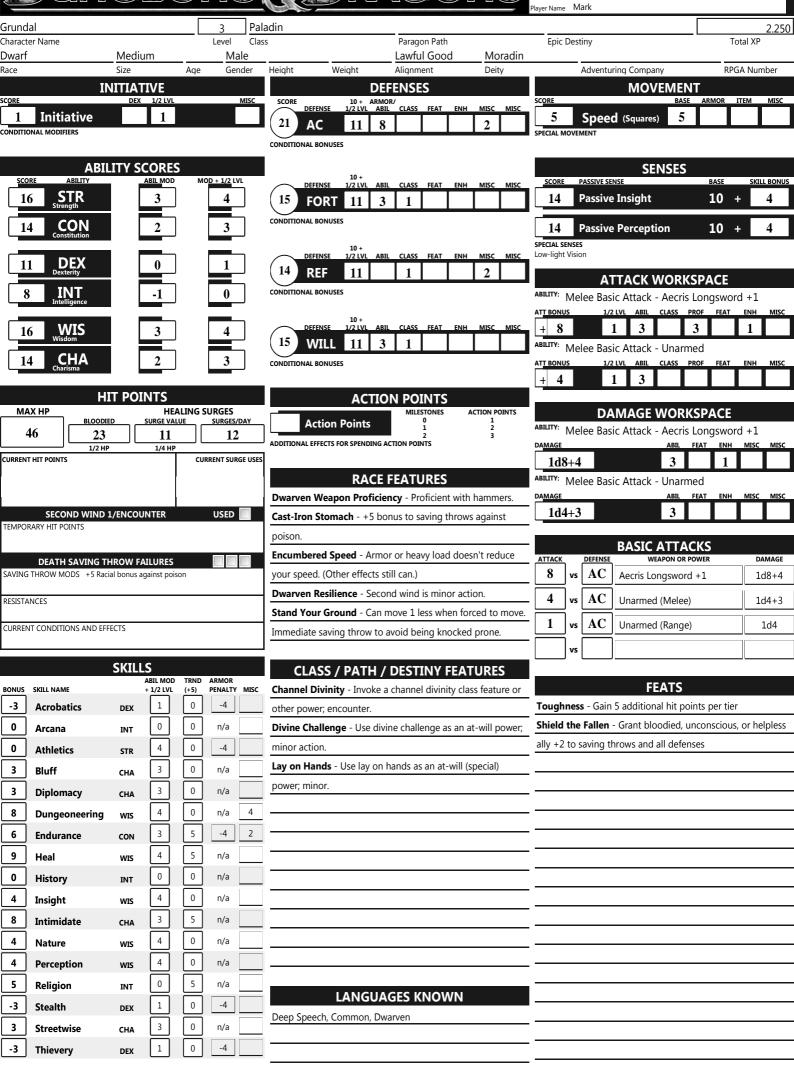
<u>Dungeons & Dragons</u>

Character Sheet



Grundal

POWER INDEX	MAGIC ITEM INDEX	CHARACTER PORTRAIT					
List your powers below. Check the box when the power is used.	List vour powers below. Check the box when the power is used.						
Clear the box when the power renews. AT-WILL POWERS	Clear the box when the power renews. MAGIC ITEMS	I IIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIII					
Divine Challenge	WEAPON Aecris Longsword +1 (E)	4					
Lay on Hands	WEAPON						
Enfeebling Strike	WEAPON						
Bolstering Strike	WEAPON						
	ARMOR						
	ARMS						
ENCOUNTER POWERS	FEET						
Divine Mettle	HANDS						
Divine Strength	HEAD	*					
Piercing Smite	NECK						
Righteous Smite	RING	↓					
	RING						
	WAIST	PERSONALITY TRAITS					
DAILY POWERS							
Radiant Delirium							
		MANNERISMS AND APPEARANCE					
UTILITY POWERS							
Sacred Circle							
	Daily Item Powers Per Day						
	Heroic (1-10) Milestone / / / /	CHARACTER BACKGROUND East Rift					
	Paragon (11-20) Milestone / / / /	Huddled on the eastern shelf of the yawning Underchasm,					
	Epic (21-30)	East Rift is a living symbol of gold dwarf ingenuity and stubbornness, having survived when the surface collapsed					
OTHER EQUIPMENT	RITUALS / ALCHEMY	into the bowels of the Underdark. Protected by enormous					
Plate Armor (E)		towers connected by a high curtain wall, the gold dwarves are ready to defend themselves against the drow or any					
Heavy Shield (E)		other horror that rises from the depths.					
Adventurer's Kit		You gain Deep Speech as an additional language, you add COMPANIONS AND ALLIES					
		COMPANIONS AND ALLIES					
		SESSION AND CAMPAIGN NOTES					
COINS AND OTHER WEALTH		·					
Money on hand: 520 gp							
Stored money:							
Encumbrance: 112 / 160							

Grundal							Second	Wind	b	
PLAYER NAME							KEYWORDS			
Mark ^{RACE} Dwarf	^{CLASS} Paladin	LEVEL 3					Minor	+	7	Personal
Dwarf	Paladin	3					ACTION	4	÷	RANGE
HP	16 ST R	AC			1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1			vs		Self
		21		10	a martine and		ATTACK		EFENSE	TARGET
40	14 CON			100						healing surge and
Spd	11 DEX	Fort		ACI	FIORI					s. You gain a +2 bonu
		15						efense	es unti	il the start of your ne
5	8 INT	Ref		PO			turn.			
Init	16 WIS	14								
	10 WIS			1						
(+ 1)	14 CHA	Will		-	Constant of the second					
\smile		15			States					
Passive	Pa	ssive			and the second		ADDITIONAL EFFI		ninor actio	on for dwarves.
14 Insight		erception								
							CLASS			LEVEL BOOK PH
		0.000								
PLAY DATA	DUNGEONS	DRAGONS @	ENCOUNT	TER SPECIAL	DUNCEONS & DRAGO	MS ®	ENCOUNT	ER AC	TION	DUNCEONS & DRAGON
Melee Basic Attac	:k		Rangeo	d Basic Attacl	k	Divine (Challe	enge		
KEYWORDS Weapon		USED	KEYWORDS WE	eapon		USED	KEYWORDS Div	vine, Rac	diant	
	Y Mele	e weapon	Standard	+ * 7	Ranged weapon		Minor	+	7	Close burst 5
ACTION	2	ANGE	ACTION	* *	RANGE		ACTION	4	5 长	RANGE
8 vs AC	One	creature	1	vs AC	One creature	_		vs		One creature in burst
ATTACK DEFENSE		ARGET	ATTACK	DEFENSE	TARGET	_	ATTACK		EFENSE	TARGET
Attack: Strength vs. A				exterity vs. AC			another target, o	or if you fail	to engage the	mains marked until you use this power against e target (see below). A creature can be subject les a mark that was already in place.
Hit: 1[W] + Strength Increase damage to 2					odifier (+0) damage. /] + Dexterity modifier	(+0)	While a target	is marked,	it takes a –2 p	penalty to attack rolls for any attack that doesn ant damage equal to 3 + your Charisma modifi
at 21st level.	-[] * bulongu		at 21st le	-		(***)	next turn. The d	amage incre	eases to 6 + y	n't include you as a target before the start of y your Charisma modifier (+2) at 11th level, and t
Special: You can use					he heavy thrown prope			you must ei	ngage the tar	get you challenged or challenge a different tar c it or end your turn adjacent to it. If none of th
weapon to make a m	elee basic attac	ck.			Dexterity for attack roll ocks can use eldritch bla			the end of y	your turn, the	marked condition ends and you can't use divin
Aecris Longsword +1	: +8 attack. 1d8	8+4 damage			, and wizards can use n		You can use d Special: Even the	ugh this ab	ility is called a	a challenge, it doesn't rely on the intelligence o
Jere greet	,		9	s a ranged basi		- 5 -	regardless of the	creature's	nature. You ca	cal compulsion that affects the creature's behave an't place a divine challenge on a creature that acter's divine challenge.
ADDITIONAL EFFECTS			ADDITIONAL EFF	ects			ADDITIONAL EFFI	ECTS		
CLASS	LEVEL *	BOOK	CLASS		LEVEL * BOOK		CLASS Paladir	<u>ו</u>		LEVEL BOOK PH
AT-WILL POWER	DUNGRONS	DPAGONS 8	AT-WILL	POWFR		NS R	AT-WILL F		,	DUNGEONS & DRAGON
	New York Contract of Street									
Lay on Hands			Enfeeb	ling Strike			Bolsteri	ng St	rike	
KEYWORDS Divine, Healing		USED	KEYWORDS Div	vine, Weapon		USED	KEYWORDS Div	vine, We	apon	
	Y Mel	ee touch	Standard	* + 7	Melee weapon		Standard	* 4	7	Melee weapon
Minor 🕺 🕷 👗	1.0	ANGE	ACTION	* *	RANGE		ACTION	4	÷	RANGE
ACTION * *	R R									
	~	creature	7	vs AC	One creature		7	vs	AC	One creature
ACTION K	One E TA	ARGET	АТТАСК	DEFENSE	One creature TARGET		ATTACK	D	EFENSE	TARGET
ACTION STATUS Special: You can use	E TA	ARGET umber of times	<u>аттаск</u> Attack: С	DEFENSE harisma vs. AC	TARGET		аттаск Attack: С	D harism	efense na vs. A0	TARGET
ACTION S VS ATTACK DEFENSE Special: You can use per day equal to your	E TA this power a nu r Wisdom modi	ARGET umber of times ifier (+3)	ATTACK Attack: C Hit: 1[W]	DEFENSE harisma vs. AC + Charisma m	TARGET		ATTACK Attack: C Hit: 1[W]	∎ harism + Cha	<mark>efense</mark> na vs. A0 nrisma m	TARGET C nodifier (+2) damage, and
ACTION STATUS Special: You can use	E TA this power a nu r Wisdom modi ly once per rou	ARGET umber of times ifier (+3) nd.	ATTACK Attack: C Hit: 1[W] marked t	DEFENSE harisma vs. AC + Charisma m	TARGET odifier (+2) damage. If ses a –2 penalty to attac		ATTACK Attack: C Hit: 1[W]	b harism + Cha tempo	<mark>EFENSE</mark> na vs. AC nrisma m prary hit	TARGET C nodifier (+2) damage, and t points equal to your
ACTION VS ATTACK DEFENSE Special: You can use to per day equal to your (minimum 1), but onl Effect: You spend a h points. Instead, the ta	E TA this power a nu r Wisdom modi ly once per rou lealing surge bu arget regains hi	ARGET umber of times ifier (+3) nd. ut regain no hit it points as if it	ATTACK Attack: C Hit: 1[W] marked t rolls unti Increase	DEFENSE harisma vs. AC + Charisma m the target, it tak I the end of you damage to 2[W	TARGET odifier (+2) damage. If ses a –2 penalty to attac	ck	ATTACK Attack: C Hit: 1[W] you gain Wisdom Increase	harism + Cha tempo modifi damag	<mark>efense</mark> na vs. AC nrisma m prary hit ier (+3).	TARGET C nodifier (+2) damage, and t points equal to your
ACTION VS ATTACK DEFENSE Special: You can use f per day equal to your (minimum 1), but onl Effect: You spend a h points. Instead, the tat had spent a healing s	E TA this power a nu r Wisdom modi ly once per rou lealing surge bu arget regains hi surge. You must	ARGET Jumber of times ifier (+3) nd. ut regain no hit it points as if it t have at least	ATTACK Attack: C Hit: 1[W] marked t rolls unti	DEFENSE harisma vs. AC + Charisma m the target, it tak I the end of you damage to 2[W	TARGET odifier (+2) damage. If kes a –2 penalty to attac ur next turn.	ck	ATTACK Attack: C Hit: 1[W] you gain Wisdom	harism + Cha tempo modifi damag	<mark>efense</mark> na vs. AC nrisma m prary hit ier (+3).	TARGET C nodifier (+2) damage, and t points equal to your
ACTION VS ATTACK DEFENSE Special: You can use to your (minimum 1), but onl Effect: You spend a h points. Instead, the ta	E TA this power a nu r Wisdom modi ly once per rou lealing surge bu arget regains hi surge. You must	ARGET Jumber of times ifier (+3) nd. ut regain no hit it points as if it t have at least	ATTACK Attack: C Hit: 1[W] marked t rolls unti Increase at 21st le	DEFENSE harisma vs. AC + Charisma m the target, it tal I the end of you damage to 2[W evel.	TARGET odifier (+2) damage. If y kes a –2 penalty to attac ur next turn. /] + Charisma modifier	ck (+2)	ATTACK Attack: C Hit: 1[W] you gain Wisdom Increase at 21st le	D harism + Cha tempo modifi damag vel.	EFENSE na vs. AC prisma m prary hit per (+3). ge to 2[\	TARGET C nodifier (+2) damage, and t points equal to your W] + Charisma modifier (-
ACTION VS ATTACK DEFENSE Special: You can use f per day equal to your (minimum 1), but onl Effect: You spend a h points. Instead, the tat had spent a healing s	E TA this power a nu r Wisdom modi ly once per rou lealing surge bu arget regains hi surge. You must	ARGET Jumber of times ifier (+3) nd. ut regain no hit it points as if it t have at least	ATTACK Attack: C Hit: 1[W] marked t rolls unti Increase at 21st le	DEFENSE harisma vs. AC + Charisma m the target, it tal I the end of you damage to 2[W evel.	TARGET odifier (+2) damage. If kes a –2 penalty to attac ur next turn.	ck (+2)	ATTACK Attack: C Hit: 1[W] you gain Wisdom Increase at 21st le	D harism + Cha tempo modifi damag vel.	EFENSE na vs. AC prisma m prary hit per (+3). ge to 2[\	TARGET C nodifier (+2) damage, and t points equal to your
ACTION VS ATTACK DEFENSE Special: You can use f per day equal to your (minimum 1), but onl Effect: You spend a h points. Instead, the ta had spent a healing s	E TA this power a nu r Wisdom modi ly once per rou lealing surge bu arget regains hi surge. You must	ARGET Jumber of times ifier (+3) nd. ut regain no hit it points as if it t have at least	ATTACK Attack: C Hit: 1[W] marked t rolls unti Increase at 21st le	DEFENSE harisma vs. AC + Charisma m the target, it tal I the end of you damage to 2[W evel.	TARGET odifier (+2) damage. If y kes a –2 penalty to attac ur next turn. /] + Charisma modifier	ck (+2)	ATTACK Attack: C Hit: 1[W] you gain Wisdom Increase at 21st le Aecris Lo	harism + Cha tempo modifi damag vel. ngswo	EFENSE na vs. AC prisma m prary hit per (+3). ge to 2[\	TARGET C nodifier (+2) damage, and t points equal to your W] + Charisma modifier (-
ACTION VS ATTACK DEFENSE Special: You can use f per day equal to your (minimum 1), but onl Effect: You spend a h points. Instead, the ta had spent a healing s	E TA this power a nu r Wisdom modi ly once per rou lealing surge bu arget regains hi surge. You must	ARGET Jumber of times ifier (+3) nd. ut regain no hit it points as if it t have at least	ATTACK Attack: C Hit: 1[W] marked t rolls unti Increase at 21st le	DEFENSE harisma vs. AC + Charisma m the target, it tak I the end of you damage to 2[W evel. ongsword +1: +	TARGET odifier (+2) damage. If y kes a –2 penalty to attac ur next turn. /] + Charisma modifier	ck (+2)	ATTACK Attack: C Hit: 1[W] you gain Wisdom Increase at 21st le	harism + Cha tempo modifi damag vel. ngswo	EFENSE na vs. AC prisma m prary hit per (+3). ge to 2[\	TARGET C nodifier (+2) damage, and t points equal to your W] + Charisma modifier (-
ACTION VS ATTACK DEFENSE Special: You can use t per day equal to your (minimum 1), but onl Effect: You spend a h points. Instead, the ta had spent a healing s one healing surge rer	E TA this power a nu r Wisdom modi ly once per rou lealing surge bu arget regains hi surge. You must	ARGET Jumber of times ifier (+3) nd. ut regain no hit it points as if it t have at least	ATTACK Attack: C Hit: 1[W] marked t rolls unti Increase at 21st le Aecris Lo	DEFENSE harisma vs. AC + Charisma m the target, it tak I the end of you damage to 2[W evel. ongsword +1: +	TARGET odifier (+2) damage. If y kes a –2 penalty to attac ur next turn. /] + Charisma modifier	ck (+2)	ATTACK Attack: C Hit: 1[W] you gain Wisdom Increase at 21st le Aecris Lo	harism + Cha tempo modifi damag vel. ngswo	EFENSE na vs. AC prisma m prary hit per (+3). ge to 2[\	TARGET C nodifier (+2) damage, and t points equal to your W] + Charisma modifier (-
ACTION VS ATTACK DEFENSE Special: You can use t per day equal to your (minimum 1), but onl Effect: You spend a h points. Instead, the ta had spent a healing s one healing surge rer	E TA this power a nu r Wisdom modi ly once per rou lealing surge bu arget regains hi surge. You must maining to use	ARGET Jumber of times ifier (+3) nd. ut regain no hit it points as if it t have at least	ATTACK Attack: C Hit: 1[W] marked t rolls unti Increase at 21st le Aecris Lo	DEFENSE tharisma vs. AC + Charisma m the target, it tak I the end of you damage to 2[We evel. engsword +1: +	TARGET odifier (+2) damage. If y kes a –2 penalty to attac ur next turn. /] + Charisma modifier	ck (+2)	ATTACK Attack: C Hit: 1[W] you gain Wisdom Increase at 21st le Aecris Lo	harism + Cha tempo modifi damag vel. ngswo	EFENSE na vs. AC prisma m prary hit per (+3). ge to 2[\	TARGET C nodifier (+2) damage, and t points equal to your W] + Charisma modifier (-

Divine N	Mettle					Divine	Piercing Smite									
KEYWORDS Div	vine				USED	KEYWORDS Di	vine			USED	KEYWORDS Div	vine, '	Weapon			USED
Minor	4	7	Clo	se burst 10		Minor	+ 7		Personal		Standard	*	+ 3		Melee weapon	
ACTION	10	*		RANGE		ACTION	* *		RANGE	_	ACTION		~ ~		RANGE	
ATTACK	VS DEFEN			eature in burs F ARGET	t	ATTACK	vs DEFENSE	-	ARGET		8 ATTACK	VS	Reflex DEFENSE		One creature	
				one chann	-		Divinity: You			el		tren	gth vs. Re	oflex	TARGET	
divinity p	ower per o	encour	nter				power per end				Hit: 2[W]	+ S	trength r	nodifier (+3) damage,	
Effect: The target makes a saving throw with a bonus equal to your Charisma modifier (+2).							pply your Stre			ktra					es adjacent to	
bonus eq	jual to you	ır Chari	isma moc	difier (+2).		damage	on your next	attack this tu	rn.				r Wisdom of your i		r (+3) are ma	rked
												enu	or your i	iext turn.		
											Aecris Lo	ongsv	word +1:	+8 attac	k, 2d8+4 dan	nage
ADDITIONAL FFFF	CTS				-	ADDITIONAL FFF	FCTS				ADDITIONAL FFF	FCTS				
CI 455			LEVEL	ROOK		CLASS		LEVEL	POOK		CLASS			1.57.51	POOK	
^{CLASS} Paladin				^{BOOK} PH		^{CLASS} Paladi			^{BOOK} PH		^{CLASS} Paladi			LEVEL		
ENCOUNT	ER POWER		UNCEON	S&DPAG	IND ®	ENCOUN	TER POWER	DUNCEON	C. March	PINS ®	ENCOUNT	TER	POWER	MONG	EONS & DRA	KARANAS (B
Righteo	ous Smite	9				Radian	t Delirium				Sacred	Ciro	cle			
KEYWORDS Div	vine, Weapor	1			USED	KEYWORDS Di	vine, Implement,	Radiant		USED	KEYWORDS Div	/ine Ir	mplement, Zo	ne		USED
Standard	*	7	Mol	lee weapon		Standard	4 5 X	al .	anged 5		Standard		4 3	-	Close burst 3	_
	*	*					* *	1	RANGE				€ 3 🐳			
7	vs AC		On	e creature		3	vs Reflex	Or	e creature		AT-WI	ILL	E	NCOUNTER	dail	Y
ATTACK	DEFEN		1	TARGET		ATTACK DEFENSE TARGET					Effect: The burst creates a zone that, until the end					
	harisma vs		l:6: (- 2)				harisma vs. R							s you an	d allies withir	n it a +1
				damage, a of you gair			+ Charisma m target is daze				power bo	onus	5 to AC.			
				our Wisdo			ddition, the t									
modifier	(+3).					AC (save										
Aecris Lo	nasword -	+1: +7	attack. 20	d8+3 dama	ae		lf damage, an our next turn.	d the target	s dazed un	til the						
	igenera				90											
ADDITIONAL EFFE	CTS				_	ADDITIONAL EFF	ECTS				ADDITIONAL EFF	ECTS				
			-													
^{CLASS} Paladin	ı		LEVEL 3	^{воок} РН		^{CLASS} Paladi	n	LEVEL 1	воок РН		^{CLASS} Paladii	n		LEVEL	2 ^{BOOK} <i>PH</i>	
ENCOUNT	ER POWER	2 D	UNGEON	S&DPAG	<u>ons</u> ®	DAILY PO	WER	DUNCEON	S&DRAG	ons ®	UTILITY P	owi	ER	DUNG	EONS&DRA	CONS ®
Aecris L	ongswo	rd +1														
	5															
1d8	3 PROFICIE		Heavy Blac		NGE											
+1 attack ro	olls and dam		GROUP	+1d6 dama												
EN	HANCEMENT	-	LEVEL	CRITICAL	-											
PROPERTIES																
versaulie																
Melee Ba	sic Attack	: +8 att	tack, 1d8-	+4 damage												
AT-WI	u 🗌	ENCOL	JNTER	🖌 DAILY												
POWER																
				ou drop an 1 one healir	a											
surge.			, yan		9											
-																
ITEM SLOT One	-hand w	EIGHT 4	PRICE 1000	воок												
MAGIC WI				S&DRIG	ANS O											
al	CAPOIN	100	AND SAME AND	C. C	with the			Page 4								