

Player Name Daniel Anand

Gnara	1	Paladin	0
Character Name	Level	Class	Total XP
Gnoll	Medium	17	Female
Race	Size	Age	Gender
		7'4"	285 lbs
		Height	Weight
		Unaligned	Kord
		Alignment	Deity
		Paragon Path	Epic Destiny
			Adventuring Company
			RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
1	1		
CONDITIONAL MODIFIERS			

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
20	AC	10	8				2	
CONDITIONAL BONUSES								

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	7	-1	
SPECIAL MOVEMENT				

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
18	STR Strength	4	4
12	CON Constitution	1	1
12	DEX Dexterity	1	1
8	INT Intelligence	-1	-1
14	WIS Wisdom	2	2
11	CHA Charisma	0	0

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	FORT	10	4	1				
CONDITIONAL BONUSES								

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

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
13	WILL	10	2	1				
CONDITIONAL BONUSES								

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
12	Passive Insight	10	+
14	Passive Perception	10	+
SPECIAL SENSES Low-light Vision			

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Longsword								
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC	MISC
+ 7	0	4		3				
ABILITY: Melee Basic Attack - Unarmed								
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC	MISC
+ 6	0	4		2				

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
27	13	6
	1/2 HP	1/4 HP
CURRENT HIT POINTS		
CURRENT SURGE USES		

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
0	0	1
1	1	2
2	2	3
ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS		

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Longsword					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+4	4				
ABILITY: Melee Basic Attack - Unarmed					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+4	4				

RACE FEATURES

Ferocious Charge - Use ferocious charge as an encounter power

power

Blood Fury - When bloodied, +2 damage (+4 at level 21+)

Pack Attack - +2 melee damage to foe with two allies adjacent to it

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
7	vs AC	Longsword	1d8+4
6	vs AC	Unarmed (Melee)	1d4+4
3	vs AC	Unarmed (Range)	1d4+1
	vs		

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

Divine Rage - Use Channel Divinity to invoke divine rage

SKILLS

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

LANGUAGES KNOWN

Abyssal, Common

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	<input type="checkbox"/>
Lay on Hands	<input type="checkbox"/>
Valiant Strike	<input type="checkbox"/>
Holy Strike	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

ENCOUNTER POWERS

Ferocious Charge	<input type="checkbox"/>
Divine Mettle	<input type="checkbox"/>
Divine Strength	<input type="checkbox"/>
Divine Rage	<input type="checkbox"/>
Radiant Smite	<input type="checkbox"/>
	<input type="checkbox"/>

DAILY POWERS

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

UTILITY POWERS

	<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

Plate Armor (E)
Longsword (E)
Heavy Shield (E)
Adventurer's Kit

COINS AND OTHER WEALTH

Money on hand: 10 gp
Stored money: 0 gp
Encumbrance: 102 lb. / 180 lb.

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	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
ARMOR	<input type="checkbox"/>
ARMS	<input type="checkbox"/>
FEET	<input type="checkbox"/>
HANDS	<input type="checkbox"/>
HEAD	<input type="checkbox"/>
NECK	<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"/>
	<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

Gnara

PLAYER NAME

Daniel Anand

RACE Gnoll CLASS Paladin LEVEL 1

HP 27	18 STR	AC 20
Spd 6	12 CON	Fort 15
Init +1	12 DEX	Ref 14
	8 INT	Will 13
	14 WIS	
	11 CHA	
12 Passive Insight	14 Passive Perception	

PLAY DATA



ENCOUNTER SPECIAL



ENCOUNTER ACTION



Second Wind

KEYWORDS USED

Standard	+	✖	Personal
ACTION	←	✖	RANGE
	vs		Self
ATTACK	DEFENSE	TARGET	

Effect: You spend a healing surge and regain 6 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK PH

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 (+0) 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 (+0) at 11th level, and to 9 + your Charisma modifier (+0) 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

AT-WILL POWER



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
+2 to damage rolls while you're bloodied - Blood Fury.

CLASS Paladin LEVEL BOOK PH

AT-WILL POWER



Valiant Strike

KEYWORDS Divine, Weapon USED

Standard	*	+	✖	Melee weapon
ACTION	←	✖	RANGE	
7	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.

Longsword: +7 attack, 1d8+4 damage

ADDITIONAL EFFECTS
+1 attack bonus per enemy adjacent to you.
+2 to damage rolls against an enemy that has two or more of you
+2 to damage rolls while you're bloodied - Blood Fury.

CLASS Paladin LEVEL 1 BOOK PH

AT-WILL POWER



Holy Strike

KEYWORDS Divine, Radiant, Weapon USED

Standard	*	+	✖	Melee weapon
ACTION	←	✖	RANGE	
7	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 (+2).
Increase damage to 2[W] + Strength modifier (+4) at 21st level.

Longsword: +7 attack, 1d8+4 damage

ADDITIONAL EFFECTS
+2 to damage rolls against an enemy that has two or more of you
+2 to damage rolls while you're bloodied - Blood Fury.

CLASS Paladin LEVEL 1 BOOK PH

AT-WILL POWER



Ferocious Charge

KEYWORDS USED

Standard	+	✖	Personal
ACTION	←	✖	RANGE
	vs		
ATTACK	DEFENSE	TARGET	

Effect: You charge and deal an extra 2 damage on a successful attack. Increase the extra damage to 4 at 11th level and to 6 at 21st level. If you are bloodied, double the extra damage and gain an equal number of temporary hit points.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL * BOOK MM

ENCOUNTER POWER



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 (+0).
Prerequisite: Channel Divinity, Paladin

ADDITIONAL EFFECTS





CLASS Paladin LEVEL BOOK PH

ENCOUNTER POWER



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 (+4) as extra damage on your next attack this turn.
 Prerequisite: Channel Divinity, Paladin



ADDITIONAL EFFECTS

CLASS Paladin LEVEL BOOK *PH*

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Divine Rage

KEYWORDS USED

Minor	 	Close burst 1
ACTION	 	RANGE
2	vs Will	Each enemy in burst.
ATTACK	DEFENSE	TARGET

Channel Divinity: You can use only one channel divinity power per encounter
 Attack: Wisdom vs. Will
 Hit: You push the target 1 square, and the target takes a -2 penalty to attack rolls until the end of your next turn.
 Miss: You push the target 1 square.
 Special: You must take the Divine Rage feat to use this power.
 Prerequisite: Channel Divinity, Divine Rage feat

ADDITIONAL EFFECTS





+2 to damage rolls while you're bloodied - Blood Fury.

CLASS LEVEL * BOOK *Dragon 368*

ENCOUNTER POWER DUNGEONS & DRAGONS®

Radiant Smite

KEYWORDS Divine, Radiant, Weapon USED

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

Attack: Strength vs. AC
 Hit: 2[W] + Strength modifier (+4) + Wisdom modifier (+2) radiant damage.

Longsword: +7 attack, 2d8+6 damage

ADDITIONAL EFFECTS


+2 to damage rolls against an enemy that has two or more of you
 +2 to damage rolls while you're bloodied - Blood Fury.

CLASS Paladin LEVEL 1 BOOK *PH*

ENCOUNTER POWER DUNGEONS & DRAGONS®

Paladin's Judgment

KEYWORDS Divine, Healing, Weapon USED

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

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.

Longsword: +7 attack, 3d8+4 damage

ADDITIONAL EFFECTS

+2 to damage rolls against an enemy that has two or more of you
 +2 to damage rolls while you're bloodied - Blood Fury.

CLASS Paladin LEVEL 1 BOOK *PH*

DAILY POWER DUNGEONS & DRAGONS®