RACTER Lor Oungeons and Oragons 4th Edicion CHARACTER NAME Joseph PLAYER NAME Joseph **DEITY** Avandra ALIGNMENT Good RACE Dragonborn **AGE** 18 **GENDER** Male SIZE Medium Weight 200 **HEIGHT** 6.0" 20,850 NEEDED EXPERIENCE **CLASS** Paladin PARAGON Hospitaler EPIC DESTINY Level 10 26,000 Iniciative Speed CONDITIONS Ability Scores 20 5 10 STR 20 9 9 18 4 9 CON 18 Oefenses AC 4 9 Note, +5 on AC if using 18 DEX 18 = 15 + 12 + +2 vs undead, +1 w/2 shield instead of 2 long swords 17 8 INT FORTITUDE = 15 + 5 1 13 WIS 6 REFLEX 4 +1 w/2[W]15 12 CHA WILL 1 1 DIC POINCS Saving Chrow B Action Points Max HP DAMAGE ADD. EFFECTS WHILE BLOODIED surge value + Con mod 0 14 86 86 ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS SECOND WIND (1/ENCOUNTER) 43 Темр НР BLOODIEI (1/2 HP) ACCACKS & DOWERS WEAPON OR POWER PROPERTIES (HIGH CRIT, MAGICAL EFFECTS, ETC.) DAMAGE DICE FEAT +1 to hit when bloodied, +1 damage w/ 2 weapons, +2 spore blast long sword Basic Attack Str AC 16 5 5 3 3 1d8 9 5 | 1 | 3 damage when bloodied +1 to hit when bloodied, +1 damage w/ 2 weapons, +2 long sword +2 5 2 5 Basic Attack AC 5 1d8 1 | 2 damage when bloodied 5 0 5 0 0 5 5 5 0 Equipment Skills **LEACS** AT-WILL POWERS QTY WEIGHT LOCATION SKILL NAME MISC ARMOR Divine Challenge ABILITY Armor: All Standard Adventurer's Kit ACROBATICS Dex 9 Weapon: simple & military Lay on Hands Bolstering Strike Sling + 40 glue bullets melee, simple ranged Int 8 Implement: Holy Symbol Valiant Strike ATHLETICS STR 10 10 Avandra's Rescue BLUFF Two Weapon Fighting + 1 Сна 6 6 Two Weapon Defense DIPLOMACY CHA 6 Enlarge Dragon Breath DUNGEONEERING Wis 6 Healing Hands + Cha Mod Dragonborn Frenzy ENDURANCE Con 9 х HEAL Wis 6 HISTORY Int 8 2 Encounter Powers RACIAL FEATURES х INSIGHT Wis 11 6 Dragonborn (PHB 34) Dragon Breath INTIMIDATE Сна 6 2 Channel Divinity: Divine Strength Dragonborn fury (When bloodied NATURE Wis 6 +1 to hit) Radiant Smite Draconic Heritage: surge value = Righteous Smite 6 PERCEPTION Wis 1/4 HP + Con mod Thunder Smite RELIGION 8 × Int 9 DEX 9 STEALTH 6 STREETWISE 6 CHA 9 THIEVERY DEX ANGUAGES Class/Path/Desting Common, Draconic TOTAL WEIGHT Paladin (PHB 89) On Pain of Death Ocher Valuables Wealth Divine, Defender Sacred Circle Martyr's Retribution ASTRAL DIAMOND Wrath of the Gods Crown of Glory PLATINUM PIECES Turn the Tide GOLD PIECES SILVER PIECES COPPER PIECES 10,000 gp GEMS/JEWELRY*

MAGICAL ITEMS For Oungeons and Oragons 4th Edicid



Magical Items							_	
ITEM NAME	Оту	WEIGHT	Location	Value	Level.	DESCRIPTION		
Holy Symbol - Lightning Bolt	QII	WEIGHT	belt pouch	TALOL	LL VLL	DESCRIPTION		
Dragonborn Battleforged Armor			wearing			platemail +4, +2d10 HI	P with second	wind
Heavy Shield			on back			+3, +5 vs undead		
Boots of Radiance			feet			illuminate 50 ft, comm	and word to a	ctivate on and off
Ring of Undead Appearance			back pack			Wraith form		
Ring - Speak to Animals			right hand					
Helm of Telepathy			head					
Longsword			right hand			+3, w/ decomposing sp	ray: spore bu	rst effect 3, +6 vs For, 1d10+3 necrotic damage
Longsword			left hand			+2	•	•
Dozzove								
Potions								
POTION NAME	QTY	Locatio	n Valui	E LEVEL	DESCRIPT	ION		
Potion of Heroism								
Potion of Invisibility	2							
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RICUAL SCROLLS								
RITUAL NAME	QTY	LEVEL	TIME	DURATION	Сомр С	OST KEY SKILL	VALUE	EFFECT
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Miscellaneous Itea		L		. D-				
ITEM NAME	QTY	Locatio	n Value	E DESCRIE	7110N			

ATT-WILL POWERS FOR Oungeons and Oragons 47th Edicion Character Name Joseph Campaign Divine Challenge POWER NAME Divine Challenge POWER SOURCE DAMAGE TYPE BEFECT TYPE ACCESSORIES PREREQUISITE/REQUIREMENT POWER SOURCE DAMAGE TYPE BEFECT TYPE ACCESSORIES PREREQUISITE/REQUIREMENT POWER SOURCE DAMAGE TYPE BEFECT TYPE ACCESSORIES PREREQUISITE/REQUIREMENT

Power Na	MIE Divine Ch	nallenge		ATTACK DEFENSE VS	Level 1	Power N	AME Lay	On Hands		Attack Defense Level
Power Source Divine	Damage Type Radiant	N/A	Accessories N/A	Prerequisite/Requirement Paladin	NT	Power Source Divine	DAMAGE TYP	Healing	Accessories N/A	Prerequisite/Requirement Paladin
ACTION Standard RESULT	RANGE	Burst [5]		Target 1 creature		ACTION Standard RESULT		elee Weapon		Target Touch
your challer	nge.			energy if it ignores		This can b	e used x tim	antly heals wounds. es per day, x = Wis irge, the target rega		
Power Na	ME Bolstering	g Strike		Cha vs AC	Level 1	Power N	AME Valia	nt Strike		St+ vs AC 1
		N/A Weapon It mercy and are ready the third that	Weapon ward with div	Parrequisite/Requirement Paladin Target 1 creature ine vigor.	VI	Add numb	N/A RA Magainst you a	N/A NOE elee Weapon dd strength to attace the foes to your to his		PREFECUISITE/REQUIREMENT Paladin TARGET 1 creature

POWER NA	AME			ATTACK DEFENSE LEVEL
Power Source N/A	DAMAGE TYPE N/A	E EFFECT TYPE N/A	Accessories N/A	Prerequisite/Requirement
ACTION	Rai	NGE	IV/A	Target
Standard	M	elee Weapon		

Power Na	ME				ATTACK DEFENSE VS	LEVEL
Power Source	Damage '	Гүре	EFFECT TYPE	Accessories	Prerequisite/Requirement	Т
N/A	N/A		N/A	N/A		
ACTION		RANGE			TARGET	
Standard		Mele	e Weapon			
RESULT						
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POWER SOURCE	Damage T	YPE EFFECT TYPE	Accessories	Prerequisite/Requirement
N/A	N/A	N/A	N/A	
ACTION	F	RANGE		TARGET
Standard		Melee Weapon		

Power NA					VS
POWER SOURCE	DAMAGE	Түре	EFFECT TYPE	Accessories	Prerequisite/Requirement
N/A	N/A		N/A	N/A	
ACTION		RANGE			TARGET
Standard		Mele	e Weapon		
RESULT					

Power Source	DAMAGE TYPE	EFFECT TYPE	Accessories	Prerequisite/Requirement
N/A	N/A	N/A	N/A	
ACTION	RANGE			TARGET
Standard	Mele	ee Weapon		
RESULT				

Power Na	ME				ATTACK DEFENSE LEVEL
Power Source	DAMAGE	Түре	Effect Type	Accessories	Prerequisite/Requirement
N/A	N/A		N/A	N/A	
ACTION		RANGE			Target
Standard		Mele	e Weapon		
RESULT					

Dungeons and Oragons 4th Edicion Joseph Campaign Dlayer's Name Joseph ATTACK DEFENSE ATTACK DEFENSE LEVEL POWER NAME Channel Divinity: Divine Strength POWER NAME Dragon Breath S+2 vs Ref 1 N/A Acid N/A N/A Dragonborn Divine N/A N/A N/A Paladin Minor Close Blast [5] all in area Minor Melee Weapon Personal You roar and a blast engulfs your foes. You petition your deity for divine strength to lay low your enemies. Apply your Str modifier as extra damage. 1d6 + Con dam PHB 34 PHB 91 DEFENSE POWER NAME Righteous Smite POWER NAME Radiant Smite vs AC Cha vs AC Str 3 Weapon Radiant N/A N/A Healing Weapon Divine Paladin Divine Paladin Melee Weapon Standard Melee Weapon 1 creature Standard 1 creature RESULT RESULT Your weapon glows with luminescence. Evil enemies shrink from it. Your righteous blow fills you and allies with resolve. 2[W] + Cha mod dam and you and allies within 5 square cang temp HP = 5+ your 2[W] + Str mod + Wis mod damage Wis mod PHB 92 PHB 93 DEFENSE DEFENSE LEVEL POWER NAME Thunder Smite POWER NAME Avandra's Rescue Str AC N/A Divine Thunder N/A Weapon Paladin Divine N/A N/A Paladin Melee [1] Melee Weapon Standard 1 creature Move One ally Your weapon flashes as it strikes and moments later a peal of thunder slams into Avandra smiles upon you and helps you rescue a friend in need. your foe. Switch places with an adjacent ally. critical hit on 19 + 20 PHB 194 2[W]+Str mod dam and target is knocked prone PHB 94 POWER NAME POWER NAME N/A N/A N/A N/A N/A N/A N/A N/A Standard Melee Weapon Standard Melee Weapon RESULT RESULT POWER NAME Power Name N/A N/A N/A N/A N/A N/A N/A N/A Melee Weapon Melee Weapon Standard Standard RESULT

DAILY POWERS Lor Oungeons and Oragons 4th Edicion



	Campaign	Dlayer's Name Joseph	Level
POWER NAME On Pain of Death	Cha vs Will 1	POWER NAME Sacred Circle	Attack Defense Level
Power Source Damage Type Effect Type Accessorie Divine Radiant N/A Weapon Action Range Standard Ranged [5] RESULT		Power Source Damage Type Effect Type Accessories Divine N/A N/A Implement Action Range Standard Close Burst [3] Result	Prerequisite/Requirement paladin Target zone
You invoke a prayer that wracks your foe with terrible p 3d8+Cha mod dam. Once per round, target takes addl 1 (save ends). PHB 92		You create a wide circle of faintly glowing runes that glows you and your allies. You create a zone of radius 3 in which you and allies have encounter. PHB 93	
POWER NAME Martyr's Retribution	ATTACK DEFENSE LEVEL Str vs AC 5	POWER NAME Wrath of the Gods	ATTACK DEFENSE LEVE
POWER SOURCE DAMAGE TYPE EFFECT TYPE ACCESSORIE Divine Radiant N/A Weapon ACTION RANGE Standard Melee Weapon RESULT		POWER SOURCE DAMAGE TYPE EFFECT TYPE ACCESSORIES Divine N/A N/A N/A ACTION RANGE Standard Close Burst [1] RESULT	Prerequisite/Requirement Paladin Target
Divine light engulfs your weapon. 4[W]+Str radiant damage. Lose a healing surge PHB 93		A halo of divine light emanates from you, enabling you and enemies with greater determination. Allies add your Cha mod to damage PHB 94	allies to strike down
POWER NAME Crown of Glory	Cha vs Will 9	POWER NAME Turn the Tide	Attack Defense Leve
Power Source Damage Type Effect Type Accessorie Divine Radiant N/A Impleme Action Range Standard Melee Weapon Result		Power Source Damage Type Effect Type Accessories Divine N/A N/A N/A Action Range Standard Close Burst [3] Result	Prerequisite/Requirement Paladin Target allies in burst
A scintillating crown of radiant energy appears above yearipple nearby enemies. 2d8+ Cha mod radiant damage and all adjacent enemies next turn. This effect can be sustained with a minor act.	are slowed until end of	You whisper a solemn hymn and divine light washes gently The targets make saves against every effect a slave can end. PHB 95	•
PHB 94	#		
POWER NAME POWER SOURCE DAMAGE TYPE EFFECT TYPE ACCESSORIE N/A N/A N/A N/A	ATTACK DEFENSE LEVEL VS S PREREQUISITE/REQUIREMENT	POWER NAME POWER SOURCE DAMAGE TYPE EFFECT TYPE ACCESSORIES N/A N/A N/A N/A	vs Prerequisite/Requirement
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POWER NAME POWER SOURCE DAMAGE TYPE EFFECT TYPE ACCESSORIE N/A N/A N/A N/A ACTION RANGE Standard Melee Weapon	ATTACK DEFENSE LEVEL VS S PREREQUISITE/REQUIREMENT	Power Source Damage Type Effect Type Accessories N/A N/A N/A Action Range Standard Melee Weapon	vs Prerequisite/Requirement
POWER NAME POWER SOURCE DAMAGE TYPE EFFECT TYPE ACCESSORIE N/A N/A N/A N/A ACTION RANGE Standard Melee Weapon	ATTACK DEFENSE LEVEL VS S PREREQUISITE/REQUIREMENT TARGET ATTACK DEFENSE LEVEL VS	Power Source Damage Type Effect Type Accessories N/A N/A N/A Action Range Standard Melee Weapon	vs Prerequisite/Requirement