CONDITIONAL BONUSES

## Character Sheet

10

10

SKILL BONUS

2

1d8+2

1d4+2

1d4

**SENSES** 

ATTACK WORKSPACE

**DAMAGE WORKSPACE** 

2

2

**BASIC ATTACKS** 

Longsword

Unarmed (Melee)

Unarmed (Range)

2

2

ABILITY: Melee Basic Attack - Unarmed

1/2 LVL

0

ABILITY: Melee Basic Attack - Longsword

ABILITY: Melee Basic Attack - Unarmed

AC

AC

 $\mathbf{AC}$ vs

vs

**Passive Insight** 

**Passive Perception** 

SCORE

12

ATT BONUS +

5

4

1d8+2

1d4+2

5

4

2

Paladin Dammar Paragon Path Epic Destiny Character Name Class Tiefling Medium Male 200 lb. Unaligned The Raven Queen Adventuring Company RPGA Number Race Size Gender Height Weight Alignment Age Deity **INITIATIVE DEFENSES MOVEMENT** SCORE 10 + ARMOR/ 1/2 LVL ABIL CLASS MISC 0 **Initiative** 5 6 -1 Speed (Squares) 20 AC 10 8 2

**ABILITY SCORES** SCORE MOD + 1/2 LVI STR 14 2 CON 0 10 0 DEX 10 INT 10 WIS 14

**CHA** 19 **HIT POINTS** MAX HP **HEALING SURGES** 

25 12 6 10 1/2 HF 1/4 H CURRENT HIT POINTS CURRENT SURGE USES **SECOND WIND 1/ENCOUNTER** USED TEMPORARY HIT POINTS

**DEATH SAVING THROW FAILURES** SAVING THROW MODS

RESISTANCES Resist 5 Fire. CURRENT CONDITIONS AND EFFECTS **SKILLS** 

ARMOR PENALTY MISC ABIL MOD TRND SKILL NAME BONUS 0 0 -4 -4 **Acrobatics** DEX 0 0 0 n/a Arcana INT 0 -4 **Athletics** 6 0 n/a Bluff CHA 4 0 n/a **Diplomacy** CHA 2 n/a **Dungeoneering** WIS

-4 **Endurance** CON 0 2 n/a Heal WIS

5 5 0 n/a History INT 2 n/a Insight 5 9 n/a **Intimidate** CHA 2 0 n/a Nature WIS 2 0 n/a Perception 5 n/a Religion INT 0 -4 Stealth DEX

CHA

4

-4

Dammar

Streetwise

Thievery

0

0

n/a

-4

13 **FORT** 10 CONDITIONAL BONUSES Low-light Vision DEFENSE MISC 13 **REF** 10 1 2 CONDITIONAL BONUSES ABILITY: Melee Basic Attack - Longsword

15 WILL CONDITIONAL BONUSES

**ACTION POINTS Action Points** ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

Infernal Wrath - Use infernal wrath as an encounter Fire Resistance - Resist fire 5 + 1/2 level

**RACE FEATURES** 

Bloodhunt - +1 on attacks against bloodied foes.

**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, Primordial

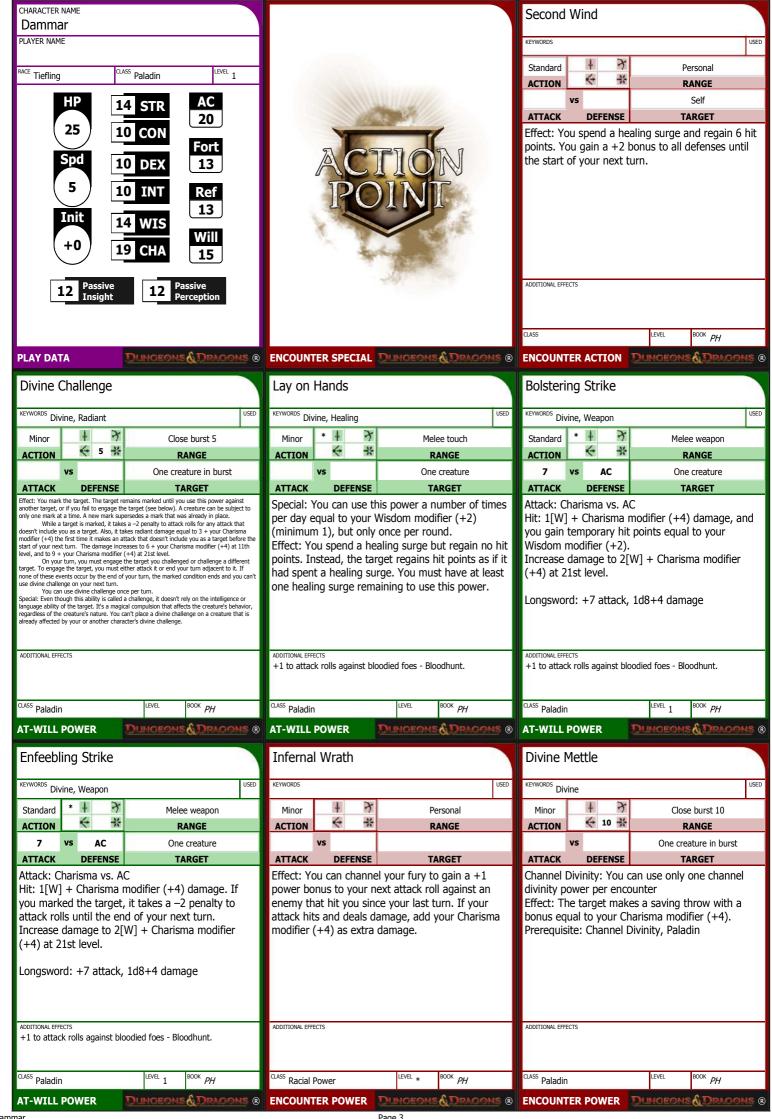
**FEATS** Raven Queen's Blessing - Use Channel Divinity to invoke Raven Queen's blessing

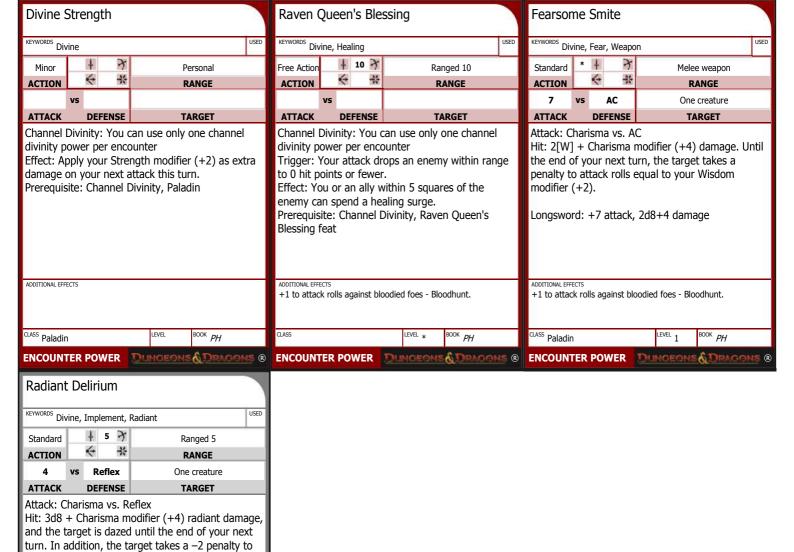
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## **POWER INDEX MAGIC ITEM INDEX CHARACTER PORTRAIT** List your powers below. List your powers below. Check the box when the power is used. Clear the box when the power renews. Check the box when the power is used. Clear the box when the power renews AT-WILL POWERS **MAGIC ITEMS** WEAPON Divine Challenge WEAPON Lay on Hands WEAPON **Bolstering Strike** WEAPON Enfeebling Strike ARMOR ARMS FEET **ENCOUNTER POWERS** HANDS Infernal Wrath HEAD Divine Mettle NECK Divine Strength RING Raven Queen's Blessing RING Fearsome Smite **PERSONALITY TRAITS** WAIST Bravo, de temperamento curto e personalidade forte. Paga DAILY POWERS para não entrar numa briga, mas para o dobro pra não sair. Está pronto para morrer por qualquer causa, desde que seja Radiant Delirium honrada. **MANNERISMS AND APPEARANCE** Possui chifres de bode, e espinhos no queixo e nos ombros. UTILITY POWERS Suas armaduras precisam ser todas personalizadas. Tem olhos de ofídios, e caninos afiados. Daily Item Powers Per Day CHARACTER BACKGROUND Heroic (1-10) Milestone Dammar sempre foi um exilado, indo sem rumo de cidade a Paragon (11-20) Milestone cidade, até que um dia, sem saber o porque, ajudou um Epic (21-30) Milestone casal de velhos que estava sendo atacados por hobgoblins. Levou uma boardoada na cabeça e ficou dias num coma. **OTHER EQUIPMENT RITUALS / ALCHEMY** Voltou endendendo a experiência como um chamado da Raven Queen, e se tornou um cruzado de sua causa. Plate Armor (E) Longsword (E) Heavy Shield (E) **COMPANIONS AND ALLIES** Adventurer's Kit Seu único companheiro atualmente é o felino Spot, um gato preto que o começou a seguir. **SESSION AND CAMPAIGN NOTES COINS AND OTHER WEALTH** Money on hand: 10 gp Stored money: 0 gp Encumbrance: 102 lb. / 140 lb.

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AC (save ends).

CLASS Paladin

**DAILY POWER** 

the end of your next turn.

Miss: Half damage, and the target is dazed until

+1 to attack rolls against bloodied foes - Bloodhunt.

LEVEL 1

BOOK PH

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