

Bjorn 1 **Dragonborn** **M** **Lawful Good**
 Character Name Level Race Gender Alignment
 Blonde Blue 6'2" 198 Medium Bahmut
 Hair Eyes Height Weight Size Diet

Class Paladin
 Paragon
 Epic Destiny



	Score	Mod
STR	18	+4
CON	14	+2
DEX	11	+0
INT	8	-1
WIS	15	+2
CHA	12	+1

	1/2 lvl	Abil	Armor	Misc	Misc	Shield
AC 17	= 10+	0	0	7		
Fort 15	= 10+	0	4	1		
Ref 11	= 10+	0	0	1		
Will 13	= 10+	0	2	1		

Resistances
 Saving Throw Bonuses
 Defense & Healing Notes

HP 34

Current HP	Temp HP

Bloodied
17

Healing Surges **12** = 10 + 2 +

Surge Heals **13** = 8 + 1 + 2

Surges Used

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Initiative **0** = 0 + 0 +

Speed **5** = 6 + -1



Passive Perception **12**
 Passive Insight **17**

Attack Power	Attack	AC	Damage	Effects & Notes	Freq
Holy Strike	+6 vs AC	AC	2d6+4	[radiant], if marked, deal +Wisdom dmg	At Will
Valiant Strike	+6 vs AC	AC	2d6+4	+1 to hit per enemy adjacent	At Will
Radiant Smite	+6 vs AC	AC	4d6+6	[radiant]	Enc.
Paladin's Judgement	+6 vs AC	AC	6d6+4	1 ally within 5 can spend a healing surge	Enc.
Dragon's Breath	+7 vs Ref	Ref	1d6+2	[fire] - Close Burst 5	Enc.
					Daily

Combat Notes
 Divine Challenge
 +1 to attack rolls when bloodied

Action Points Milestones
 Additional AP Effects

Weapon / Implement	Range	Attack	Lvl	Abil	Prof	Enh	Feat	Misc	Damage	Abil enh	feat	Misc	Properties / Notes
Maul		+6	0	4	2				2d6+4	4			
Longbow	15/30	+2	0	0	2				1d10	0			
Dragon Breath		+4	0	4					1d6+2	2			Close Burst 5

	Total	1/2 lvl	Abil	Trained	Race	Misc	Armor
Acrobatics (Dex)	-2	= 0 +	0		0		-2
Arcana (Int)	-1	= 0 +	-1		0		
Athletics (Str)	+2	= 0 +	4		0		-2
Bluff (Cha)	+1	= 0 +	1		0		
Diplomacy (Cha)	+6	= 0 +	1	<input checked="" type="checkbox"/>	0		
Dungeoneering (Wis)	+2	= 0 +	2		0		
Endurance (Con)	+0	= 0 +	2		0		-2
Heal (Wis)	+7	= 0 +	2	<input checked="" type="checkbox"/>	0		
History (Int)	+1	= 0 +	-1		2		
Insight (Wis)	+7	= 0 +	2	<input checked="" type="checkbox"/>	0		
Intimidate (Cha)	+3	= 0 +	1		2		
Nature (Wis)	+2	= 0 +	2		0		
Perception (Wi)	+2	= 0 +	2		0		
Religion (Int)	+4	= 0 +	-1	<input checked="" type="checkbox"/>	0		
Stealth (Dex)	-2	= 0 +	0		0		-2
Streetwise (Cha)	+1	= 0 +	1		0		
Thievery (Dex)	-2	= 0 +	0		0		-2
>> Custom	+0	= 0 +					

Feats

Languages

Feat	Description / Notes	Source
Toughness	+5 hp per tier	
Improved Dragon Breath	Close Blast 5 instead of 3	

Wealth

PP SP
 Astrl Diam
 GP CP
 Residuum
 10 cp = 1 sp 100 gp = 1 pp 10 sp = 1 gp 100 pp = 1 ad
 50 coins = 1 lb

Misc Valuables

Misc Valuables	Value
Everlasting Provisions	840

Abilities

Ability Name	Description / Notes	Source

Equipment

Equipment Worn

Armor

	AC	Speed	Check	Weight	Notes
Scale Armor	+7	-1	-2	50	if you use second wind while bloodied, gain additional 1d10 hp

Shield

	AC	Speed	Check	Weight	Notes

Slot **Item** **Notes**

Head		
Neck		
Arms		
Hands		
Ring		
Ring		
Waist		
Feet		

Equipment Carried (List items indented under their containers)

Item	Wt	Item	Wt
Backpack	2	Holy Symbol	1
Backpack (empty)	2	Maul	
Bedroll	5		
Flint and steel			
Pouch, belt (empty)	0.5		
Rations, trail (10 days)	10		
Rope, hempen (50 ft.)	10		
Sunrods (6)	6		
Waterskin	4		
		Clothes	5
		Wealth	1

Normal Load Medium Load Normal Load Total Carried

Experience

Current XP Next Level