

Grundal

PLAYER NAME

Mark

RACE Dwarf CLASS Paladin LEVEL 3

HP 46	16 STR	AC 21
Spd 5	14 CON	Fort 15
Init +1	11 DEX	Ref 14
	8 INT	Will 15
	16 WIS	
	14 CHA	

14 Passive Insight	14 Passive Perception
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PLAY DATA



ENCOUNTER SPECIAL



ENCOUNTER ACTION



Second Wind

KEYWORDS USED

Minor	Personal
ACTION	RANGE
vs	Self
ATTACK	DEFENSE
	TARGET

Effect: You spend a healing surge and regain 11 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS
Second wind is a minor action for dwarves.

CLASS LEVEL BOOK PH

Melee Basic Attack

KEYWORDS Weapon	USED
Standard	Melee weapon
ACTION	RANGE
8 vs AC	One creature
ATTACK	DEFENSE
	TARGET

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+3) damage.
Increase damage to 2[W] + Strength modifier (+3) at 21st level.
Special: You can use an unarmed attack as a weapon to make a melee basic attack.
Aecris Longsword +1: +8 attack, 1d8+4 damage

CLASS LEVEL * BOOK

AT-WILL POWER



Ranged Basic Attack

KEYWORDS Weapon	USED
Standard	Ranged weapon
ACTION	RANGE
1 vs AC	One creature
ATTACK	DEFENSE
	TARGET

Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier (+0) damage.
Increase damage to 2[W] + Dexterity modifier (+0) at 21st level.
Special: Weapons with the heavy thrown property use Strength instead of Dexterity for attack rolls and damage rolls. Warlocks can use eldritch blast as a ranged basic attack, and wizards can use magic missile as a ranged basic attack.

CLASS LEVEL * BOOK

AT-WILL POWER



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 (+2) 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 (+2) at 11th level, and to 9 + your Charisma modifier (+2) 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.

CLASS Paladin LEVEL BOOK PH

AT-WILL POWER



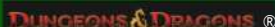
Lay on Hands

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 (+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.

CLASS Paladin LEVEL BOOK PH

AT-WILL POWER



Enfeebling Strike

KEYWORDS Divine, Weapon	USED
Standard	Melee weapon
ACTION	RANGE
7 vs AC	One creature
ATTACK	DEFENSE
	TARGET

Attack: Charisma vs. AC
Hit: 1[W] + Charisma modifier (+2) damage. If you marked the target, it takes a -2 penalty to attack rolls until the end of your next turn.
Increase damage to 2[W] + Charisma modifier (+2) at 21st level.

Aecris Longsword +1: +7 attack, 1d8+3 damage

CLASS Paladin LEVEL 1 BOOK PH

AT-WILL POWER



Bolstering Strike

KEYWORDS Divine, Weapon	USED
Standard	Melee weapon
ACTION	RANGE
7 vs AC	One creature
ATTACK	DEFENSE
	TARGET

Attack: Charisma vs. AC
Hit: 1[W] + Charisma modifier (+2) damage, and you gain temporary hit points equal to your Wisdom modifier (+3).
Increase damage to 2[W] + Charisma modifier (+2) at 21st level.

Aecris Longsword +1: +7 attack, 1d8+3 damage

CLASS Paladin LEVEL 1 BOOK PH

AT-WILL POWER



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 (+2).

ADDITIONAL EFFECTS

CLASS Paladin LEVEL BOOK PH

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 (+3) 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
8	vs Reflex	One creature
ATTACK	DEFENSE	TARGET

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

Aecris Longsword +1: +8 attack, 2d8+4 damage

ADDITIONAL EFFECTS

CLASS Paladin LEVEL 1 BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS

Righteous Smite

KEYWORDS Divine, Weapon USED

Standard		Melee weapon
ACTION		RANGE
7	vs AC	One creature
ATTACK	DEFENSE	TARGET

Attack: Charisma vs. AC
 Hit: 2[W] + Charisma modifier (+2) damage, and you and each ally within 5 squares of you gain temporary hit points equal to 5 + your Wisdom modifier (+3).

Aecris Longsword +1: +7 attack, 2d8+3 damage

ADDITIONAL EFFECTS

CLASS Paladin LEVEL 3 BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS

Radiant Delirium

KEYWORDS Divine, Implement, Radiant USED

Standard		Ranged 5
ACTION		RANGE
3	vs Reflex	One creature
ATTACK	DEFENSE	TARGET

Attack: Charisma vs. Reflex
 Hit: 3d8 + Charisma modifier (+2) radiant damage, and the target is dazed until the end of your next turn. In addition, the target takes a -2 penalty to AC (save ends).
 Miss: Half damage, and the target is dazed until the end of your next turn.

ADDITIONAL EFFECTS

CLASS Paladin LEVEL 1 BOOK PH

DAILY POWER DUNGEONS & DRAGONS

Sacred Circle

KEYWORDS Divine, Implement, Zone USED

Standard		Close burst 3
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: The burst creates a zone that, until the end of the encounter, gives you and allies within it a +1 power bonus to AC.

ADDITIONAL EFFECTS

CLASS Paladin LEVEL 2 BOOK PH

UTILITY POWER DUNGEONS & DRAGONS

Aecris Longsword +1

1d8	3	Heavy Blade	
DAMAGE	PROFICIENT	GROUP	RANGE
+1 attack rolls and damage rolls	5	+1d6 damage	
ENHANCEMENT	LEVEL	CRITICAL	

PROPERTIES
 Versatile

Melee Basic Attack: +8 attack, 1d8+4 damage

AT-WILL ENCOUNTER DAILY

POWER
 Power (Daily): Free Action. When you drop an undead enemy to 0 hit points, gain one healing surge.

ITEM SLOT One-hand WEIGHT 4 PRICE 1000 BOOK

MAGIC WEAPON DUNGEONS & DRAGONS