

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA

1

Level

**Meliera**  
Good female Eladrin Paladin

Age  Height  Weight  Medium Size Corellon (Forgotten Realms) Deity

Total XP  1000

### Defenses

AC   
  FORT   
  REF   
  WILL

Conditional Bonuses

### Action Points

Action Points	Milestones	Action Points
<input type="text"/>	0	1
	1	2
	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**

+5 Saving Throws against charm effects

### Resistances/Vulnerabilities

### Current Conditions and Effects

### Basic Attacks

#### Melee

Longsword

Strength vs. AC

Damage

#### Ranged

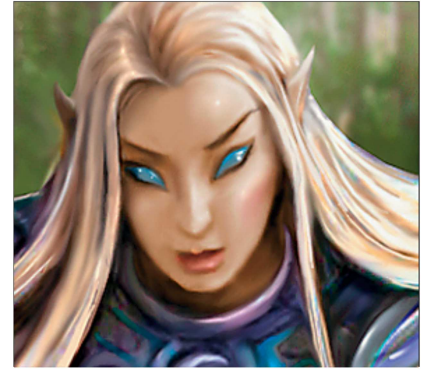
Unarmed

Dexterity vs. AC

Damage

### Languages

Common, Elven



### Abilities

Ability	Score	Check
STR Strength	<input type="text" value="11"/>	<input type="text" value="0"/>
CON Constitution	<input type="text" value="12"/>	<input type="text" value="1"/>
DEX Dexterity	<input type="text" value="11"/>	<input type="text" value="0"/>
INT Intelligence	<input type="text" value="10"/>	<input type="text" value="0"/>
WIS Wisdom	<input type="text" value="16"/>	<input type="text" value="3"/>
CHA Charisma	<input type="text" value="18"/>	<input type="text" value="4"/>

### Skills

Acrobatics	Dexterity	<input type="text" value="-4"/>
Arcana	Intelligence	<input type="text" value="2"/>
Athletics	Strength	<input type="text" value="-4"/>
Bluff	Charisma	<input type="text" value="4"/>
Diplomacy	Charisma	<input type="text" value="4"/>
Dungeoneering	Wisdom	<input type="text" value="3"/>
Endurance	Constitution	<input checked="" type="checkbox"/> <input type="text" value="4"/>
Heal	Wisdom	<input checked="" type="checkbox"/> <input type="text" value="8"/>
History	Intelligence	<input checked="" type="checkbox"/> <input type="text" value="7"/>
Insight	Wisdom	<input type="text" value="3"/>
Intimidate	Charisma	<input type="text" value="4"/>
Nature	Wisdom	<input checked="" type="checkbox"/> <input type="text" value="8"/>
Perception	Wisdom	<input type="text" value="3"/>
Religion	Intelligence	<input checked="" type="checkbox"/> <input type="text" value="5"/>
Stealth	Dexterity	<input type="text" value="-4"/>
Streetwise	Charisma	<input type="text" value="4"/>
Thievery	Dexterity	<input type="text" value="-4"/>

### Hit Points

Max HP  (Bloodied 13 ) Temp HP

Current Hit Points

### Healing Surges

Surge Value Surges/Day

Current Conditions:

### Combat Statistics and Senses

Initiative

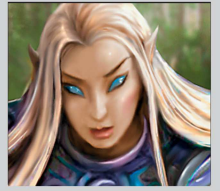
Conditional Modifiers:

Speed

Passive Insight

Passive Perception

Special Senses: Low-light



Meliera  
Character Name

Player Name

### Character Details

#### Background

Wrongs to be Righted

#### Theme

Bloodsworn

#### Mannerisms and Appearance

#### Personality Traits

#### Adventuring Company

#### Companions and Allies

#### Session and Campaign Notes

Other Notes

### Equipment

Head

Neck

Arms

Hands

Rings

Rings

Off Hand

Heavy Shield

Main Hand

Longsword

Waist

Armor

Plate Armor

Tattoo

Feet

Ki Focus

#### Other Equipment

Adventurer's Kit

Total Weight (lbs.)

102

Carrying Capacity (lbs.)

Treasure

10 gp  
0 gp banked

Normal

110

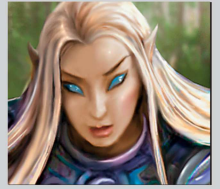
Heavy

220

Max

550

# Meliera



Player Name

Character Name

## Racial Features

### Eladrin Education

Training in any one additional skill.

### Eladrin Weapon Proficiency

Proficient with longsword.

### Eladrin Will

+1 Will; +5 to saving throws against charm.

### Fey Origin

Your origin is fey, not natural

### Fey Step

Use fey step as an encounter power.

### Trance

Meditate aware 4 hours instead of sleep.

## Class/Other Features

### Bloodsworn Starting Feature

Gain the bloodied determination power

### 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.

## Feats

### Healing Hands

Add Cha modifier to damage healed with lay on hands

# Meliera

Level 1 Eladrin Paladin

<b>HP</b> 27	SCORE	ABILITY	MOD	<b>AC</b> 20
	11	STR	0	
<b>Spd</b> 5	12	CON	1	<b>Fort</b> 12
	11	DEX	0	
<b>Init</b> +0	10	INT	0	<b>Ref</b> 13
	16	WIS	3	
	18	CHA	4	<b>Will</b> 16

13 Passive Insight

13 Passive Perception

Player Name:

## Skills

Acrobatics	Dexterity	-4
Arcana	Intelligence	2
Athletics	Strength	-4
Bluff	Charisma	4
Diplomacy	Charisma	4
Dungeoneering	Wisdom	3
Endurance	Constitution	• 4
Heal	Wisdom	• 8
History	Intelligence	• 7
Insight	Wisdom	3
Intimidate	Charisma	4
Nature	Wisdom	• 8
Perception	Wisdom	3
Religion	Intelligence	• 5
Stealth	Dexterity	-4
Streetwise	Charisma	4
Thievery	Dexterity	-4

• 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

**Longsword:** +3 vs. AC, 1d8 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 (+0) damage.

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

Additional Effects

Basic Attack

## Ranged Basic Attack

At-Will ♦ Standard Action

**Unarmed:** +0 vs. AC, 1d4 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

## Bolstering Strike

At-Will ♦ Standard Action

**Longsword:** +7 vs. AC, 1d8+4 damage

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

*You attack your foe without mercy or reprieve, and your accuracy is rewarded with a divine gift of vigor.*

**Keywords:** Divine, Weapon

**Attack:** Charisma vs. AC

**Hit:** 1[W] + Cha modifier (+4) damage, and you gain temporary hit points equal to your Wis modifier (+3).

Additional Effects

Paladin Attack 1

## Virtuous Strike

At-Will ♦ Standard Action

**Longsword:** +7 vs. AC, 1d8+4 damage

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

*The clean light of your weapon pierces your enemies and fills you with resolve.*

**Keywords:** Divine, Radiant, Weapon

**Attack:** Charisma vs. AC

**Hit:** 1[W] + Cha modifier (+4) radiant damage, and you gain a +2 bonus to saving throws until the start of your next turn.

**Special:** This power can be used as a melee basic attack.

Additional Effects

Paladin Attack 1

## Shielding Smite

Encounter ♦ Standard Action

**Longsword:** +7 vs. AC, 2d8+4 damage

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

*A translucent golden shield forms in front of a nearby ally as you attack with your weapon.*

**Keywords:** Divine, Weapon

**Attack:** Charisma vs. AC

**Hit:** 2[W] + Cha modifier (+4) damage.

**Effect:** Until the end of your next turn, one ally within 5 squares of you gains a power bonus to AC equal to your Wis modifier (+3).

Additional Effects

Paladin Attack 1

Used

## Radiant Delirium

Daily ♦ Standard Action

**Unarmed:** +4 vs. Reflex, 3d8+4 damage

**Ranged** 5      **Target:** One creature

*You engulf your enemy in searing ribbons of radiance.*

**Keywords:** Divine, Implement, Radiant

**Attack:** Charisma vs. Reflex

**Hit:** 3d8 + Cha modifier (+4) 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

Paladin Attack 1

Used

### 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 (+4).

**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

### Bloodied Determination

Encounter ♦ Free Action

**Personal**

*When you are in dire straits, failure is not an option. You adjust your attack at the last moment to deliver a strike.*

**Keyword:** Martial

**Trigger:** You miss with an at-will attack power while you are bloodied.

**Effect:** You reroll the missed attack roll.

Additional Effects

Bloodsworn Utility

Used

### 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 (+4).

Additional Effects

Paladin Feature

Used

### 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 (+0) as extra damage on your next attack this turn.

Additional Effects

Paladin Feature

Used

### Fey Step

Encounter ♦ Move Action

**Personal**

*You step through the boundary between the planes, disappearing for a moment before reappearing somewhere else.*

**Keyword:** Teleportation

**Effect:** Teleport up to 5 squares.

Additional Effects

Eladrin Racial Power

Used