Dungeons & Dragons

Character Sheet

| 16 Strength 3 5 13 CONSTITUTIONAL BONUSES 1 1 13 CONSTITUTIONAL BONUSES 10 10 10 DEFENSE 1/2 M ABL CLASS FEAT ENH MISC 10 DEFENSE 1/2 M ABL CLASS FEAT ENH MISC MILE 10 DEFENSE 1/2 M ABL CLASS FEAT ENH MISC MILE 11 UP 1 1 1 10 + 14 WAKINF 2 4 10 + 10 + 14 WERE 2 4 0 0 - 10 + 9 2 3 2 2 14 WERE 2 4 0 0 - 10 + 9 2 3 2 2 18 CHAA 4 0 0 - 10 - - 0 10 + 9 2 3 3 0 14 WAKING HIT 10 10 - < | | | | | | | | | | | | Player Name | | | | | | | | | |
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| 2 Differ Uve 2 (2) <t< th=""><th>SCORE</th><th>11</th><th></th><th></th><th></th><th></th><th>MISC</th><th></th><th></th><th></th><th></th><th>SCORE</th><th></th><th></th><th>nov</th><th></th><th></th><th>MOR IT</th><th>м</th><th>MISC</th></t<> | SCORE | 11 | | | | | MISC | | | | | SCORE | | | nov | | | MOR IT | м | MISC | |
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| ACTION POINTS MAX HP HEALING SURGES ST COMERT SURGESS COMERT SURGESS COMERT SURGESS ST COMERT SURGESS COMERT SURGESS COMERT SURGESS COMERT SURGESSURGESS <th col<="" th=""><th>1</th><th></th><th></th><th>4</th><th></th><th>6</th><th></th><th>CONDITIONAL BONUSES</th><th><u> </u></th><th></th><th><u> </u></th><th></th><th></th><th></th><th></th><th></th><th></th><th>FEAT</th><th>ENH</th><th>MISC</th></th> | <th>1</th> <th></th> <th></th> <th>4</th> <th></th> <th>6</th> <th></th> <th>CONDITIONAL BONUSES</th> <th><u> </u></th> <th></th> <th><u> </u></th> <th></th> <th></th> <th></th> <th></th> <th></th> <th></th> <th>FEAT</th> <th>ENH</th> <th>MISC</th> | 1 | | | 4 | | 6 | | CONDITIONAL BONUSES | <u> </u> | | <u> </u> | | | | | | | FEAT | ENH | MISC |
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| CLASS / PATH Constant | 5 | | | | | 11 | | | | 2 DINTS | | | Melee | e Basi | c Attack | | | | | | |
| RACE FEATURES Dararen Wespon Proficiency - Proficient with hammers. Cast-Iron Stomach - +5 bonus to saving throws against poison. BONUS VIND J/ENCOUNTER USED Cast-Iron Stomach - +5 bonus to saving throws against poison. BONUS VIND J/ENCOUNTER Cast-Iron Stomach - +5 bonus to saving throws against poison. Cast-Iron Stomach - +5 bonus to saving throw to savid deesn't redue, your speed. (Other effects still can.). WELOND TYPE AVENES Cannet Divinity - Iron de amore 1 less when forced to move. Immediate saving throw to avoid being knocked prone. CLASS / PATH / DESTINY FEATURES CLASS / PATH / DESTINY FEATURES Constructor. CLASS / PATH / DESTINY FEATURES SKILL S CLASS / PATH / DESTINY FEATURES Secture affect against poison Bonus skill kume Acrobatics ore X | CURREN | | | 1/4 HP | | RENT SUR | GE USES |] | | | | |)+7 | | | | _ | | 4150 | MISC | |
| Dwarven Weapon Proficiency - Proficient with hammers. Democe Anticercy - Proficient with hammers. Democe Anticercy - Proficient with hammers. Democe Anticercy - Proficient with hammers. Democe Anticercy - Proficient with hammers. Democe Anticercy - Proficient with hammers. Democe Anticercy - Proficient with hammers. Democe Anticercy - Proficient with hammers. Democe Anticercy - Proficient with hammers. Democe Anticercy - Proficient with hammers. Democe Anticercy - Proficient with hammers. Democe Anticercy - Proficient with hammers. Democe Anticercy - Proficient with hammers. Democe Anticercy - Proficient with hammers. Democe Anticercy - Proficient with hammers. Democe Anticercy - Proficient with hammers. Democe Anticercy - Proficient with hammers. Biologone Colspan="2">Biologone Colspan="2">Biologone Colspan="2">Biologone Colspan="2">Biologone Colspan="2">Biologone Colspan= Colspan="2">Biologone Colspan= Colspan="2">Biologone Colspan= Colspan="2">Biologone Colspan="2">Biologone Colspan= Colspan="2">Biologone Colspan= Colspan="2">Biologone Colspan= Colspan="2">Colspan= Colspan="2">Colspan= Colspan="2">Colspan= Colspan="2">Colspan= Colspan= Colspan="2">Colspan= Colspan= Colspan= Colspan="2">Colspan= Colspan= Colspan="2">Co | | | | | | | | RAC | E FEATU | RES | | | _ | - Basi | c Attack · | - | | | | | |
| THE CARLE THROW HOLD CONTROL CONTRO | | | | | | | | Dwarven Weapon Pro | oficiency - P | roficient wit | th hammers. | | icicc | 2 Dusi | e needen | | | | MISC | MISC | |
| Description | | SECOND WIND 1 | L/ENCOL | JNTER | | USED | | Cast-Iron Stomach - | +5 bonus to | saving thro | ws against | 1d8 | +3 | | | 3 | | | | | |
| D2XII SAVING THROW FAILURES Enclimbered Speed - Armor or newly doesn't reduce Your speed, (Other effects still can.) SWING THROW MODE - 5 Read boxes epsins poion Dearer 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. 8 vs AC Longsword 2 CRRENT CONDITIONS AND EFFECTS Armor or newly doesn't reduce S vs AC Unarmed (Melee) 2 CRRENT CONDITIONS AND EFFECTS Armor or newly doesn't reduce 5 vs AC Unarmed (Melee) 2 CLASS / PATH / DESTINY FEATURES Chanel Divinity - Invoke a channel divinity class feature or other power; encounter. FEATS Arcana INT 0 n/a Divine Challenge - Use divine challenge as an at-will lopedal Dowarne Meapon Training - +2 damage and prof Atthetics S n/a 0 n/a Divine Challenge - Use divine challenge as an at-will lopedal Dowarne Meapon Training - +2 damage and prof Bluff CHA 0 n/a Divine Challenge - Use divine challenge as an at-will lopedal Dowarne Meapon Training - +2 damage and prof Heal wrist 0 n/a Divine Ad | TEMPOR | RARY HIT POINTS | | | | | | poison. | | | | | | | | | | | | | |
| SAVING THROM HOLDS your speed. (Other effects still can.) 9 ys AC Dynamic Craghammer +2 1 RESISTANCES Davaren 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. 9 ys AC Longsword 3 SKILLIS Diverseed. (Other effects still can.) Devaren Resilience - Second wind is minor action. 8 ys AC Longsword 3 SKILL SKILLIS Diverseed. (Other effects still can.) Devaren Resilience - Second wind is minor action. 8 ys AC Longsword 3 SKILL SKILLS SKILL Nove Two Two for the power; encounter. CLASS / PATH / DESTINY FEATURES 4 ys AC Longsword 5 ys AC Unamed (Melee) 3 7 | | | | | | | | Encumbered Speed - | Armor or hea | avy load doe | esn't reduce | ATTACK | DE | | | | | 5 | DA | MAGE | |
| HESISTANCES Dwarven Resilience - Second wind is minor action. 8 vs AC Longsword is CURRENT CONDITIONS AND EFFECTS move. Immediate saving throw to avoid being knocked move. Immediate saving throw to avoid being knocked 4 vs AC Crossbow is CURRENT CONDITIONS AND EFFECTS MILMON TWN APRINE Stand Your Ground - Can move 1 less when forced to move. Immediate saving throw to avoid being knocked 4 vs AC Crossbow is CURRENT CONDITIONS AND EFFECTS FILLS Charses Canses Canse | SAVING | | | | | | | your speed. (Other effect | cts still can.) | | | | | | | | | +2 | | 10+7 | |
| Skill Vour Ground - Can move 1 less when forced to move. Immediate saving throw to avoid being knocked prone. 4 vs AC Crossbow Skill Name All Nove. Immediate saving throw to avoid being knocked prone. 4 vs AC Crossbow 2 Acrobatics pex 2 0 4 Skill Your Ground - Can move 1 less when forced to prone. 5 vs AC Crossbow 2 Acrobatics pex 2 0 4 Divine Challenge - Use divine challenge as an at-will FEATS 1 Arcana INT 1 0 n/a Divine Challenge - Use divine challenge as an at-will Healing Hands - Add Cha modifier to damage hade power; minor action. 1 Diplomacy CHA 6 0 n/a Divine Challenge - Use divine challenge as an at-will (special) Dwaven Weapon Training - +2 damage and prof 1 Diplomacy CHA 6 0 n/a Diver; minor. Diver; minor. 1 Heal wrs 4 0 n/a Diver; minor. Diver; minor. 1 Insight wrs 4 0 n/a Diver; minor. Diver; minor. | | | | | | | | Dwarven Resilience - | Second wind | l is minor a | ction. | | | | | | | | | | |
| SKILLS CLASS / PATH / DESTINY FEATURES CLASS / PATH / DESTINY FEATURES SKILL NAME Acrobatics DEX CLASS / PATH / DESTINY FEATURES CLASS / PATH / DESTINY FEATURES Acrobatics DEX Class / PATH / DESTINY FEATURES Acrobatics Station of the power; encounter. Divine Challenge - Use divine challenge as an at-will Bealing Hadis - Add Cha modifier to damage heale Bounder one as a damage heale Divine Challenge - Use divine challenge as an at-will (special) Devervemeageno Training | RESISTA | ANCES | | | | | | Stand Your Ground - | Can move 1 | less when fo | orced to | 8 | vs | AC | Longswo | rd | | | 1d | 8+3 | |
| SKILLS CLASS / PATH / DESTINY FEATURES Acrobatics pex (2 0) 44 Divine Challenge - Use divine challenge as an at-will Divine Challenge - Use divine challenge as an at-will Divine Challenge - Use divine challenge as an at-will (special) Diver; minor action. Lay on hands as an at-will (special) Divine Challenge - Use divine challenge as an at-will (special) Divine Challenge - Use divine challenge as an at-will (special) Divine Challenge - Use divin (special) <t< th=""><th>CURREN</th><th>IT CONDITIONS AND EFF</th><th>ECTS</th><th></th><th></th><th></th><th></th><th>move. Immediate saving</th><th>g throw to av</th><th>oid being ki</th><th>nocked</th><th>4</th><th>vs</th><th>AC</th><th>Crossbov</th><th>v</th><th></th><th></th><th>1</th><th>ld8</th></t<> | CURREN | IT CONDITIONS AND EFF | ECTS | | | | | move. Immediate saving | g throw to av | oid being ki | nocked | 4 | vs | AC | Crossbov | v | | | 1 | ld8 | |
| SKILLS CLASS / PATH / DESTINY FEATURES Acrobatics pex (2 0) 44 Divine Challenge - Use divine challenge as an at-will Divine Challenge - Use divine challenge as an at-will Divine Challenge - Use divine challenge as an at-will (special) Diver; minor action. Lay on hands as an at-will (special) Divine Challenge - Use divine challenge as an at-will (special) Divine Challenge - Use divine challenge as an at-will (special) Divine Challenge - Use divin (special) <t< th=""><th></th><th></th><th></th><th></th><th></th><th></th><th></th><th>prone.</th><th></th><th></th><th></th><th>5</th><th>vs</th><th>AC</th><th>Unarmed</th><th>l (Melee</th><th>2)</th><th></th><th>1d</th><th>4+3</th></t<> | | | | | | | | prone. | | | | 5 | vs | AC | Unarmed | l (Melee | 2) | | 1d | 4+3 | |
| BONUS SKILL NAME ABLINGO +1/1/LIN ABLINGO +1/1/LIN ABLINGO +1/1/LIN ABLINGO +1/1/LIN Channel Divinity - Invoke a channel divinity class feature or other power; encounter. Toughness - Gain 5 additional hit points per tier 1 Arcana INT 1 0 n/a Divine Challenge - Use divine challenge as an at-will Healing Hands - Add Cha modifier to damage heale lay on hands 1 Athletics STR 5 0 -4 Divine Challenge - Use divine challenge as an at-will Healing Hands - Add Cha modifier to damage heale lay on hands 6 Bluff CHA 6 0 n/a Divine Challenge - Use divine challenge as an at-will (special) Dwarven Weapon Training - +2 damage and prof 1 Diplomacy CHA 6 5 n/a Diver; minor. With axes and hammers 1 Insight Wits 4 5 n/a Diver; minor. Mithematication (Straine) 4 Insight Wits 4 0 n/a Diver; minor. Mithematication (Straine) 4 Insight Wits 4 0 n/a D | | | S <u>KIL</u> I | .S | | | | CLASS / PATH | / DEST | INY FEA | TURES | | Ľ | - | | , | , | | | - | |
| -2 Acrobatics Dex 2 0 4 or other power; encounter. Toughness - Gain 5 additional hit points per tier 1 Acrana INT 1 0 n/a Divine Challenge - Use divine challenge as an at-will Healing Hands - Add Cha modifier to damage heale 1 Athletics STR 5 0 4 Divine Challenge - Use divine challenge as an at-will Healing Hands - Add Cha modifier to damage heale 6 Bluff CHA 6 0 n/a Lay on Hands - Use lay on hands as an at-will (special) Dwarven Weapon Training - +2 damage and prof 1 Diplomacy CHA 6 5 n/a Divine Challenge - Use lay on hands as an at-will (special) Dwarven Weapon Training - +2 damage and prof 9 Heal wits 4 0 n/a Divine Challenge - Use lay on hands as an at-will (special) Dwarven Weapon Training - +2 damage and prof 1 Endurance con 3 0 -4 2 Divine Challenge - Use lay on hands as an at-will (special) Dwarven Weapon Training - +2 damage and prof 1 History INT 1 | BONUS | | | ABIL MOD | | | MISC | | | | | | | | F | EATS | | | | | |
| Institution Dix Image: marked back in the marke | | | | | | | | or other power; encount | ter. | | | Tough | ness | - Gain | | | points | per tier | | | |
| 1 Athletics STR 5 0 -4 power; minor action. lay on hands 6 Bluff CHA 6 0 n/a | 1 | | | 1 | 0 | n/a | | Divine Challenge - Us | e divine chall | enge as an | at-will | Healin | g Hai | nds - | Add Cha n | nodifier | to dar | nage he | aled | with | |
| Anticipe Six Image: Char and the second | | | | 5 | | | | power; minor action. | | | | lay on h | nands | | | | | | | | |
| 11 Diplomacy CHA 6 5 n/a | | | | | | | | Lay on Hands - Use lay | y on hands a | s an at-will | (special) | Dwarv | en W | /eapo | n Trainin | g - +2 | damag | je and p | rofici | iency | |
| 6 Dungeoneering WIS 4 0 n/a 2 1 Endurance con 3 0 -4 2 9 Heal WIS 4 5 n/a | | | | | | | | power; minor. | | | | with ax | es an | d ham | mers | | | | | | |
| 1 Endurance con 3 0 -4 2 9 Heal WIS 4 5 n/a | | | СНА | | | | | | | | | | | | | | | | | | |
| 9 Heal wrs 4 5 n/a | | Dungeoneering | WIS | 4 | | | | | | | | | | | | | | | | | |
| 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 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 | 1 | Endurance | CON | 3 | 0 | -4 | 2 | | | | | | | | | | | | | | |
| 4 Insight wiss 4 0 n/a | 9 | Heal | wis | 4 | 5 | n/a | | | | | | | | | | | | | | | |
| 11 Intimidate CHA 6 5 n/a | 1 | History | INT | 1 | 0 | n/a | | | | | | | | | | | | | | | |
| 4 Nature wis 4 0 n/a | 4 | Insight | WIS | 4 | 0 | n/a | | | | | | | | | | | | | | | |
| 4 Nature wis 4 0 n/a | 11 | Intimidate | СНА | 6 | 5 | 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 | 4 | | | 4 | 0 | n/a | | | | | | | | | | | | | | | |
| 6 Religion INT 1 5 n/a -2 Stealth DEX 2 0 -4 6 Streetwise CHA 6 0 n/a | 4 | | | 4 | | | | | | | | | | | | | | | | | |
| -2 Stealth DEX 2 0 -4 Common, Dwarven 6 Streetwise CHA 6 0 n/a Common, Dwarven | | | | | | | | | | | | | | | | | | | | | |
| 6 Streetwise CHA 6 0 n/a | | - | | | | | | LANG | JAGES K | NOWN | | | | | | | | | | | |
| | | Stealth | DEX | \square | = | | | Common, Dwarven | | | | | | | | | | | | | |
| -2 Thievery DEX 2 0 -4 | | Streetwise | CHA | 6 | | n/a | | | | | | | | | | | | | | | |
| | -2 | Thievery | DEX | 2 | 0 | -4 | | | | | | | | | | | | | | | |

Eomer

| POWER INDEX | MAGIC ITEM INDEX | CHARACTER PORTRAIT | |
|--|---|--|----------------------|
| List your powers below. Check the box when the power is used. | List your powers below. Check the box when the power is used. | | |
| Clear the box when the power renews. | Clear the box when the power renews. | | |
| AT-WILL POWERS Divine Challenge | MAGICITEMS | 1 | |
| | | l i | |
| Lay on Hands | WEAPON | | |
| Bolstering Strike | WEAPON | | |
| Enfeebling Strike | | | |
| | Plate Armor of Sacrifice +1 (E) | | |
| | ARMS | | |
| ENCOUNTER POWERS | FEET | | |
| Divine Mettle | HANDS | | |
| Divine Strength | HEAD | * | |
| Fearsome Smite | NECK Cloak of the Walking Wounded +1 (E) | | |
| Righteous Smite | RING | <u></u> | |
| | RING | ¥ ' | |
| | WAIST | PERSONALITY TRAITS | |
| | | | |
| DAILY POWERS | | | |
| Paladin's Judgment | | | |
| Hallowed Circle | ┨───────────────────────────────────── | | |
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| | | | |
| | | | |
| | | MANNERISMS AND APPEARANCE | |
| UTILITY POWERS | | | |
| Sacred Circle | | | |
| | | | |
| | | | |
| | | | |
| | Daily Item Powers Per Day | | |
| | Heroic (1-10) Milestone / <th <="" th=""> / / /<!--</td--><td>CHARACTER BACKGROUND</td></th> | / / / </td <td>CHARACTER BACKGROUND</td> | CHARACTER BACKGROUND |
| | | | |
| | Paragon (11-20) Milestone/// | | |
| | Epic (21-30) Image: Milestone Image: Milestone | | |
| OTHER EQUIPMENT | RITUALS / ALCHEMY | | |
| Longsword | | | |
| Crossbow | | | |
| Heavy Shield (E) | | | |
| Adventurer's Kit | | COMPANIONS AND ALLIES | |
| Crossbow Bolts | | | |
| | | | |
| | | | |
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| | | | |
| | | SESSION AND CAMPAIGN NOTES | |
| | | | |
| | | | |
| COINS AND OTHER WEALTH | | | |
| Money on hand: 840 gp | | | |
| Stored money: 0 gp | | | |
| Encumbrance: 130 / 160 | | | |
| | | | |
| | - - | | |
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| Eomer | | | | | | | | | Second | | | | | |
|---|--|--|--|--|--|--|--|---------------|---|--|--|---|--|---------------------|
| PLAYER NAME | | | | | | | | | KEYWORDS | | | | | USE |
| DACE | CI ACC | 10/0 | | | | | | | Minor | ł | 3 | | Personal | _ |
| ^{RACE} Dwarf | class Paladin | LEVEL 5 | 5 | | | | | | ACTION | ÷. | * * | | RANGE | |
| НР | 16 STR | AC | | | | | | | | vs | | | Self | |
| | IO SIK | 23 | | | | as 24 | | | ATTACK | D | EFENSE | | TARGET | |
| (57) | 13 CON | | | | | - | 1 | | | | | | ing surge and i | |
| Spd | | Fort | | | X | SPA CO | 1 15 | | | | | | +2 bonus to a | |
| Spd | 10 DEX | 17 | | | AC | TTT T | 11 | | defenses | s unti | il the st | art o | of your next tur | n. |
| (5) | 8 INT | Ref | | | DC | DINI | | | | | | | | |
| | | 16 | | | T | $\mathcal{I}\mathbf{N}$ | 1.0 | | | | | | | |
| Init | 14 WIS | | | 1 | 1000 | \checkmark | A starte | | | | | | | |
| +2 | | Will | | | 1. 1 | M | | | | | | | | |
| | 18 CHA | 18 | | | | and the second | | | | | | | | |
| | | | | | | 15 | | | | | | | | |
| 14 Passiv | | assive erception | | | | | | | ADDITIONAL EFFE | | minor acti | ion for | dwarves. | |
| | | | | | | | | | | | | | | |
| | | | | | | | | | CLASS | | | | LEVEL BOOK PH | |
| PLAY DATA | DUNCEON | s&Devoo | INS R | ENCOUN | TER SPECIA | DUNCEON | IS & DRADO | NS R | ENCOUNT | ER AG | CTION | Du | | 0018 |
| | | | | | | | | | | | | | | |
| Divine Challenge | e | | | Lay on | Hands | | | | Bolsteri | ng St | trike | | | |
| KEYWORDS Divine, Radiant | | | USED | KEYWORDS Div | vine, Healing | | | USED | KEYWORDS DIV | vine, We | eapon | | | USE |
| Minor + | 2 | se burst 5 | | Minor | * 4 | γ <u></u> | lelee touch | - | Standard | * + | - 7 | 1 | Melee weapon | |
| ACTION 5 | 36 | RANGE | | ACTION | 6 3 | 15 | RANGE | | ACTION | 1 | | | RANGE | |
| vs | One cre | eature in burst | | | vs | 0 | ne creature | | 10 | vs | AC | | One creature | |
| ATTACK DEFEN | ISE T | ARGET | | ATTACK | DEFENS | ε | TARGET | | АТТАСК | D | EFENSE | | TARGET | |
| Effect: You mark the target. The | | | | Special: ` | You can use | this power a | number of ti | mes | Attack: C | | ma vs. A | AC | | |
| | idade the tardet (see below | A creature can be a | | | | | | | | | | | | |
| to only one mark at a time. A new While a target is marked, it tak | kes a -2 penalty to attack ro | hat was already in pl blls for any attack tha | place. at | | equal to you | r Wisdom mo | • • • | | | | | | ifier (+4) damag | |
| to only one mark at a time. A new While a target is marked, it tak doesn't include you as a target. A modifier (+4) the first time it mak | v mark supersedes a mark t kes a -2 penalty to attack ro lso, it takes radiant damage kes an attack that doesn't in | hat was already in pl blls for any attack that e equal to 3 + your C aclude you as a target | place. at Charisma et before | (minimur | equal to you m 1), but on | r Wisdom mo Ily once per r | ound. | hit | you gain | tempo | orary hi | t poir | ifier (+4) damag nts equal to your | |
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| Fearsome | e Smi | te | | | Righte | Righteous Smite | | | | | | Paladin's Judgment | | | | | | | |
|---|-----------------------------------|---------------------------------|---|--------------------|---|--|--------------------|--------------------|--------|--|-----------|---|-----------------------|----------------------|---------------------|--|--|--|--|
| KEYWORDS Divine, Fear, Weapon | | | | | | KEYWORDS Divine, Weapon | | | | | | KEYWORDS Divine, Healing, Weapon | | | | | | | |
| Standard * | · . | ア | Melee | weapon | Standard | | Mele | e weapon | | Standard | * 4 | 7 | Me | lee weapon | | | | | |
| ACTION | ÷ | 松 | RAI | NGE | ACTION | | R | ANGE | | ACTION | . ↔ | 삯 | | RANGE | | | | | |
| 10 vs | 5 | AC | One ci | reature | 10 | vs AC | One | creature | | 9 | vs A | c | Or | e creature | | | | | |
| ATTACK | DEF | ENSE | TAR | RGET | ATTACK | DEFENSE | T/ | RGET | | ATTACK | DEFE | INSE | - | TARGET | | | | | |
| the end of y penalty to a modifier (+ | · Char your r attack 2). | isma m lext turi rolls eq | odifier (+4) c n, the target jual to your V | takes a Wisdom | il Hit: 2[W you and tempora modifier | 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). | | | | | | 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. | | | | | | | |
| ADDITIONAL EFFECTS | - | nmer + | 2: +10 attac | к, 2010+8 | ADDITIONAL EF | | 2: +10 atta | CK, 2010+ | 8 | Dynamic Craghammer +2: +9 attack, 3d10+7 damage | | | | | | | | | |
| CLASS - · ·· | | | LEVEL 1 B | 100K | CLASS - · · · | | LEVEL 3 | BOOK | _ | CLASS - · · · | | | LEVEL 1 | BOOK | | | | | |
| ^{CLASS} Paladin | | | | ^{BOOK} PH | ^{CLASS} Paladi | | - | ^{BOOK} PH | | ^{CLASS} Paladir | | | | BOOK PH | | | | | |
| ENCOUNTE | R POV | VER |) имсяковня (| \$10evcons | R ENCOUN | | ника клона | \$139400 | ins ® | DAILY PC | OWER | X. | MINGRON | 15 5 , 13 may | <mark>GONS</mark> ® | | | | |
| Hallowed | Circ | е | | | Sacred | Circle | | | | Dynami | ic Cragh | namm | er +2 | | | | | | |
| KEYWORDS Divine | e, Imple | ement, Zo | ne | U | ISED KEYWORDS Di | ivine, Implement, Zone | | | USED | 1d10 | 2 | | Hamme | r 🛛 | | | | | |
| Standard | 4 | ア | Close | burst 3 | Standard | 4 7 | Clos | e burst 3 | | DAMAGE | PROFIC | IENT | GROUP | | RANGE | | | | |
| ACTION | ¢ | 3 🔆 | | NGE | ACTION | | | ANGE | | +2 attack r | | - | | +2d6 da | - | | | | |
| 6 vs | Re | flex | Each ener | my in burst | AT-W | | DUNTER | 🖌 DAILY | | PROPERTIES | HANCEMEN | T | LEVEL | CRITIC | CAL | | | | |
| АТТАСК | DEF | ENSE | TAR | RGET | Effect: T | he burst creates | a zone tha | t, until the | end | Versatile, | Brutal | | | | | | | | |
| Attack: Cha | | | | | | of the encounter, gives you and allies within it a | | | | | | | | | | | | | |
| | | | difier (+4) da | | | er bonus to AC. | | | | Melee Ba | sic Attac | k: +9 a | attack, 1d1 | .0+7 dam | age | | | | |
| | | | encounter. | | | | | | | | | | | | | | | | |
| | | | onus to all de | | | | | | | | | | | | | | | | |
| within the z | | | | | | | | | | AT-WILL ENCOUNTER DAILY | | | | | | | | | |
| | | | | | | | | | | | ncounter | • Poly | morph): N | linor Actio | on. | | | | |
| | | | | | | | | | | Change t | he weap | on into | a differer | it weapon | from | | | | |
| | | | | | | | | | | | | | ple, milita | | | | | | |
| | | | | | | | | | | until you | | | end of the or action. | e encoun | uer, ur | | | | |
| ADDITIONAL EFFECTS | , | | | | ADDITIONAL EF | THECTS | | | | ., | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | |
| ^{CLASS} Paladin | | | LEVEL 5 | ^{BOOK} PH | CLASS Paladi | in | LEVEL 2 | ^{воок} РН | | | -hand | WEIGHT 6 | PRICE 1800 | BOOK | | | | | |
| | ED. | | | | R UTILITY | | LING FORM | | | | | | MINGEON | € 13m - | naur e | | | | |
| DAILY POW | EK | | | 2 | | POWER | - and a straight b | 19 | enna ® | MAGIC W | EAPON | 1 | | and the set | enerite ® | | | | |
| Plate Arm | nor o | f Sacri | fice +1 | | Cloak o | of the Walking | Wounde | d +1 | | | | | | | | | | | |
| 8 | | -2 | -1 | 1 | | | | 1 | | | | | | | | | | | |
| AC BONUS | _ | CHECK | SPEED | QUANTITY | | | SPEED | QUAN | | | | | | | | | | | |
| | -1 AC | | 5 | Armor | | tude, Reflex, and Will | | Neck Slot Ite | em | | | | | | | | | | |
| PROPERTIES | NCEME | NT | LEVEL | TYPE | PROPERTIES | NHANCEMENT | LEVEL | ТҮРЕ | | | | | | | | | | | |
| | | | | | If you us | se your second v | | | | | | | | | | | | | |
| | | | | | | end two healing | | ead of one | | | | | | | | | | | |
| | | | | | (gaining | hit points from I | ootn). | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | |
| 🗸 AT-WILL | | ENC | DUNTER | DAILY | AT-W | | DUNTER | DAILY | | | | | | | | | | | |
| POWER | | ENCO | SONTER | DAILY | POWER | | ONTER | DAILY | | | | | | | | | | | |
| Power (At-W | | | on. Use this pov | | Item Slo | ot: Neck | | | | | | | | | | | | | |
| | | | is subject to a longer affecte | | | | | | | | | | | | | | | | |
| have the effe | ect. Yo | u cannot | make a saving | | | | | | | | | | | | | | | | |
| | | | our next turn. nor Action. Spe | end a healing | | | | | | | | | | | | | | | |
| surge. One a | lly wit | nin 5 squ | ares of you re | gains hit point | s | | | | | | | | | | | | | | |
| | | | ent a healing s | | | | | | | | | | | | | | | | |
| ITEM SLOT Body | | WEIGHT | PRICE 1000 | BOOK | ITEM SLOT Ne | eck WEIGHT 0 | PRICE 840 | BOOK | | | | | | | | | | | |
| | | | 0 1000 | | | | | | | | | | | | | | | | |
| MAGIC ITE | | 1 | MINGEONS | § IDRAGONS | R MAGIC I | TEM | Мимсонсона | & DRAGE | R | | | | | | | | | | |
| MAGICITE | М | | | | | | ige 4 | | | | | | | | | | | | |