

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA

Aaron Vaubel

10

Level

Reyin Forlani

Good female Human Paladin

27

5' 9"

143

Medium

Pelor

Age

Height

Weight

Size

Deity

20500

Total XP

26000

### Defenses

29

25

23

25

AC

FORT

REF

WILL

Conditional Bonuses

### Hit Points

Max HP  
(Bloodied 41 ) 83

Temp HP

Current Hit Points

### Healing Surges

Surge Value

20

Surges/Day

13

Current Conditions:

### Action Points

Action Points

Milestones

0  
1  
2

Action Points

1  
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

2

### Resistances/Vulnerabilities

### Current Conditions and Effects

### Basic Attacks

#### Melee

Flaming Bastard sword +2

15

Strength vs. AC

1d10+6

Damage

#### Ranged

Rebounding Handaxe +1

13

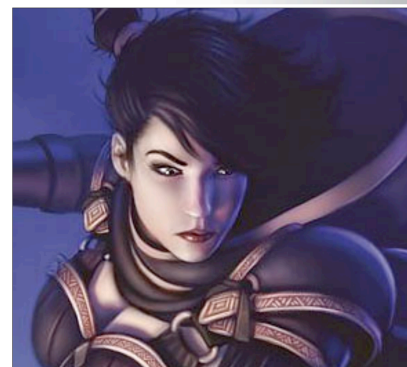
Dexterity vs. AC

1d6+5

Damage

### Languages

Common, Goblin



### Abilities

		Check
STR	Strength	19 9
CON	Constitution	14 7
DEX	Dexterity	10 5
INT	Intelligence	8 4
WIS	Wisdom	16 8
CHA	Charisma	14 7

### Skills

Acrobatics	Dexterity	1
Arcana	Intelligence	4
Athletics	Strength	✓ 10
Bluff	Charisma	7
Diplomacy	Charisma	✓ 12
Dungeoneering	Wisdom	8
Endurance	Constitution	✓ 11
Heal	Wisdom	✓ 13
History	Intelligence	4
Insight	Wisdom	8
Intimidate	Charisma	7
Nature	Wisdom	8
Perception	Wisdom	8
Religion	Intelligence	✓ 9
Stealth	Dexterity	1
Streetwise	Charisma	7
Thievery	Dexterity	1

### Combat Statistics and Senses

Initiative

5

Conditional Modifiers:

Speed

5

Passive Insight

18

Passive Perception

18

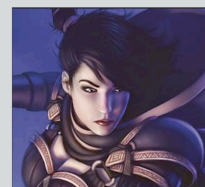
Special Senses: Normal

Aaron Vaubel

Player Name

Reyin Forlani

Character Name



## Character Details

### Background

Geography - Mountains

### Theme

### Mannerisms and Appearance

### Personality Traits

### Adventuring Company

The Persuaders

### Companions and Allies

Andraste, Shess, Eleazar, Jo-Bash, Valen

### Session and Campaign Notes

Other Notes

## Equipment

Head

Neck

Cloak of Resistance +3

Arms

Hands

Rings

Rings

Off Hand

Heavy Shield

Main Hand

Flaming Bastard sword +2

Waist

Belt of Sacrifice (heroic tier)

Armor

Dwarven Layered Plate Armor +3

Tattoo

Feet

Dwarven Greaves

Ki Focus

## Other Equipment

Adventurer's Kit  
Light Shield  
Dwarven Plate Armor +1  
Rebounding Handaxe +1  
Potion of Healing  
Woundstitch Powder  
Trail Rations (20)  
Sunrod (4)  
Riding Horse

Total Weight (lbs.)

195

Carrying Capacity  
(lbs.)

Treasure

71 gp; 1 sp  
0 gp banked

Normal

190

Heavy

380

Max

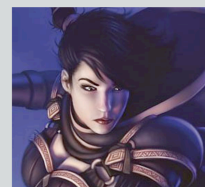
950

Aaron Vaubel

Player Name

Reyin Forlani

Character Name



## Racial Features

### Bonus At-Will Power

Know one extra 1st-level attack power from your class.

### Bonus Feat

Choose an extra feat at 1st level.

### Bonus Skill

Trained in one additional class skill.

### Human Defense Bonuses

+1 to Fortitude, Reflex, and Will.

### Human Power Selection

Choose an option for your human character.

## 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: can be traded out for ardent vow or virtue's touch

### Versatile Expertise (Axe)

+1/+2/+3 feat bonus to attack rolls with Axes.

### Versatile Expertise (Heavy Blade)

+1/+2/+3 feat bonus to attack rolls with Heavy Blades.

## Feats

### Devoted Paladin

Gain 1 healing surge, add Charisma modifier to lay on hands

### Weapon Proficiency (Bastard sword)

Gain proficiency with the Bastard sword.

### 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)

### Versatile Expertise

+1/2/3 bonus (per tier) to attacks with weapons and implements of your choice

### Resilient Focus

You gain a +2 feat bonus to saving throws.

### Divine Perseverance

You gain +2 on your next attack after you succeed on a save

### Improved Defenses

+1/2/3 bonus (by tier) to Fortitude, Reflex, and Will.

## Reyin Forlani

Level 10 Human Paladin

	SCORE	ABILITY	MOD	
<b>HP</b>	<b>19</b>	<b>STR</b>	<b>4</b>	<b>AC</b>
<b>83</b>				<b>29</b>
<b>Spd</b>	<b>14</b>	<b>CON</b>	<b>2</b>	<b>Fort</b>
<b>5</b>				<b>25</b>
<b>Init</b>	<b>10</b>	<b>DEX</b>	<b>0</b>	<b>Ref</b>
<b>+5</b>				<b>23</b>
	<b>8</b>	<b>INT</b>	<b>-1</b>	<b>Will</b>
				<b>25</b>
	<b>16</b>	<b>WIS</b>	<b>3</b>	
	<b>14</b>	<b>CHA</b>	<b>2</b>	

**18** Passive Insight

**18** Passive Perception

Player Name: Aaron Vaubel

## Skills

Acrobatics	Dexterity	1
Arcana	Intelligence	4
Athletics	Strength	• 10
Bluff	Charisma	7
Diplomacy	Charisma	• 12
Dungeoneering	Wisdom	8
Endurance	Constitution	• 11
Heal	Wisdom	• 13
History	Intelligence	4
Insight	Wisdom	8
Intimidate	Charisma	7
Nature	Wisdom	8
Perception	Wisdom	8
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

**Flaming Bastard sword +2:** +15 vs. AC, 1d10+6 damage

**Rebounding Handaxe +1:** +13 vs. AC, 1d6+5 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 (+4) damage.

**Level 21:** 2[W] + Str modifier (+4) damage.

Additional Effects

Basic Attack

## Ranged Basic Attack

At-Will ♦ Standard Action

**Rebounding Handaxe +1:** +13 vs. AC, 1d6+5 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 (+0) damage.

**Level 21:** 2[W] + Dex modifier (+0) damage.

Additional Effects

Basic Attack

## Holy Strike

At-Will ♦ Standard Action

**Flaming Bastard sword +2:** +15 vs. AC, 1d10+6 damage

**Rebounding Handaxe +1:** +13 vs. AC, 1d6+5 damage

**Melee weapon** **Target:** One creature

*You strike an enemy with your weapon, which ignites with holy light.*

**Keywords:** Divine, Radiant, Weapon

**Attack:** Strength vs. AC

**Hit:** 1[W] + Str modifier (+4) radiant damage. If you marked the target, you gain a bonus to the damage roll equal to your Wis modifier (+3).

Additional Effects

Paladin Attack 1

## Valiant Strike

At-Will ♦ Standard Action

**Flaming Bastard sword +2:** +15 vs. AC, 1d10+6 damage

**Rebounding Handaxe +1:** +13 vs. AC, 1d6+5 damage

**Melee weapon** **Target:** One creature

*You attack a foe, gaining strength from your conviction as the odds against you rise.*

**Keywords:** Divine, Weapon

**Attack:** Strength vs. AC. You gain a bonus to the attack roll equal to the number of enemies adjacent to you.

**Hit:** 1[W] + Str modifier (+4) damage.

Additional Effects

## Radiant Smite

Encounter ♦ Standard Action

**Flaming Bastard sword +2:** +15 vs. AC, 2d10+9 damage

**Rebounding Handaxe +1:** +13 vs. AC, 2d6+8 damage

**Melee weapon** **Target:** One creature

*Your weapon glows with a pearly luminescence. Enemies shrink from its pure light, especially creatures of supernatural evil such as demons and devils.*

**Keywords:** Divine, Radiant, Weapon

**Attack:** Strength vs. AC

**Hit:** 2[W] + Str modifier (+4) + Wis modifier (+3) radiant damage.

Additional Effects

## Invigorating Smite

Encounter ♦ Standard Action

**Flaming Bastard sword +2:** +13 vs. Will, 2d10+4 damage

**Rebounding Handaxe +1:** +11 vs. Will, 2d6+3 damage

**Melee weapon** **Target:** One creature

*When you hit an enemy with your weapon, you and your allies suddenly feel invigorated by the divine power of your faith.*

**Keywords:** Divine, Healing, Weapon

**Attack:** Charisma vs. Will

**Hit:** 2[W] + Cha modifier (+2) damage. If you are bloodied, you regain hit points equal to 5 + your Wis modifier (+3). Bloodied allies within 5 squares of you also regain hit points equal to 5 + your Wis modifier (+3).

Additional Effects



Comeback Smite

Encounter ♦ Standard Action

Flaming Bastard sword +2: +15 vs. AC, 2d10+6 damage

Rebounding Handaxe +1: +13 vs. AC, 2d6+5 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 (+4) damage.

Additional Effects

Paladin Attack 7Used

Blood of the Mighty

Daily ♦ Standard Action

Flaming Bastard sword +2: +15 vs. AC, 4d10+6 damage

Rebounding Handaxe +1: +13 vs. AC, 4d6+5 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 (+4) damage.

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

Additional Effects

Paladin Attack 1Used

Martyr's Retribution

Daily ♦ Standard Action

Flaming Bastard sword +2: +15 vs. AC, 4d10+6 damage

Rebounding Handaxe +1: +13 vs. AC, 4d6+5 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 (+4) radiant damage.

Miss: Half damage.

Additional Effects

Paladin Attack 5Used

Holy Outrage

Daily ♦ Standard Action

Flaming Bastard sword +2: +15 vs. AC, 3d10+6 damage

Rebounding Handaxe +1: +13 vs. AC, 3d6+5 damage

Melee weapon

Target: One creature

Your god's angers shines from you in blazing light that intensifies with each strike you make.

Keywords: Divine, Radiant, Weapon

Attack: Strength vs. AC

Hit: 3[W] + Str modifier (+4) damage.

Effect: Until the end of your next turn, whenever you hit an enemy with a melee attack, each enemy adjacent to you other than the target of your attack takes radiant damage equal to your Wis modifier (+3).

Sustain Minor: The effect persists.

Additional Effects

Paladin Attack 9Used

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 (+2).

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

Additional Effects

Paladin Feature

Lay on Hands

At-Will ♦ Minor Action

Unarmed:

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 unswerving 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 (+2).

Additional Effects

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 (+4) as extra damage on your next attack this turn.

Additional Effects

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

### 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 (+2).

Additional Effects

Paladin Utility 6

Used ☐

### Font of Healing

Daily ♦ Minor Action

**Unarmed:**

**Close** burst 5

**Target:** You and one ally in the burst

*Divine beneficence heals you and your companion.*

**Keywords:** Divine, Healing

**Effect:** You spend a healing surge, and each target regains hit points equal to your healing surge value.

Additional Effects

Paladin Utility 10

Used ☐

### Dwarven Greaves

Feet Slot Item ♦ Level 7

**Power ♦ Daily** (Immediate Interrupt)

You can use this power when you are hit by a power that has a pull, a push, or a slide effect. You negate the forced movement.

### Belt of Sacrifice (heroic tier)

Waist Slot Item ♦ Level 7

#### Properties

Each ally within 5 squares of you gains a +1 item bonus to his or her healing surge value.

**Power ♦ Daily** (Minor Action)

You lose two healing surges. An ally within 5 squares of you regains one healing surge.

### Rebounding Handaxe +1

Weapon ♦ Level 2

**Damage:** 1d6

**Proficiency Bonus:** 2

**Range:** 5/10

**Properties:** Off-Hand, Heavy Thrown

**Enhancement:** +1 attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power ♦ Encounter** (Free Action)

*Trigger:* You attack an enemy with this weapon and miss.

*Effect:* You make a ranged basic attack against a different enemy within 5 squares of that enemy.

### Woundstitch Powder

Wondrous Item ♦ Level 1

**Power ♦** (Standard Action)

You sprinkle this dust on an adjacent dying creature. That creature stops making death saving throws until it takes damage, and any untyped ongoing damage on the creature ends.

### Cloak of Resistance +3

Neck Slot Item ♦ Level 12

**Enhancement:** +3 Fortitude, Reflex, and Will

**Power ♦ Daily** (Minor Action)

Gain resist 10 to all damage until the start of your next turn.

### Flaming Bastard sword +2

Weapon ♦ Level 10

**Damage:** 1d10

**Proficiency Bonus:** 3

**Properties:** Versatile

**Enhancement:** +2 attack rolls and damage rolls

**Critical:** +1d6 fire damage per plus

**Power** (Fire) ♦ (Free Action)

All untyped damage dealt by this weapon changes to fire damage. Another free action returns the damage to normal.

**Power** (Fire) ♦ **Daily** (Free Action)

*Trigger:* You hit with the weapon.

*Effect:* The attack deals 1d6 extra fire damage, and the target takes ongoing 5 fire damage (save ends).

### Dwarven Plate Armor +1

Armor ♦ Level 2

**Armor Bonus:** 8

**Check:** -2

**Speed:** -1

**Enhancement:** +1 AC

#### Properties

You gain an item bonus to Endurance checks equal to the armor's enhancement bonus.

**Power** (Healing) ♦ **Daily** (Free Action)

You regain hit points as if you had spent a healing surge.

### Potion of Healing

Consumable ♦ Level 5

**Power** (Healing) ♦ **Consumable** (Minor Action)

Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.

### Dwarven Layered Plate...

Armor ♦ Level 12

**Armor Bonus:** 9

**Check:** -2

**Speed:** -1

**Enhancement:** +3 AC

#### Properties

You gain an item bonus to Endurance checks equal to the armor's enhancement bonus.

**Power** (Healing) ♦ **Daily** (Free Action)

You regain hit points as if you had spent a healing surge.