Female

Gender

7'4"

Height

20

## **Character Sheet**

0

yer Name Daniel Anand Epic Destiny

Total XP RPGA Number Adventuring Company **MOVEMENT** 7 -1 6 Speed (Squares)

10 8 2 AC

Unaligned

Alignment

**DEFENSES** 

10 + ARMOR/ 1/2 LVL ABIL CLASS FEAT

Kord

Deity

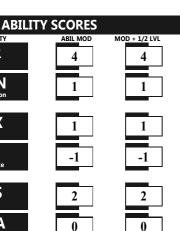
MISC

CONDITIONAL BONUSES

DEFENSE

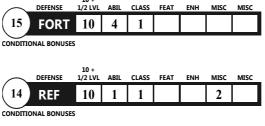
285 lbs

Weight



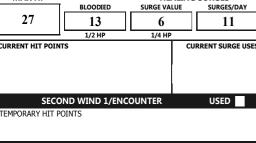
17

Age









**HIT POINTS** 

Medium

**INITIATIVE** 

1

Size

Gnoll

Race

SCORE

1

SCORE

18

12

12

8

14

11

**Initiative** 

STR

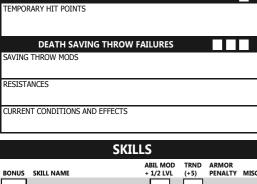
CON

DEX

INT

WIS Wisdom

CHA



			HEA SURGE VAL		SURGES SURGES,	/DAY	Action Points  MILESTONES ACTION POINTS  0 1 2	DAMAGE WORKSPACE									
2	27	13	ΉГ	6	.01	30KGES,		2 3	ABILITY:	Mel	ee Bas	ic Attack -	Longs	word			
	ļ	1/2 HP		1/4 HP				ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS	DAMAGE				ABIL	FEAT	ENH	MISC	MISC
CURREN	T HIT POINT	S			CUR	RENT SUR	GE USES	RACE FEATURES		8+4			4				
										Mel	ee Bas	ic Attack -					
								Ferocious Charge - Use ferocious charge as an encounter	DAMAGE 1 d	4+4			ABIL 4	FEAT	ENH	MISC	MISC
TEMPOR	SECON RARY HIT PO	<b>ND WIND 1</b> DINTS	/ENCO	JNTER		USED		power	Tu	7 ' 7			7				
								Blood Fury - When bloodied, +2 damage (+4 at level 21+)				BASIC	ATTA	CKS			
	DEATH	SAVING TH	ROW F	AILURES				Pack Attack - +2 melee damage to foe with two allies	ATTACK	-	DEFENSE		APON OR			DA	MAGE
SAVING	THROW MO	DDS						adjacent to it	7	vs	AC	Longswor	d			10	18+4
RESISTA	ANCES								6	vs	AC	Unarmed	(Melee	)		10	14+4
									3	] ]	AC		•				
CURREN	IT CONDITIO	ONS AND EFFE	CTS							vs	AC	Unarmed	(Range	2)		10	14+1
										vs							
			SKILI	LS				CLASS / PATH / DESTINY FEATURES									
BONUS	SKILL NAME			+ 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC	<b>Channel Divinity</b> - Invoke a channel divinity class feature				FE	ATS				
-3	Acroba	tics	DEX	1	0	-4		or other power; encounter.	Divine	e Ra	ge - Us	e Channel	Divinity	to inv	oke di	vine ra	ige
-1	Arcana		INT	-1	0	n/a		<b>Divine Challenge</b> - Use divine challenge as an at-will									
0	Athletic	re	STR	4	0	-4		power; minor action.									
0				0	0	n/a		Lay on Hands - Use lay on hands as an at-will (special)									
	Bluff		CHA	H	$\vdash$			power; minor.									
5	Diplom	асу	CHA	0	5	n/a											
2	Dunged	oneering	WIS	2	0	n/a											
2	Endura	nce	CON	1	5	-4											
2	Heal		WIS	2	0	n/a											
-1	History	7	INT	-1	0	n/a											
2	Insight		WIS	2	0	n/a											
7				0	5	n/a	2										
_	Intimid		CHA	H	=												
2	Nature		WIS	2	0	n/a											
4	Percept	tion	WIS	2	0	n/a	2										
4	Religio	n	INT	-1	5	n/a		LANGUAGES KNOWN									
-3	Stealth		DEX	1	0	-4		Abyssal, Common									
0	Streetv	vise	СНА	0	0	n/a											
-3	Thiever		DEX		0	-4											
— <u>—</u>		7	DEX														

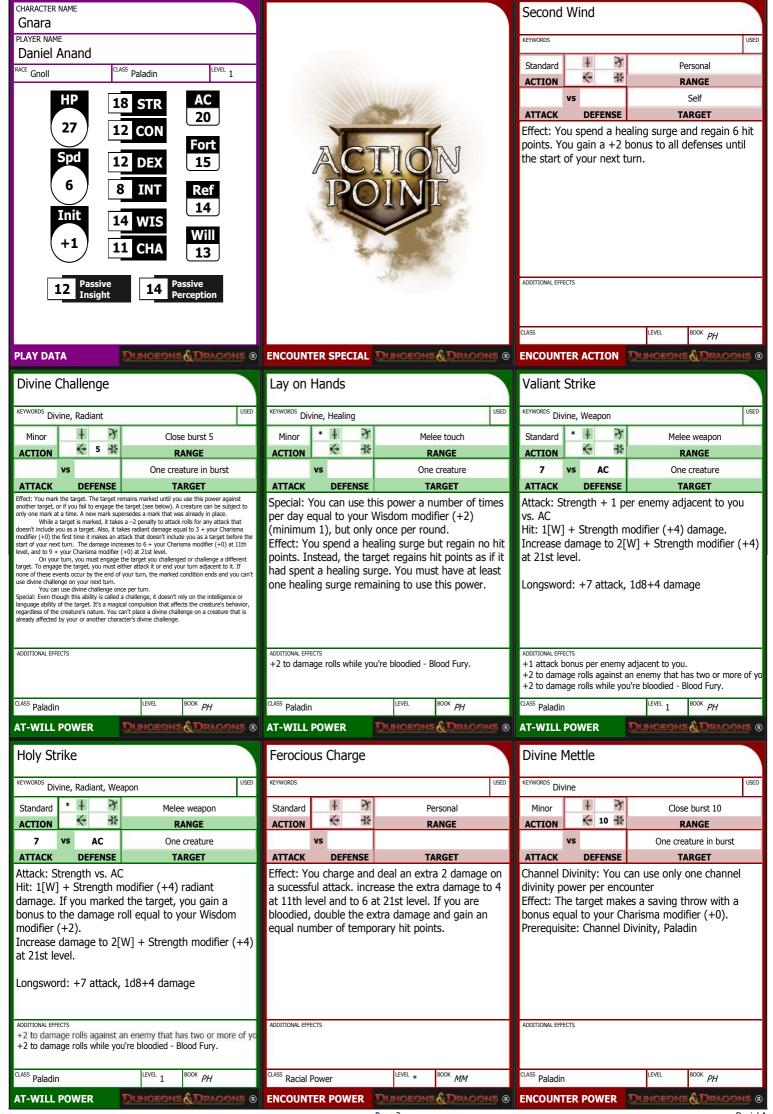
SAVING	THROW MODS	HKOW I	AILUKES				adjacent to it	7	vs	AC	Longsword	1d8+4	
RESISTA	ANCES							6	vs	AC	Unarmed (Melee)	1d4+4	
CURRENT CONDITIONS AND EFFECTS								3	vs	AC	Unarmed (Range)	1d4+1	
CONCENT CONDITIONS AND EFFECTS							-		vs				
		SKIL	LS				CLASS / PATH / DESTINY FEATURES		J		I	<del></del>	
ABIL MOD TRND ARMOR  BONUS SKILL NAME + 1/2 LVL (+5) PENALTY MISC							Channel Divinity - Invoke a channel divinity class feature	FEATS					
-3	Acrobatics	DEX	1	0	-4		or other power; encounter.	Divin	e Ra	ge - Us	se Channel Divinity to invoke	e divine rage	
-1	Arcana	INT	-1	0	n/a		Divine Challenge - Use divine challenge as an at-will						
0	Athletics	STR	4	0	-4		power; minor action.						
0	Bluff	СНА	0	0	n/a		Lay on Hands - Use lay on hands as an at-will (special)						
5	Diplomacy	СНА	0	5	n/a		power; minor.						
2	Dungeoneering		2	0	n/a								
2	Endurance	CON	1	5	-4								
2	Heal	WIS	2	0	n/a								
-1			-1	0	n/a								
2	History	INT	2	0	n/a								
7	Insight	WIS	0	5	n/a	2							
=	Intimidate	CHA	H	0	l 1								
2	Nature	WIS	2	_	n/a								
4	Perception	WIS	2	0	n/a	2							
4	Religion	INT	-1	5	n/a		LANGUAGES KNOWN						
-3	Stealth	DEX	1	0	-4		Abyssal, Common						
0	Streetwise	СНА	0	0	n/a	_							
-3	Thievery	DEX	1	0	-4								
Gnara							Page 1					Daniel Anand	

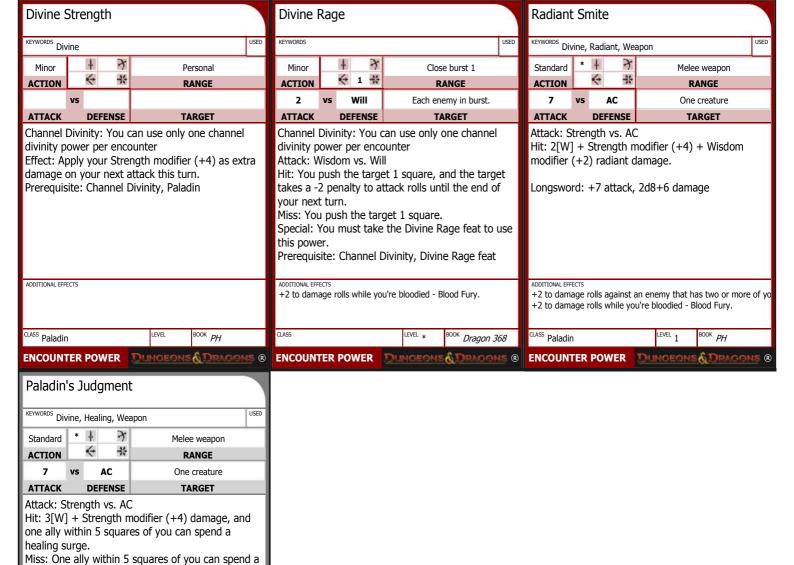
POWER INDEX	MAGIC ITEM INDEX	CHARACTER PORTRAIT						
List your powers below. Check the box when the power is used. Clear the box when the power renews.	List your powers below. Check the box when the power is used. Clear the box when the power renews.	<b>*</b>						
Clear the box when the power renews.  AT-WILL POWERS	Clear the box when the power renews.  MAGIC ITEMS							
Divine Challenge	WEAPON WEAPON							
Lay on Hands	WEAPON							
Valiant Strike	WEAPON	:						
Holy Strike	WEAPON							
Holy Strike	ARMOR -							
	ARMS	Alman Salar						
	FEET -							
ENCOUNTER POWERS	HANDS							
Ferocious Charge	J     LJ   HEAD							
Divine Mettle	J     LJ   NECK	t. Constitution of the con						
Divine Strength	_ DINC							
Divine Rage	RING	+						
Radiant Smite	J. HANCE	PERSONALITY TRAITS						
	]   WAIST							
DAILY POWERS								
Paladin's Judgment								
	]							
	]							
	]							
		MANNERISMS AND APPEARANCE						
UTILITY POWERS								
- Γ	Daily Item Powers Per Day							
		CHARACTER BACKGROUND						
	Paragon (11-20)							
	Epic (21-30)							
OTHER FOLUDIATALE								
OTHER EQUIPMENT	RITUALS / ALCHEMY							
Plate Armor (E)	<u> </u>							
Longsword (E)	<u> </u>							
Heavy Shield (E)	<u> </u>							
Adventurer's Kit	<u> </u>	COMPANIONS AND ALLIES						
	<u> </u>							
		SESSION AND CAMPAIGN NOTES						
COINS AND OTHER WEALTH								
Money on hand: 10 gp								
Stored money: 0 gp								
Encumbrance: 102 lb. / 180 lb.								
	<b>_</b>							

Page 2

Gnara

Daniel Anand





healing surge.

CLASS Paladin

**DAILY POWER** 

Longsword: +7 attack, 3d8+4 damage

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

LEVEL 1

BOOK PH

S&DEMOONS ®