

Player Name Nibelung

Esperança	6	Sorcerer Paladin				0		
Character Name	Level	Class		Paragon Path		Epic Destiny		Total XP
Tiefling	Medium	21	Female	1,80m	75 kg	Lawful Good	The Silver Flame	Concurso Rolando20
Race	Size	Age	Gender	Height	Weight	Alignment	Deity	Adventuring Company
								RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
5	2	3	

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
25	AC	13	8			2	2	

CONDITIONAL BONUSSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
5	Speed (Squares)	6	-1	

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
8	STR Strength	-1	2
10	CON Constitution	0	3
15	DEX Dexterity	2	5
13	INT Intelligence	1	4
15	WIS Wisdom	2	5
19	CHA Charisma	4	7

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	FORT	13		1		2		

CONDITIONAL BONUSSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
19	REF	13	2			2	2	

CONDITIONAL BONUSSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
20	WILL	13	4	1		2		

CONDITIONAL BONUSSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
15	Passive Insight	10	+ 5

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
15	Passive Perception	10	+ 5

SPECIAL SENSES
Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Sunblade Longsword +1

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 7	3	-1		3	1	1	

ABILITY: Melee Basic Attack - Unarmed

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

HIT POINTS

MAX HP	48
BLOODIED	24
HEALING SURGES	12
SURGE VALUE	12
SURGES/DAY	8
1/2 HP	
1/4 HP	

CURRENT HIT POINTS	
CURRENT SURGE USES	

ACTION POINTS

Action Points	
MILESTONES	0
ACTION POINTS	1
	2
	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Sunblade Longsword +1

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8	-1		1		

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4-1	-1				

RACE FEATURES

Infernal Wrath - Use infernal wrath as an encounter power.

Fire Resistance - Resist fire 5 + 1/2 level.

Bloodhunt - +1 on attacks against bloodied foes.

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
7	vs AC	Sunblade Longsword +1	1d8
2	vs AC	Unarmed (Melee)	1d4-1
5	vs AC	Unarmed (Range)	1d4+2
	vs		

SKILLS

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

CLASS / PATH / DESTINY FEATURES

Sorcerous Power - +Ability mod to damage, use ability mod for AC in light armor

Sorcerous Power Dexterity - +Dexterity mod to damage

Divine Challenge (Hybrid)

Hybrid Paladin Fortitude

Paladin Armor Proficiency - Gain proficiency with leather, hide, chain, scale, plate, light and heavy shields

Arcane Implement Proficiency (heavy blade group)

Versatile Expertise (Heavy Blade) - +1 to attack rolls with Heavy Blades.

Versatile Expertise (Holy Symbol) - +1 to attack rolls with holy symbols

FEATS

Hybrid Talent - Gain a hybrid talent option for one of your hybrid class entries

Arcane Implement Proficiency - Gain new arcane implement

Astral Fire - +1 damage with fire or radiant power

Versatile Expertise - Bonus to attacks with weapons and implements of your choice

LANGUAGES KNOWN

Common, Primordial

POWER INDEX

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

AT-WILL POWERS

Arcing Fire	
Divine Challenge	
Virtuous Strike	

ENCOUNTER POWERS

Second Wind	<input type="checkbox"/>
Infernal Wrath	<input type="checkbox"/>
Explosive Pyre	<input type="checkbox"/>
Righteous Smite	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

DAILY POWERS

Majestic Halo	<input type="checkbox"/>
Sun's Illumination	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

UTILITY POWERS

Call of Challenge	<input type="checkbox"/>
Sudden Scales	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

OTHER EQUIPMENT

COINS AND OTHER WEALTH

Money on hand: 100 gp
 Stored money: 0 gp
 Encumbrance: 71 / 80

MAGIC ITEM INDEX

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

MAGIC ITEMS

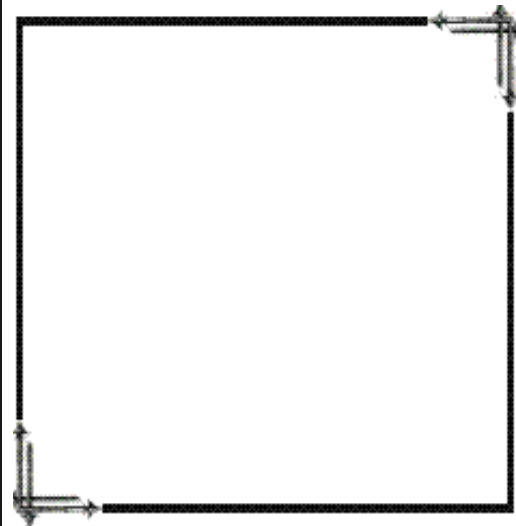
WEAPON	Sunblade Longsword +1 (E)	<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
ARMOR	Imposter's Rimefire Plate Armor +2 (E)	<input type="checkbox"/>
ARMS		<input type="checkbox"/>
FEET		<input type="checkbox"/>
HANDS		<input type="checkbox"/>
HEAD		<input type="checkbox"/>
NECK	Fireflower Pendant +2 (E)	<input type="checkbox"/>
RING		<input type="checkbox"/>
RING		<input type="checkbox"/>
WAIST		<input type="checkbox"/>
	Shield of Silver Light Heavy Shield (heroic tier) (<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"/>	<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"/>

RITUALS / ALCHEMY

CHARACTER PORTRAIT



PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

Thrane
 The center of the remaining Five Nations and the heart of the Silver Flame, Thrane has a heightened sense of its own importance. A major military and economic power in the region, Thrane's theocratic government is ostensibly devoted to stamping out evil and making life better for all. However, privileges of power can sometimes lead to arrogance and corruption. Still, Thrane's people aspire to lead virtuous lives, and Thrane could potentially become the brightest light in a darkened world.

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

CHARACTER NAME
Esperança

PLAYER NAME
Nibelung

RACE Tiefling CLASS Hybrid LEVEL 6

HP	SCORE	ABILITY	MOD	AC
48	8	STR	-1	25
Spd	10	CON	+0	Fort
5	15	DEX	+2	16
Init	13	INT	+1	Ref
+5	15	WIS	+2	19
	19	CHA	+4	Will
				20

15 Passive Insight 15 Passive Perception


Skills

1	Acrobatics	DEX
4	Arcana	INT
5	Athletics	STR (Trained)
9	Bluff	CHA
7	Diplomacy	CHA
5	Dungeoneering	WIS
-1	Endurance	CON
5	Heal	WIS
9	History	INT (Trained)
5	Insight	WIS
7	Intimidate	CHA
5	Nature	WIS
5	Perception	WIS
9	Religion	INT (Trained)
3	Stealth	DEX
7	Streetwise	CHA
1	Thievery	DEX

ADDITIONAL EFFECTS

Action Point

ADDITIONAL EFFECTS



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.

PLAY DATA DUNGEONS & DRAGONS

PLAY DATA DUNGEONS & DRAGONS

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Second Wind

KEYWORDS

Standard Personal USED

ACTION RANGE

AT-WILL ENCOUNTER DAILY

Effect: You spend a healing surge and regain 12 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS Sorcerer LEVEL 1 BOOK PH

Arcing Fire

KEYWORDS Arcane, Fire, Implement USED

Standard Ranged 10

ACTION RANGE

9 vs eflex One creature

ATTACK DEFENSE TARGET

You lob a blast of fire past intervening foes that scorches them on the way to your target.
Attack: Charisma vs Reflex
Hit: 1d8 + Charisma modifier (+4) fire damage. Any enemy providing the target cover against this attack takes fire damage equal to your Charisma modifier (+4). Increase damage to 2d8 + Charisma modifier (+4) at 21st level.

Sunblade Longsword +1: +9 attack, 1d8+8 damage

ADDITIONAL EFFECTS
+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

CLASS Sorcerer LEVEL 1 BOOK PH1

Divine Challenge

KEYWORDS Divine, Radiant USED

Minor Close burst 5

ACTION RANGE

5 vs One creature in burst

ATTACK DEFENSE TARGET

You boldly confront a nearby enemy, searing it with divine light if it ignores your challenge.
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 the target is marked, it takes a -2 penalty to attack rolls for any attack that doesn't include you as a target. The first time it makes an attack that doesn't include you as a target before the start of your next turn, you can use an immediate reaction to deal radiant damage to the target equal to your Charisma modifier (+4). The damage increases to 2 + your Charisma modifier (+4) at 11th level and 4 + 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

CLASS Paladin LEVEL 1 BOOK PH

UTILITY POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

Virtuous Strike

KEYWORDS Divine, Radiant, Weapon USED

Standard * Melee weapon

ACTION RANGE

12 vs AC One creature

ATTACK DEFENSE TARGET

The clean light of your weapon pierces your enemies and fills you with resolve.
Attack: Charisma vs. AC
Hit: 1[W] + Charisma modifier (+4) radiant damage, and you gain a +2 bonus to saving throws until the start of your next turn.
Level 11: 2d6 + Intelligence modifier (+1) or Charisma modifier (+4) radiant damage.
Special: This power can be used as a melee basic attack.

Sunblade Longsword +1: +12 attack, 1d8+6 damage

ADDITIONAL EFFECTS
+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

CLASS Paladin LEVEL 1 BOOK DP

Infernal Wrath

KEYWORDS Fire USED

Free Close burst 10

ACTION RANGE

10 vs The triggering enemy in burst

ATTACK DEFENSE TARGET

You call upon the hellfire burning in your soul to punish your enemy.
Trigger: An enemy within 10 squares of you hits you
Effect: The target takes 1d6 + Intelligence modifier (+1) or Charisma modifier (+4) fire damage.
Level 11: 2d6 + Intelligence modifier (+1) or Charisma modifier (+4) fire damage.
Level 21: 3d6 + Intelligence modifier (+1) or Charisma modifier (+4) fire damage.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL * BOOK PH

Explosive Pyre

KEYWORDS Arcane, Fire, Implement USED

Standard Ranged 10

ACTION RANGE

9 vs Reflex One creature

ATTACK DEFENSE TARGET

Your foe stands at the center of a conflagration of your design.
Attack: Charisma vs. Reflex
Hit: 2d8 + Charisma modifier (+4) fire damage. Until the start of your next turn, any enemy that enters a square adjacent to the target or starts its turn there takes 1d6 fire damage.

Sunblade Longsword +1: +9 attack, 2d8+8 damage

ADDITIONAL EFFECTS
+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

CLASS Sorcerer LEVEL 1 BOOK PH2

AT-WILL POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

Righteous Smite

KEYWORDS: Divine, Weapon

Standard	* ⬇ ⬆ ⬇	Melee weapon
ACTION	⬅ ⬆ ⬇	RANGE
12	vs	AC
ATTACK	DEFENSE	TARGET

One creature

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

Sunblade Longsword +1: +12 attack, 2d8+5 damage

ADDITIONAL EFFECTS
+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

CLASS: Paladin | LEVEL: 3 | BOOK: PH

Majestic Halo

KEYWORDS: Divine, Radiant, Weapon

Standard	* ⬇ ⬆ ⬇	Melee weapon
ACTION	⬅ ⬆ ⬇	RANGE
12	vs	AC
ATTACK	DEFENSE	TARGET

One creature

You shine with divine radiance that sears your enemies as you attack and commands their respect.
Attack: Charisma vs. AC
Hit: 3[W] + Charisma modifier (+4) radiant damage.
Miss: Half damage.
Effect: Until the end of the encounter, any enemy that starts its turn adjacent to you is subject to your divine sanction until the end of its turn.

Sunblade Longsword +1: +12 attack, 3d8+6 damage

ADDITIONAL EFFECTS
+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

CLASS: Paladin | LEVEL: 1 | BOOK: DP

Sun's Illumination

KEYWORDS: Arcane, Implement, Radiant, Zone

Standard	⬇ 10 ⬆ ⬇	Area burst 1 within 10 squares
ACTION	⬅ 1 ⬆ ⬇	RANGE
9	vs	Reflex
ATTACK	DEFENSE	TARGET

Each creature in burst

Radiance pours down on an area, burning creatures within the light and revealing them to you in both body and mind.
Attack: Charisma vs. Reflex
Hit: 3d6 + Charisma modifier (+4) radiant damage
Effect: The burst creates a zone of piercing light that lasts until the end of your next turn. You gain a +2 power bonus to Insight and Perception checks against each creature within the zone. Each enemy within the zone grants combat advantage. As a move action, you can move the zone 3 squares.
Sustain Minor: The zone persists.

Sunblade Longsword +1: +9 attack, 3d6+8 damage

ADDITIONAL EFFECTS
+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

CLASS: Sorcerer | LEVEL: 5 | BOOK: AP

Call of Challenge

KEYWORDS: Divine

Minor	⬇ ⬆ ⬇	Close burst 3
ACTION	3 ⬅ ⬆ ⬇	RANGE

AT-WILL ENCOUNTER DAILY

You brandish your weapon and demand that all foes nearby face you in battle.
Target: Each enemy in burst
Effect: Each target is subject to your divine sanction until the end of your next turn.

ADDITIONAL EFFECTS

CLASS: Paladin | LEVEL: 2 | BOOK: DP

Sudden Scales

KEYWORDS: Arcane

Imm Interr	⬇ ⬆ ⬇	Personal
ACTION	⬅ ⬆ ⬇	RANGE

AT-WILL ENCOUNTER DAILY

Dragon scales cover your form in reaction to an assault, as arcane power shields your mind and body from harm.
Trigger: You are hit by an attack
Effect: You gain a +4 bonus to all defenses against the triggering attack.
Dragon Magic: The bonus to all defenses equals 3 + your Strength modifier (-1).

ADDITIONAL EFFECTS

CLASS: Sorcerer | LEVEL: 6 | BOOK: PH2

Sunblade Longsword +1

1d8	3	Heavy Blade	
DAMAGE	PROFICIENT	GROUP	RANGE

+1 attack rolls and damage rolls | 4 | +1d6 damage

ENHANCEMENT	LEVEL	CRITICAL
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PROPERTIES
This weapon can shed bright or dim light up to 20 squares. You control the brightness and range of the light. Versatile

Melee Basic Attack: +7 attack, 1d8 damage

AT-WILL ENCOUNTER DAILY

POWER
This heavy golden sword attacks with the power and intensity of the sun, burning nearby enemies.
Power (At-Will • Radiant): Free Action. All damage dealt by this weapon is radiant damage. Another free action returns the damage to normal.
Power (Daily • Radiant): Standard Action. You cause motes of light to burst out and attach to your enemies. Make an attack: Close burst 1; targets enemies; Strength vs. Reflex (apply a bonus to the attack roll equal to the weapon's enhancement bonus); on a hit, the target takes 1d8 radiant damage.

ITEM SLOT: One-hand | WEIGHT: 4 | PRICE: 840 | BOOK: PH

Fireflower Pendant +2

			1
AC BONUS	CHECK	SPEED	QUANTITY

+2 Fortitude, Reflex, and Will | 7 | Neck Slot Item

ENHANCEMENT	LEVEL	TYPE
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PROPERTIES
If you take fire damage from an enemy attack, the first attack you make before the end of your next turn deals extra fire damage equal to the pendant's enhancement bonus.

AT-WILL ENCOUNTER DAILY

POWER
Formed from a string of fire opals, this ornament unleashes fiery retribution.

ITEM SLOT: Neck | WEIGHT: 0 | PRICE: 2600 | BOOK: AV

Imposter's Rimefire Plate Armor +2

8	-2	-1	1
AC BONUS	CHECK	SPEED	QUANTITY

+2 AC | 6 | Armor

ENHANCEMENT	LEVEL	TYPE
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PROPERTIES
Rimefire plate is bathed in elemental frost and fire to infuse it with hardness.

AT-WILL ENCOUNTER DAILY

POWER
In the blink of an eye, this metal armor can fade into rags or robes, providing the perfect disguise for any situation.
Power (At-Will • 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.

ITEM SLOT: Body | WEIGHT: 50 | PRICE: 1800 | BOOK: AV

Shield of Silver Light Heavy Shield (her)

2	-2	-	1
AC BONUS	CHECK	SPEED	QUANTITY

4 | Arms Slot Item

ENHANCEMENT	LEVEL	TYPE
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PROPERTIES
Shields grant a shield bonus that you add to your AC and your Reflex defense.

AT-WILL ENCOUNTER DAILY

POWER
This polished shield gleams with moonlight, even in the middle of the day.
Power (At-Will): Minor Action. The shield sheds bright light 5 squares in all directions. You can end this effect as a minor action. You and your allies within the light treat your weapons (including ammunition, thrown weapons, and the like) as silvered (Player's Handbook, page 220).

ITEM SLOT: Off-hand | WEIGHT: 15 | PRICE: 840 | BOOK: PH