

Player Name/RPGA

8

Level

Garmos Seyntin

Unaligned male Dragonborn Paladin

23 Age 6'9" Height 310# Weight Medium Size Erathis Deity

13000

Total XP 16500

Defenses

27 AC	22 FORT	19 REF	22 WILL
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Conditional Bonuses

Hit Points

Max HP (Bloodied 37) 74	Temp HP
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Current Hit Points

Healing Surges

Surge Value	Surges/Day
19	11

Current Conditions:

Combat Statistics and Senses

Initiative	3
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Conditional Modifiers:

Speed	5
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Special Movement:

Passive Insight	17
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Passive Perception	17
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Special Senses: Normal

Action Points

Action Points	Milestones	Action Points
<input type="text"/>	0	1
	1	2
	2	3

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.

Second Wind (one per encounter)

 Used

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

Death Saving Throw Failures

Saving Throw Mods	0
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Resistances/Vulnerabilities

Resist 5 Fire, Resist 5 Necrotic

Current Conditions and Effects

Basic Attacks

Melee

Strongheart Longsword +2

15	1d8+8
Strength vs. AC	Damage

Ranged

Unarmed

3	1d4-1
Dexterity vs. AC	Damage

Languages

Common, Draconic



Abilities

Ability	Score	Check
STR Strength	20	9
CON Constitution	12	5
DEX Dexterity	8	3
INT Intelligence	10	4
WIS Wisdom	16	7
CHA Charisma	16	7

Skills

Skill	Ability	Modifier
Acrobatics	Dexterity	-1
Arcana	Intelligence	4
Athletics	Strength	5
Bluff	Charisma	7
Diplomacy	Charisma	✓ 12
Dungeoneering	Wisdom	7
Endurance	Constitution	✓ 6
Heal	Wisdom	✓ 12
History	Intelligence	6
Insight	Wisdom	7
Intimidate	Charisma	9
Nature	Wisdom	7
Perception	Wisdom	7
Religion	Intelligence	✓ 9
Stealth	Dexterity	-1
Streetwise	Charisma	7
Thievery	Dexterity	-1



Garmos Seyntin

Player Name

Character Name

Character Details

Paragon Path

Epic Destiny

Mannerisms and Appearance

Personality Traits

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Badge of the Berserker +2

Arms

Hands

Rings

Rings

Off Hand

Heavy Shield

Main Hand

Strongheart Longsword +2

Waist

Armor

Black Iron Plate Armor +2

Feet

Boots of the Fencing Master...

Tattoo

Ki Focus

Other Equipment

1 Adventurer's Kit
4 Sunrod
4 Candle

Total Weight (lbs.)

106

Carrying Capacity (lbs.)

Treasure

35 Gold

Normal

200

Heavy

400

Max

1000

Garmos Seyntin

Player Name

Character Name



Racial Features

Dragonborn Fury

+1 to attacks while bloodied.

Draconic Heritage

Add Con mod to healing surge value.

Dragonborn Racial Power

Gain a dragonborn racial power.

Dragonfear

Instead of a breath weapon, you developed an ability to unhinge even the most stalwart of opponents. Use dragonfear as an encounter power.

History Bonus

Intimidate Bonus

Class/Other 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.

Feats

Heavy Blade Expertise

When wielding a heavy blade: +1/2/3 (by tier) to attack, +2 all defenses vs. opportunity attacks

Superior Will

+2/3/4 (by tier) to Will. Additional saving throw vs. dazed or stunned at start of turn, even if condition is not (save ends)

Toughness

Gain 5 additional hit points, 10 at 11th, 15 at 21st

Progress of Erathis

Weapon Focus (Heavy Blade)

Gain +1 damage per tier with Heavy Blades.

Garmos Seyntin
Level 8 Dragonborn Paladin

	SCORE	ABILITY	MOD	
HP	20	STR	5	AC
74				27
Spd	12	CON	1	Fort
5				22
Init	8	DEX	-1	Ref
+3				19
	10	INT	0	Will
				22
	16	WIS	3	
	16	CHA	3	

17 Passive Insight

17 Passive Perception

Player Name:

Skills

Acrobatics	Dexterity	-1
Arcana	Intelligence	4
Athletics	Strength	5
Bluff	Charisma	7
Diplomacy	Charisma	• 12
Dungeoneering	Wisdom	7
Endurance	Constitution	• 6
Heal	Wisdom	• 12
History	Intelligence	6
Insight	Wisdom	7
Intimidate	Charisma	9
Nature	Wisdom	7
Perception	Wisdom	7
Religion	Intelligence	• 9
Stealth	Dexterity	-1
Streetwise	Charisma	7
Thievery	Dexterity	-1

• indicates a trained skill.

Action Point

Base action points: 1



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.

Encounter Special

Melee Basic Attack

At-Will ♦ Standard Action

Strongheart Longsword +2: +15 vs. AC, 1d8+8 damage

Melee weapon **Target:** One creature

You resort to the simple attack you learned when you first picked up a melee weapon.

Keyword: Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+5) damage.

Level 21: 2[W] + Str modifier (+5) damage.

Additional Effects

+1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Unarmed: +3 vs. AC, 1d4-1 damage

Ranged weapon **Target:** One creature

You resort to the simple attack you learned when you first picked up a ranged weapon.

Keyword: Weapon

Attack: Dexterity vs. AC

Hit: 1[W] + Dex modifier (-1) damage.

Level 21: 2[W] + Dex modifier (-1) damage.

Additional Effects

+1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.

Basic Attack

Divine Challenge

At-Will ♦ Minor Action

Close burst 5

Target: One creature in the burst

You boldly confront a nearby enemy, searing it with divine light if it ignores your challenge.

Keywords: Divine, Radiant

Effect: You mark the target. The mark lasts until you use this power again. The mark also ends at the end of your turn if you didn't engage the target, meaning you neither attacked it during your turn nor are adjacent to it at the end of your turn.

Until the mark ends, the target takes radiant damage the first time each round when it targets any of your allies with an attack power that doesn't include you as a target. The damage equals 3 + your Cha modifier (+3).

Special: You can use this power only once per turn.

Additional Effects

Paladin Feature

Lay on Hands

At-Will ♦ Minor Action

Melee touch **Target:** One creature

Your divine touch instantly heals wounds.

Keywords: Divine, Healing

Special: You can use this power a number of times per day equal to your Wis modifier (+3) (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

Paladin Feature

Divine Mettle

Encounter ♦ Minor Action

Close burst 10

Target: One creature in the burst

Your unwavering faith in your deity empowers a nearby creature to resist a debilitating affliction.

Keyword: Divine

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 Cha modifier (+3).

Additional Effects

Paladin Feature

Used

Divine Strength

Encounter ♦ Minor Action

Personal

You petition your deity for the divine strength to lay low your enemies.

Keyword: Divine

Channel Divinity: You can use only one channel divinity power per encounter

Effect: Apply your Str modifier (+5) as extra damage on your next attack this turn.

Additional Effects

Paladin Feature

Used

Dragonfear

Encounter ♦ Minor Action

Unarmed: +11 vs Will

Close burst 5 **Target:** Each enemy (increase to close burst 10 at 21st level) in the burst

Your presence causes your enemies to quake and tremble.

Keyword: Fear

Attack: Strength +2 vs. Will or Charisma +2 vs. Will

Hit: The target takes a -2 penalty to attack rolls and grants combat advantage until the end of your next turn.

Additional Effects
+1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.

Dragonborn Racial Power Used

Enfeebling Strike

At-Will ♦ Standard Action

Strongheart Longsword +2: +13 vs. AC, 1d8+6 damage

Melee weapon **Target:** One creature

Your brutal weapon attack leaves your foe weakened.

Keywords: Divine, Weapon

Attack: Charisma vs. AC

Hit: 1[W] + Cha modifier (+3) damage. If you marked the target, it takes a -2 penalty to attack rolls until the end of your next turn.

Additional Effects
+1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.

Paladin Attack 1

Ardent Strike

At-Will ♦ Standard Action

Strongheart Longsword +2: +15 vs. AC, 1d8+8 damage

Melee weapon **Target:** One creature

You attack your enemy and make it the focus of your god's anger.

Keywords: Divine, Weapon

Attack: Strength or Charisma vs. AC

Hit: 1[W] + Str modifier (+5) or Cha modifier (+3) damage, and the target is subject to your divine sanction until the end of your next turn.

Special: When charging, you can use this power in place of a melee basic attack.

Additional Effects
+1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.

Paladin Attack 1

Piercing Smite

Encounter ♦ Standard Action

Strongheart Longsword +2: +15 vs. Reflex, 2d8+8 damage

Melee weapon **Target:** One creature

Silvery spikes cover your weapon, punching through your foe's armor.

Keywords: Divine, Weapon

Attack: Strength vs. Reflex

Hit: 2[W] + Str modifier (+5) damage, and the target and a number of enemies adjacent to you equal to your Wis modifier (+3) are marked until the end of your next turn.

Additional Effects
+1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.

Paladin Attack 1 Used

Blood of the Mighty

Daily ♦ Standard Action

Strongheart Longsword +2: +15 vs. AC, 4d8+8 damage

Melee weapon **Target:** One creature

You draw on your own life force to deal a decisive blow.

Keywords: Divine, Reliable, Weapon

Attack: Strength vs. AC

Hit: 4[W] + Str modifier (+5) damage.

Effect: You take 5 damage, which can't be reduced in any way.

Additional Effects
+1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.

Paladin Attack 1 Used

Hold Fast

Encounter ♦ Standard Action

Strongheart Longsword +2: +15 vs. AC, 2d8+8 damage

Melee weapon **Target:** One creature

You engage your foe and prevent it from advancing on your allies.

Keywords: Divine, Weapon

Attack: Strength or Charisma vs. AC

Hit: 2[W] + Strength or Cha modifier (+3) damage, and the target is immobilized until the end of your next turn.

Special: You can use this power in place of a melee basic attack.

Additional Effects
+1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.

Paladin Attack 3 Used

Bless Weapon

Daily ♦ Minor Action

Personal

You recite an ancient prayer to imbue your weapon with the power of pure faith.

Keywords: Divine, Radiant

Effect: Choose one weapon you are wielding. Until the end of the encounter, you gain a +1 power bonus to attack rolls with that weapon, and it deals 1d6 extra radiant damage on a hit. In addition, you can score a critical hit with the weapon on a roll of 18-20 against creatures vulnerable to radiant damage.

Additional Effects

Paladin Utility 2 Used

Martyr's Retribution

Daily ♦ Standard Action

Strongheart Longsword +2: +15 vs. AC, 4d8+8 damage

Melee weapon **Target:** One creature

Divine light engulfs your weapon as you sacrifice your ability to heal in order to strike down your enemy.

Keywords: Divine, Radiant, Weapon

Attack: Strength vs. AC, and you must spend a healing surge without regaining any hit points

Hit: 4[W] + Str modifier (+5) radiant damage.

Miss: Half damage.

Additional Effects
+1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.

Paladin Attack 5 Used

Wrath of the Gods

Daily ♦ Minor Action

Close burst 1 **Targets:** You and each ally in the burst

You extend the power of your virtue to nearby allies, enabling you and your friends to easily strike down your enemies.

Keyword: Divine

Effect: Until the end of the encounter, each target gains a power bonus to damage rolls equal to your Cha modifier (+3).

Additional Effects

Paladin Utility 6 Used

Comeback Smite

Encounter ♦ Standard Action

Strongheart Longsword +2: +15 vs. AC, 2d8+8 damage

Melee weapon **Target:** One creature

You shrug off the effects of your enemies' attacks and strike back with even greater purpose.

Keywords: Divine, Weapon

Effect: Before the attack, you make a saving throw against each effect on you that a save can end. You gain a bonus to the attack roll and the damage roll equal to the number of effects you save against.

Attack: Strength vs. AC

Hit: 2[W] + Str modifier (+5) damage.

Additional Effects

+1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.

Paladin Attack 7 Used

Progress of Erathis

Encounter ♦ Minor Action

Close burst 5 **Target:** You and each ally in the burst

With this quick prayer to Erathis, you call your allies to move forward though the wilderness.

Keyword: Divine

Channel Divinity: You can use only one channel divinity power per encounter.

Effect: The target ignores difficult terrain until the end of your next turn.

Additional Effects

Feat Power Used

Black Iron Plate Armor +2

Armor ♦ Level 9

Armor Bonus: 9

Check: -2

Speed: -1

Enhancement: +2 AC

Property: You gain resist 5 fire and resist 5 necrotic.

Strongheart Longsword +2

Weapon ♦ Level 8

Damage: 1d8

Proficiency Bonus: 3

Properties: Versatile

Enhancement: +2 attack rolls and damage rolls

Critical: +2d8 damage

Power (Encounter): Minor Action. Until the end of your next turn, you do not deal half damage while weakened.

Badge of the Berserker +2

Neck Slot Item ♦ Level 7

Enhancement: +2 Fortitude, Reflex, and Will

Property: When you charge, your movement made as part of the charge doesn't provoke opportunity attacks.

Boots of the Fencing Master...

Feet Slot Item ♦ Level 7

Property: When you shift, gain a +1 item bonus to AC and Reflex defense until the end of your next turn.

Power (Encounter): Minor Action. Shift 2 squares.