

Player Name

Whit Rushon 8 Paladin 13,000
 Character Name Level Class Total XP
 Minotaur Medium Paragon Path Epic Destiny Erathis
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
4	Initiative	4	

CONDITIONAL MODIFIERS

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
22	STR Strength	6	10
10	CON Constitution	0	4
10	DEX Dexterity	0	4
8	INT Intelligence	-1	3
13	WIS Wisdom	1	5
16	CHA Charisma	3	7

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
		SURGE VALUE SURGES/DAY
72	36	18 11
	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
2	Acrobatics	DEX	4	0	-2 0
3	Arcana	INT	3	0	n/a 0
8	Athletics	STR	10	0	-2 0
7	Bluff	CHA	7	0	n/a 0
14	Diplomacy	CHA	7	5	n/a 2
5	Dungeoneering	WIS	5	0	n/a 0
2	Endurance	CON	4	0	-2 0
10	Heal	WIS	5	5	n/a 0
3	History	INT	3	0	n/a 0
5	Insight	WIS	5	0	n/a 0
12	Intimidate	CHA	7	5	n/a 0
7	Nature	WIS	5	0	n/a 2
7	Perception	WIS	5	0	n/a 2
8	Religion	INT	3	5	n/a 0
2	Stealth	DEX	4	0	-2 0
7	Streetwise	CHA	7	0	n/a 0
2	Thievery	DEX	4	0	-2 0

DEFENSES

SCORE	DEFENSE	10 + ARMOR/1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
24	AC	14	8			2		

CONDITIONAL BONUSES

+2 AC against opportunity attacks you provoke during a charge

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
23	FORT	14	6	1		2		

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
17	REF	14		1		2		

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
20	WILL	14	3	1		2		

CONDITIONAL BONUSES

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

- Ferocity** - Make melee basic attack when dropped to 0 hp
- Goring Charge** - Use goring charge as an encounter power
- Heedless Charge** - +2 AC against opportunity attacks while charging.
- Vitality** - Gain one healing surge

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.
- Versatile Expertise (Heavy Blade)** - +1 to attack rolls with Heavy Blades.
- Versatile Expertise (Holy Symbol)** - +1 to attack rolls with holy symbols

LANGUAGES KNOWN

Common, Deep Speech

MOVEMENT

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

SPECIAL MOVEMENT

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
15	Passive Insight	10	+

17	Passive Perception	10	+
----	--------------------	----	---

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Vigilant Blade Broadsword +

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 15	4	6		2	1	2	

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 10	4	6					

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Vigilant Blade Broadsword +

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10+8	6		2		

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+6	6				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
15	vs AC	Vigilant Blade Broadsword +:	1d10+8
10	vs AC	Unarmed (Melee)	1d4+6
4	vs AC	Unarmed (Range)	1d4
	vs		

FEATS

- Powerful Charge** - +2 damage, +2 to bull rush on a charge
- Versatile Expertise** - Bonus to attacks with weapons and implements of your choice
- Greathorn** - Damage dice for goring charge are d8s
- Springing Charge** - Make second charge attack after critical on first charge attack
- Toughness** - Gain 5 additional hit points per tier

POWER INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

AT-WILL POWERS

Divine Challenge	<input type="checkbox"/>
Lay on Hands	<input type="checkbox"/>
Ardent Strike	<input type="checkbox"/>
Valiant Strike	<input type="checkbox"/>
	<input type="checkbox"/>

ENCOUNTER POWERS

Second Wind	<input type="checkbox"/>
Goring Charge	<input type="checkbox"/>
Heedless Fury	<input type="checkbox"/>
Divine Mettle	<input type="checkbox"/>
Divine Strength	<input type="checkbox"/>
Hold Fast	<input type="checkbox"/>
Blade of Light	<input type="checkbox"/>

DAILY POWERS

Driving Blades	<input type="checkbox"/>
Martyr's Retribution	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

UTILITY POWERS

Divine Counter	<input type="checkbox"/>
Shield of Discipline	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

OTHER EQUIPMENT

COINS AND OTHER WEALTH

Money on hand: 8 pp
Stored money: 0 gp
Encumbrance: 55 / 220

MAGIC ITEM INDEX

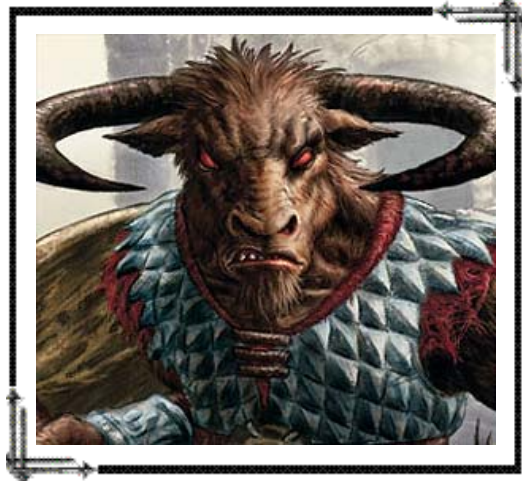
List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

MAGIC ITEMS

WEAPON	Vigilant Blade Broadsword +2 (E)	<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
ARMOR	Wall Plate Armor +2 (E)	<input type="checkbox"/>
ARMS		<input type="checkbox"/>
FEET		<input type="checkbox"/>
HANDS		<input type="checkbox"/>
HEAD	Horned Helm (heroic tier) (E)	<input type="checkbox"/>
NECK	Badge of the Berserker +2 (E)	<input type="checkbox"/>
RING		<input type="checkbox"/>
RING		<input type="checkbox"/>
WAIST		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
<i>Daily Item Powers Per Day</i>		
Heroic (1-10)	<input type="checkbox"/> Milestone <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>	
Paragon (11-20)	<input type="checkbox"/> <input type="checkbox"/> Milestone <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>	
Epic (21-30)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Milestone <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>	

RITUALS / ALCHEMY

CHARACTER PORTRAIT



PERSONALITY TRAITS

You come from old country. Old minotaur empire vast. Empire bigger than Nerath. Empire have laws, order, peace. Modern minotaurs have no laws, only rage. You will bring back old minotaur empire. You will bring back civilization. You use vodka to control rage that overtakes your people. With rage controlled, you bring back order.

MANNERISMS AND APPEARANCE

"In Fallcrest, you can always find a party. In Minotaur Empire, the party can always find you."

When you or the situation go out of control, take a drink.

CHARACTER BACKGROUND

Minotaur - Silenced Beast
The voice of the beast within you is silent. Its savagery has no hold over you, and its call has no appeal. You have transcended it and moved to a higher consciousness, something akin to enlightenment. You are at peace with yourself, with who you are, and with the world around you. When you need to fight, you can fight fiercely, but you don't lose control—the beast is at your command. How did you find such peace? Was it through religious devotion, disciplined martial practice, arcane study, or psionic

COMPANIONS AND ALLIES

You like Ael, Son of Mol, as he brings order.
You dislike Moe "Heat" Toe, as he brings chaos.

SESSION AND CAMPAIGN NOTES

CHARACTER NAME
Whit Rushon

PLAYER NAME

RACE Minotaur CLASS Paladin LEVEL 8

SCORE	ABILITY	MOD
HP	22 STR	+6
72	10 CON	+0
Spd	10 DEX	+0
5	8 INT	-1
Init	13 WIS	+1
+4	16 CHA	+3

AC 24
Fort 23
Ref 17
Will 20

15 Passive Insight 17 Passive Perception


Skills

2	Acrobatics	DEX
3	Arcana	INT
8	Athletics	STR
7	Bluff	CHA
14	Diplomacy	CHA (Trained)
5	Dungeoneering	WIS
2	Endurance	CON
10	Heal	WIS (Trained)
3	History	INT
5	Insight	WIS
12	Intimidate	CHA (Trained)
7	Nature	WIS
7	Perception	WIS
8	Religion	INT (Trained)
2	Stealth	DEX
7	Streetwise	CHA
2	Thievery	DEX

ADDITIONAL EFFECTS

Action Point

ADDITIONAL EFFECTS



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.

PLAY DATA DUNGEONS & DRAGONS

PLAY DATA DUNGEONS & DRAGONS

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Second Wind

KEYWORDS

Standard Personal

ACTION RANGE

AT-WILL ENCOUNTER DAILY

Effect: You spend a healing surge and regain 18 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS Paladin LEVEL 8 BOOK PH

Divine Challenge

KEYWORDS Divine, Radiant

Minor Close burst 5

ACTION 5 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 (+3) 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 (+3) at 11th level, and to 9 + your Charisma modifier (+3) 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 Paladin LEVEL 8 BOOK PH

Lay on Hands

KEYWORDS Divine, Healing

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 (+1) (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: +4 attack

ADDITIONAL EFFECTS

CLASS Paladin LEVEL 8 BOOK PH

UTILITY POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

Ardent Strike

KEYWORDS Divine, Weapon

Standard Melee weapon

ACTION RANGE

15 vs AC One creature

ATTACK DEFENSE TARGET

Attack: Strength or Charisma vs. AC
Hit: 1[W] + Strength modifier (+6) or Charisma modifier (+3) damage, and the target is subject to your divine sanction until the end of your next turn. Level 21: 2[W] + Strength modifier (+6) or Charisma modifier (+3) damage.
Special: When charging, you can use this power in place of a melee basic attack.
Vigilant Blade Broadsword +2: +15 attack, 1d10+8 damage

ADDITIONAL EFFECTS

CLASS Paladin LEVEL 1 BOOK DP

Valiant Strike

KEYWORDS Divine, Weapon

Standard Melee weapon

ACTION RANGE

15 vs AC One creature

ATTACK DEFENSE TARGET

Attack: Strength + 1 per enemy adjacent to you vs. AC
Hit: 1[W] + Strength modifier (+6) damage. Increase damage to 2[W] + Strength modifier (+6) at 21st level.
Vigilant Blade Broadsword +2: +15 attack, 1d10+8 damage

ADDITIONAL EFFECTS
+1 attack bonus per enemy adjacent to you.

CLASS Paladin LEVEL 1 BOOK PH

Goring Charge

KEYWORDS

Standard Melee 1

ACTION RANGE

14 vs AC

ATTACK DEFENSE TARGET

Effect: You charge and make the following attack in place of a melee basic attack.
Target: One creature
Attack: Strength, Constitution, or Dexterity + 4 (6 at 11th level and 8 at 21st level) vs. AC
Hit: 1d6 + Strength modifier (+6), Constitution modifier (+0), or Dexterity modifier (+0) damage, and you knock the target prone.
Level 11: 2d6 + Strength modifier (+6), Constitution modifier (+0), or Dexterity modifier (+0) damage.
Level 21: 3d6 + Strength modifier (+6), Constitution modifier (+0), or Dexterity modifier (+0) damage.

Unarmed: +14 attack, 1d8+6 damage

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL * BOOK PH3

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

Heedless Fury

KEYWORDS		Divine, Weapon	USED
Standard	* ↓ ↗	Melee weapon	
ACTION	← *	RANGE	
15	vs	AC	One creature
ATTACK	DEFENSE	TARGET	

Attack: Strength vs. AC
Hit: 3[W] + Strength modifier (+6) damage, and you take a -5 penalty to all defenses until the end of your next turn.

Vigilant Blade Broadsword +2: +15 attack, 3d10 +8 damage

ADDITIONAL EFFECTS

CLASS Paladin LEVEL 1 BOOK DP

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 (+3).

ADDITIONAL EFFECTS

CLASS Paladin LEVEL BOOK PH

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 (+6) as extra damage on your next attack this turn.

ADDITIONAL EFFECTS

CLASS Paladin LEVEL BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

Hold Fast

KEYWORDS		Divine, Weapon	USED
Standard	* ↓ ↗	Melee weapon	
ACTION	← *	RANGE	
15	vs	AC	One creature
ATTACK	DEFENSE	TARGET	

Attack: Strength or Charisma vs. AC
Hit: 2[W] + Strength or Charisma modifier 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.

Vigilant Blade Broadsword +2: +15 attack, 2d10 +8 damage

ADDITIONAL EFFECTS
+1d6 to damage rolls when charging.
+2 to damage rolls when you charge - Powerful Charge.

CLASS Paladin LEVEL 3 BOOK DP

Blade of Light

KEYWORDS		Divine, Radiant, Weapon	USED
Standard	* ↓ ↗	Melee	
ACTION	← *	RANGE	
12	vs	AC	One creature
ATTACK	DEFENSE	TARGET	

Attack: Charisma vs. AC
Hit: 3[W] + Charisma modifier (+3) radiant damage. Until the end of your next turn, you gain a +2 bonus to all defenses against fear or necrotic effects.
Special: When charging, you can use this power in place of a melee basic attack.

Vigilant Blade Broadsword +2: +12 attack, 3d10 +5 damage

ADDITIONAL EFFECTS

CLASS Paladin LEVEL 7 BOOK DP

Driving Blades

KEYWORDS		Divine, Weapon	USED
Standard	* ↓ ↗	Melee weapon	
ACTION	← *	RANGE	
15	vs	AC	One creature
ATTACK	DEFENSE	TARGET	

Attack: Strength vs. AC
Hit: 2[W] + Strength modifier (+6) damage, and ongoing 5 damage (save ends). Each time you hit this target with a melee attack while it is taking ongoing damage from this attack, you can push the target 1 square and shift 1 square into the square it vacated.
Miss: Half damage, and you push the target 1 square.
Special: You can use this attack in place of a melee basic attack when charging.

Vigilant Blade Broadsword +2: +15 attack, 2d10+8 damage

ADDITIONAL EFFECTS

CLASS Paladin LEVEL 1 BOOK Dragon 383

ENCOUNTER POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

DAILY POWER DUNGEONS & DRAGONS

Martyr's Retribution

KEYWORDS		Divine, Radiant, Weapon	USED
Standard	* ↓ ↗	Melee weapon	
ACTION	← *	RANGE	
15	vs	AC	One creature
ATTACK	DEFENSE	TARGET	

Attack: Strength vs. AC, and you must spend a healing surge without regaining any hit points
Hit: 4[W] + Strength modifier (+6) radiant damage.
Miss: Half damage.

Vigilant Blade Broadsword +2: +15 attack, 4d10 +8 damage

ADDITIONAL EFFECTS

CLASS Paladin LEVEL 5 BOOK PH

Divine Counter

KEYWORDS		Divine	USED
Imm Interr	↓ ↗	Personal	
ACTION	← *	RANGE	
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	

Trigger: An enemy hits your Fortitude, Reflex, or Will
Effect: You take only half damage from the triggering enemy's attack, and the triggering enemy is subject to your divine sanction until the end of its next turn.

ADDITIONAL EFFECTS

CLASS Paladin LEVEL 2 BOOK DP

Shield of Discipline

KEYWORDS		Divine	USED
Minor	↓ ↗	Personal	
ACTION	← *	RANGE	
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	

Effect: Until the end of your next turn, you gain resistance to all damage equal to your Strength modifier (+6).

ADDITIONAL EFFECTS

CLASS Paladin LEVEL 6 BOOK DP

DAILY POWER DUNGEONS & DRAGONS

UTILITY POWER DUNGEONS & DRAGONS

UTILITY POWER DUNGEONS & DRAGONS

Vigilant Blade Broadsword +2

1d10	2	Heavy Blade	
DAMAGE	PROFICIENT	GROUP	RANGE
+2 attack rolls and damage rolls	9	+2d8 fire and radiant	
ENHANCEMENT	LEVEL	CRITICAL	

PROPERTIES

Paladins and avengers can use this weapon as an implement for paladin or avenger powers and paladin or avenger paragon path powers.
Versatile

Melee Basic Attack: +15 attack, 1d10+8 damage

AT-WILL ENCOUNTER DAILY

POWER

Power (At-Will): Minor Action. The weapon casts bright light out to 4 squares until you end this effect as a minor action

Power (Encounter): Immediate Reaction. Trigger: You use this power when an ally adjacent to you is attacked by an enemy adjacent to you. Effect: You switch places with the ally, and the target grants combat advantage to you until the end of your next turn.

ITEM SLOT	One-hand	WEIGHT	5	PRICE	4200	BOOK	AV
-----------	----------	--------	---	-------	------	------	----

MAGIC WEAPON

Wall Plate Armor +2

8	-2	-1	1
AC BONUS	CHECK	SPEED	QUANTITY
+2 AC		8	Armor
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

AT-WILL ENCOUNTER DAILY

POWER

Power (Daily): Immediate Reaction. Trigger: An enemy hits or misses you with a bull rush or charge attack. Effect: The triggering enemy takes 1d6 damage per plus and is knocked prone.

ITEM SLOT	Body	WEIGHT	50	PRICE	3400	BOOK	PH
-----------	------	--------	----	-------	------	------	----

MAGIC ITEM

Badge of the Berserker +2

			1
AC BONUS	CHECK	SPEED	QUANTITY
+2 Fortitude, Reflex, and Will		7	Neck Slot Item
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

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

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT	Neck	WEIGHT	0	PRICE	2600	BOOK	AV2
-----------	------	--------	---	-------	------	------	-----

MAGIC ITEM

Horned Helm (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		6	Head Slot Item
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

Your charge attacks deal +1d6 damage.

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT	Head	WEIGHT	0	PRICE	1800	BOOK	PH
-----------	------	--------	---	-------	------	------	----

MAGIC ITEM