input type="checkbox"/>
RING		<input type="checkbox"/>
WAIST		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>

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
Eomer

PLAYER NAME

RACEDwarf

CLASSPaladin

LEVEL5

HP

57

STR

16

AC

23

Spd

5

CON

13

Fort

17

Init

+2

DEX

10

Ref

16

INT

8

WIS

14

Will

18

CHA

18

14

Passive Insight

14

Passive Perception

PLAY DATA

DUNGEONS & DRAGONS



Second Wind

KEYWORDS

USED

Minor

Personal

ACTION

RANGE

vs

Self

ATTACK

DEFENSE

TARGET

Effect: You spend a healing surge and regain 14 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

BOOKPH

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 (+4) 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 (+4) at 11th level, and to 9 + your Charisma modifier (+4) 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

CLASSPaladin

LEVEL

BOOKPH

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 (+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.

ADDITIONAL EFFECTS

CLASSPaladin

LEVEL

BOOKPH

AT-WILL POWER

DUNGEONS & DRAGONS

Bolstering Strike

KEYWORDS
Divine, Weapon

USED

Standard

Melee weapon

ACTION

RANGE

10

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Charisma vs. AC
Hit: 1[W] + Charisma modifier (+4) damage, and you gain temporary hit points equal to your Wisdom modifier (+2).
Increase damage to 2[W] + Charisma modifier (+4) at 21st level.

Dynamic Craghammer +2: +10 attack, 1d10+8 damage

ADDITIONAL EFFECTS

CLASSPaladin

LEVEL1

BOOKPH

AT-WILL POWER

DUNGEONS & DRAGONS

Enfeebling Strike

KEYWORDS
Divine, Weapon

USED

Standard

Melee weapon

ACTION

RANGE

10

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Charisma vs. AC
Hit: 1[W] + Charisma modifier (+4) 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 (+4) at 21st level.

Dynamic Craghammer +2: +10 attack, 1d10+8 damage

ADDITIONAL EFFECTS

CLASSPaladin

LEVEL1

BOOKPH

AT-WILL POWER

DUNGEONS & DRAGONS

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 (+4).

ADDITIONAL EFFECTS

CLASSPaladin

LEVEL

BOOKPH

ENCOUNTER POWER

DUNGEONS & DRAGONS

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 (+3) as extra damage on your next attack this turn.

ADDITIONAL EFFECTS

CLASSPaladin

LEVEL

BOOKPH

ENCOUNTER POWER

DUNGEONS & DRAGONS

Fearsome Smite

KEYWORDS

Divine, Fear, Weapon

USED

Standard

Melee weapon

ACTION

RANGE

10

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Charisma vs. AC
Hit: 2[W] + Charisma modifier (+4) damage. Until the end of your next turn, the target takes a penalty to attack rolls equal to your Wisdom modifier (+2).

Dynamic Craghammer +2: +10 attack, 2d10+8 damage

ADDITIONAL EFFECTS

CLASS

Paladin

LEVEL

1

BOOK

PH

ENCOUNTER POWER

Righteous Smite

KEYWORDS

Divine, Weapon

USED

Standard

Melee weapon

ACTION

RANGE

10

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Charisma vs. AC
Hit: 2[W] + Charisma modifier (+4) damage, and you and each ally within 5 squares of you gain temporary hit points equal to 5 + your Wisdom modifier (+2).

Dynamic Craghammer +2: +10 attack, 2d10+8 damage

ADDITIONAL EFFECTS

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

Attack: Strength vs. AC
Hit: 3[W] + Strength modifier (+3) 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.

Dynamic Craghammer +2: +9 attack, 3d10+7 damage

ADDITIONAL EFFECTS

CLASS

Paladin

LEVEL

1

BOOK

PH

DAILY POWER

Hallowed Circle

KEYWORDS

Divine, Implement, Zone

USED

Standard

Close burst 3

ACTION

RANGE

6

vs

Reflex

Each enemy in burst

ATTACK

DEFENSE

TARGET

Attack: Charisma vs. Reflex
Hit: 2d6 + Charisma modifier (+4) 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

CLASS

Paladin

LEVEL

5

BOOK

PH

DAILY POWER

Sacred Circle

KEYWORDS

Divine, Implement, Zone

USED

Standard

Close burst 3

ACTION

RANGE

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

Effect: The burst creates a zone that, until the end of the encounter, gives you and allies within it a +1 power bonus to AC.

ADDITIONAL EFFECTS

CLASS

Paladin

LEVEL

2

BOOK

PH

UTILITY POWER

Dynamic Craghammer +2

1d10	2	Hammer	
DAMAGE	PROFICIENT	GROUP	RANGE
+2 attack rolls and damage rolls		6	+2d6 damage
ENHANCEMENT		LEVEL	CRITICAL

PROPERTIES

Versatile, Brutal

Melee Basic Attack: +9 attack, 1d10+7 damage

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

POWER

Power (Encounter • Polymorph): Minor Action. Change the weapon into a different weapon from any melee category (simple, military, or superior). This effect lasts until the end of the encounter, or until you end it as a minor action.

ITEM SLOT	One-hand	WEIGHT	6	PRICE	1800	BOOK	
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MAGIC WEAPON

Plate Armor of Sacrifice +1

8	-2	-1	1
AC BONUS	CHECK	SPEED	QUANTITY
+1 AC		5	Armor
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

☒ AT-WILL

☐ ENCOUNTER

☒ DAILY

POWER

Power (At-Will): Minor Action. Use this power when you are adjacent to an ally who is subject to an effect that a save can end. The ally is no longer affected, and you now have the effect. You cannot make a saving throw against this effect until the end of your next turn.
Power (Daily • Healing): Minor Action. Spend a healing surge. One ally within 5 squares of you regains hit points as though he or she had spent a healing surge.

ITEM SLOT	Body	WEIGHT	50	PRICE	1000	BOOK	
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MAGIC ITEM

Cloak of the Walking Wounded +1

			1
AC BONUS	CHECK	SPEED	QUANTITY
+1 Fortitude, Reflex, and Will		4	Neck Slot Item
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

If you use your second wind while bloodied, you can expend two healing surges instead of one (gaining hit points from both).

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

Item Slot: Neck

ITEM SLOT	Neck	WEIGHT	0	PRICE	840	BOOK	
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MAGIC ITEM