

[illegible]

CHARACTER NAME
Dammar

PLAYER NAME

RACETiefling

CLASSPaladin

LEVEL1

HP25

STR14

AC20

CON10

Fort13

Ref13

Spd5

DEX10

WIS14

CHA19

Init+0

Will15

12Passive Insight

12Passive Perception



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

BOOKPH

PLAY DATA

DUNGEONS & DRAGONS

Divine Challenge

KEYWORDS

Divine, Radiant

USED

Minor

⬇️⬅️⬆️

Close burst 5

ACTION

⬅️⬆️

5

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

ENCOUNTER SPECIAL

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

+1 to attack rolls against bloodied foes - Bloodhunt.

CLASSPaladin

LEVEL

BOOKPH

ENCOUNTER ACTION

DUNGEONS & DRAGONS

Bolstering Strike

KEYWORDS

Divine, Weapon

USED

Standard

*⬇️⬅️⬆️

Melee weapon

ACTION

⬅️⬆️

RANGE

7

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.

Longsword: +7 attack, 1d8+4 damage

ADDITIONAL EFFECTS

+1 to attack rolls against bloodied foes - Bloodhunt.

CLASSPaladin

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AT-WILL POWER

DUNGEONS & DRAGONS

Enfeebling Strike

KEYWORDS

Divine, Weapon

USED

Standard

*⬇️⬅️⬆️

Melee weapon

ACTION

⬅️⬆️

RANGE

7

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.

Longsword: +7 attack, 1d8+4 damage

ADDITIONAL EFFECTS

+1 to attack rolls against bloodied foes - Bloodhunt.

CLASSPaladin

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AT-WILL POWER

DUNGEONS & DRAGONS

Infernal Wrath

KEYWORDS

USED

Minor

⬇️⬅️⬆️

Personal

ACTION

⬅️⬆️

RANGE

vs

ATTACK

DEFENSE

TARGET

Effect: You can channel your fury to gain a +1 power bonus to your next attack roll against an enemy that hit you since your last turn. If your attack hits and deals damage, add your Charisma modifier (+4) as extra damage.

ADDITIONAL EFFECTS

CLASSRacial Power

LEVEL*

BOOKPH

AT-WILL POWER

DUNGEONS & DRAGONS

Divine Mettle

KEYWORDS

Divine

USED

Minor

⬇️⬅️⬆️

Close burst 10

ACTION

⬅️⬆️

10

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).
Prerequisite: Channel Divinity, Paladin





ADDITIONAL EFFECTS

CLASSPaladin

LEVEL

BOOKPH






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 (+2) as extra damage on your next attack this turn. Prerequisite: Channel Divinity, Paladin		
ADDITIONAL EFFECTS		
CLASS	Paladin	LEVEL
BOOK	PH	

ENCOUNTER POWER








Raven Queen's Blessing

KEYWORDS Divine, Healing		USED
Free Action	  	Ranged 10
ACTION	 	RANGE
	vs	
ATTACK	DEFENSE	TARGET
Channel Divinity: You can use only one channel divinity power per encounter Trigger: Your attack drops an enemy within range to 0 hit points or fewer. Effect: You or an ally within 5 squares of the enemy can spend a healing surge. Prerequisite: Channel Divinity, Raven Queen's Blessing feat		
ADDITIONAL EFFECTS		
+1 to attack rolls against bloodied foes - Bloodhunt.		
CLASS		LEVEL *
BOOK	PH	

ENCOUNTER POWER








Fearsome Smite

KEYWORDS Divine, Fear, Weapon		USED
Standard	  	Melee weapon
ACTION	 	RANGE
7	vs	AC
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). Longsword: +7 attack, 2d8+4 damage		
ADDITIONAL EFFECTS		
+1 to attack rolls against bloodied foes - Bloodhunt.		
CLASS	Paladin	LEVEL 1
BOOK	PH	

ENCOUNTER POWER



Radiant Delirium

KEYWORDS Divine, Implement, Radiant		USED
Standard	  	Ranged 5
ACTION	 	RANGE
4	vs	Reflex
ATTACK	DEFENSE	TARGET
Attack: Charisma vs. Reflex Hit: 3d8 + Charisma modifier (+4) 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		
+1 to attack rolls against bloodied foes - Bloodhunt.		
CLASS	Paladin	LEVEL 1
BOOK	PH	

DAILY POWER

