

DUNGEONS & DRAGONS

Character Sheet

Player Name Takagi

Olive 1 Paladin
Character Name Level Class
Longtooth Shifter Medium 25 Female 6'0" 154 lb. Unaligned Sehanine
Race Size Age Gender Height Weight Alignment Deity
Adventuring Company RPGA Number

INITIATIVE

SCORE DEX 1/2 LVL MISC
1 Initiative 1
CONDITIONAL MODIFIERS

DEFENSES

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

MOVEMENT

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

ABILITY SCORES

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

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

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

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

SENSES

SCORE PASSIVE SENSE BASE SKILL BONUS
19 Passive Insight 10 + 9

14 Passive Perception 10 + 4
SPECIAL SENSES
Low-light Vision

ATTACK WORKSPACE

ABILITY: Piercing Smite - Longsword
ATT BONUS 1/2 LVL ABIL CLASS PROF FEAT ENH MISC
+ 7 0 4 3
ABILITY: Paladin's Judgment - Longsword

ATT BONUS 1/2 LVL ABIL CLASS PROF FEAT ENH MISC
+ 7 0 4 3
ABILITY: Piercing Smite - Javelin

ATT BONUS 1/2 LVL ABIL CLASS PROF FEAT ENH MISC
+ 6 0 4 2
ABILITY: Paladin's Judgment - Javelin

ATT BONUS 1/2 LVL ABIL CLASS PROF FEAT ENH MISC
+ 6 0 4 2

ACTION POINTS

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

RACE FEATURES

Longtooth Shifting - Use longtooth shifting as an encounter

power

Athletics Bonus

Endurance Bonus

DAMAGE WORKSPACE

ABILITY: Piercing Smite - Longsword
DAMAGE ABIL FEAT ENH MISC MISC
2d8+4 4

ABILITY: Paladin's Judgment - Longsword
DAMAGE ABIL FEAT ENH MISC MISC
3d8+4 4

ABILITY: Piercing Smite - Javelin
DAMAGE ABIL FEAT ENH MISC MISC
2d6+4 4

ABILITY: Paladin's Judgment - Javelin
DAMAGE ABIL FEAT ENH MISC MISC
3d6+4 4

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.

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
7	vs AC	Longsword	1d8+4
6	vs AC	Javelin (Melee)	1d6+4
6	vs AC	Javelin (Range)	1d6+4
4	vs AC	Unarmed (Melee)	1d4+4
1	vs AC	Unarmed (Range)	1d4+1

FEATS

Toughness - Gain 5 additional hit points per tier

LANGUAGES KNOWN

Common, Goblin

HIT POINTS
MAX HP 30
HEALING SURGES
BLOODED 15 SURGE VALUE 7 SURGES/DAY 10
1/2 HP 1/4 HP

CURRENT HIT POINTS
CURRENT SURGE USES
SECOND WIND 1/ENCOUNTER USED
TEMPORARY HIT POINTS
DEATH SAVING THROW FAILURES
SAVING THROW MODS
RESISTANCES
CURRENT CONDITIONS AND EFFECTS

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	
2	Athletics	STR 4	0	-4	2
1	Bluff	CHA 1	0	n/a	
6	Diplomacy	CHA 1	5	n/a	
4	Dungeoneering	WIS 4	0	n/a	
-2	Endurance	CON 0	0	-4	2
6	Heal	WIS 4	0	n/a	2
-1	History	INT -1	0	n/a	
9	Insight	WIS 4	5	n/a	
6	Intimidate	CHA 1	5	n/a	
4	Nature	WIS 4	0	n/a	
4	Perception	WIS 4	0	n/a	
4	Religion	INT -1	5	n/a	
-3	Stealth	DEX 1	0	-4	
1	Streetwise	CHA 1	0	n/a	
-3	Thievery	DEX 1	0	-4	

CHARACTER NAME Olive		
PLAYER NAME Takagi		
RACE Longtooth Shifter	CLASS Paladin	LEVEL 1

HP 30	STR 18	AC 20
Spd 5	CON 10	Fort 15
Init +1	DEX 12	Ref 14
	INT 8	Will 15
	WIS 18	
	CHA 12	
19 Passive Insight	14 Passive Perception	

PLAY DATA	DUNGEONS & DRAGONS
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ENCOUNTER SPECIAL	DUNGEONS & DRAGONS
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Second Wind		
KEYWORDS		USED
Standard		Personal
ACTION		RANGE
	vs	Self
ATTACK	DEFENSE	TARGET
Effect: You spend a healing surge and regain 7 hit points. You gain a +2 bonus to all defenses until the start of your next turn.		
ADDITIONAL EFFECTS		
CLASS	LEVEL	BOOK <i>PH</i>
ENCOUNTER ACTION DUNGEONS & DRAGONS		

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 (+1) 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 (+1) at 11th level, and to 9 + your Charisma modifier (+1) 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	LEVEL	BOOK <i>PH</i>
AT-WILL POWER 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 (+4) (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.		
Unarmed: +0 attack		
ADDITIONAL EFFECTS		
CLASS	LEVEL	BOOK <i>PH</i>
AT-WILL POWER DUNGEONS & DRAGONS		

Holy Strike		
KEYWORDS Divine, Radiant, Weapon		USED
Standard		Melee weapon
ACTION		RANGE
7	vs	AC
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 (+4). Increase damage to 2[W] + Strength modifier (+4) at 21st level.		
Longsword: +7 attack, 1d8+4 damage		
ADDITIONAL EFFECTS		
CLASS	LEVEL 1	BOOK <i>PH</i>
AT-WILL POWER DUNGEONS & DRAGONS		

Valiant Strike		
KEYWORDS Divine, Weapon		USED
Standard		Melee weapon
ACTION		RANGE
7	vs	AC
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.		
CLASS	LEVEL 1	BOOK <i>PH</i>
AT-WILL POWER DUNGEONS & DRAGONS		

Longtooth Shifting		
KEYWORDS Healing		USED
Minor		Personal
ACTION		RANGE
	vs	
ATTACK	DEFENSE	TARGET
Requirement: You must be bloodied. Effect: Until the end of the encounter, you gain a +2 bonus to damage rolls. In addition, while you are bloodied, you gain regeneration 2. Level 11: Regeneration 4. Level 21: Regeneration 6.		
Unarmed: +0 attack		
ADDITIONAL EFFECTS		
CLASS	Racial Power	LEVEL * BOOK <i>PH2</i>
ENCOUNTER POWER DUNGEONS & DRAGONS		

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 (+1).		
ADDITIONAL EFFECTS		
CLASS	LEVEL	BOOK <i>PH</i>
ENCOUNTER POWER DUNGEONS & DRAGONS		

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.

ADDITIONAL EFFECTS

CLASS

Paladin

LEVEL

BOOK

PH

ENCOUNTER POWER

DUNGEONS & DRAGONS

Piercing Smite

KEYWORDS

Divine, Weapon

USED

Standard

Melee weapon

ACTION

RANGE

7

vs

Reflex

One creature

ATTACK

DEFENSE

TARGET

Attack: Strength vs. Reflex

Hit: 2[W] + Strength modifier (+4) damage, and the target and a number of enemies adjacent to you equal to your Wisdom modifier (+4) are marked until the end of your next turn.

Longsword: +7 attack, 2d8+4 damage

ADDITIONAL EFFECTS

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

CLASS

Paladin

LEVEL

1

BOOK

PH

DAILY POWER

DUNGEONS & DRAGONS