

CHARACTER NAME
Eomer

PLAYER NAME

RACE
Dwarf

CLASS
Paladin

LEVEL
5

HP
57

Spd
5

Init
+2

16 STR

13 CON

10 DEX

8 INT

14 WIS

18 CHA

AC
23

Fort
17

Ref
16

Will
18

14 Passive Insight

14 Passive Perception



Second Wind

KEYWORDS

USED

Minor

↓

↖

Personal

ACTION

↖

5

✱

RANGE

vs

Self

ATTACK

DEFENSE

TARGET

Effect: You spend a healing surge and regain 14 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

PLAY DATA

DUNGEONS & DRAGONS®

Divine Challenge

KEYWORDS
Divine, Radiant

USED

Minor

↓

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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 (+4) 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 (+4) at 11th level, and to 9 + your Charisma modifier (+4) 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

BOOK
PH

AT-WILL POWER

DUNGEONS & DRAGONS®

Enfeebling Strike

KEYWORDS
Divine, Weapon

USED

Standard

↓

↖

Melee weapon

ACTION

↖

10

✱

RANGE

10

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Charisma vs. AC
Hit: 1[W] + Charisma modifier (+4) 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 (+4) at 21st level.

Dynamic Craghammer +2: +10 attack, 1d10+8 damage

ADDITIONAL EFFECTS

CLASS
Paladin

LEVEL
1

BOOK
PH

AT-WILL POWER

DUNGEONS & DRAGONS®

ENCOUNTER SPECIAL

DUNGEONS & DRAGONS®

Lay on Hands

KEYWORDS
Divine, Healing

USED

Minor

*

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↖

Melee touch

ACTION

↖

10

✱

RANGE

vs

One creature

ATTACK

DEFENSE

TARGET

Special: You can use this power a number of times per day equal to your Wisdom modifier (+2) (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

CLASS
Paladin

LEVEL

BOOK
PH

AT-WILL POWER

DUNGEONS & DRAGONS®

Divine Mettle

KEYWORDS
Divine

USED

Minor

↓

↖

Close burst 10

ACTION

↖

10

✱

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 (+4).
Prerequisite: Channel Divinity, Paladin

ADDITIONAL EFFECTS

CLASS
Paladin

LEVEL

BOOK
PH

ENCOUNTER POWER

DUNGEONS & DRAGONS®

ENCOUNTER ACTION

DUNGEONS & DRAGONS®

Bolstering Strike

KEYWORDS
Divine, Weapon

USED

Standard

*

↓

↖

Melee weapon

ACTION

↖

10

✱

RANGE

10

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Charisma vs. AC
Hit: 1[W] + Charisma modifier (+4) damage, and you gain temporary hit points equal to your Wisdom modifier (+2).
Increase damage to 2[W] + Charisma modifier (+4) at 21st level.

Dynamic Craghammer +2: +10 attack, 1d10+8 damage

ADDITIONAL EFFECTS

CLASS
Paladin

LEVEL
1

BOOK
PH

AT-WILL POWER

DUNGEONS & DRAGONS®

Divine Strength

KEYWORDS
Divine

USED

Minor

↓

↖

Personal

ACTION

↖

10

✱

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.
Prerequisite: Channel Divinity, Paladin

ADDITIONAL EFFECTS

CLASS
Paladin

LEVEL

BOOK
PH

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Fearsome Smite

KEYWORDS		Divine, Fear, Weapon		USED
Standard	* ⬇ ⬆ ⬇	Melee weapon		
ACTION	⬅ ⬆ ⬇	RANGE		
10	vs	AC	One creature	
ATTACK	DEFENSE	TARGET		
Attack: Charisma vs. AC Hit: 2[W] + Charisma modifier (+4) damage. Until the end of your next turn, the target takes a penalty to attack rolls equal to your Wisdom modifier (+2).				
Dynamic Craghammer +2: +10 attack, 2d10+8 damage				
ADDITIONAL EFFECTS				
CLASS	Paladin	LEVEL	1	BOOK <i>PH</i>

ENCOUNTER POWER



Righteous Smite

KEYWORDS		Divine, Weapon		USED
Standard	* ⬇ ⬆ ⬇	Melee weapon		
ACTION	⬅ ⬆ ⬇	RANGE		
10	vs	AC	One creature	
ATTACK	DEFENSE	TARGET		
Attack: Charisma vs. AC Hit: 2[W] + Charisma modifier (+4) damage, and you and each ally within 5 squares of you gain temporary hit points equal to 5 + your Wisdom modifier (+2).				
Dynamic Craghammer +2: +10 attack, 2d10+8 damage				
ADDITIONAL EFFECTS				
CLASS	Paladin	LEVEL	3	BOOK <i>PH</i>

ENCOUNTER POWER



Paladin's Judgment

KEYWORDS		Divine, Healing, Weapon		USED
Standard	* ⬇ ⬆ ⬇	Melee weapon		
ACTION	⬅ ⬆ ⬇	RANGE		
9	vs	AC	One creature	
ATTACK	DEFENSE	TARGET		
Attack: Strength vs. AC Hit: 3[W] + Strength modifier (+3) damage, and one ally within 5 squares of you can spend a healing surge. Miss: One ally within 5 squares of you can spend a healing surge.				
Dynamic Craghammer +2: +9 attack, 3d10+7 damage				
ADDITIONAL EFFECTS				
CLASS	Paladin	LEVEL	1	BOOK <i>PH</i>

DAILY POWER



Hallowed Circle

KEYWORDS		Divine, Implement, Zone		USED
Standard	⬇ ⬆ ⬇	Close burst 3		
ACTION	⬅ 3 ⬆ ⬇	RANGE		
6	vs	Reflex	Each enemy in burst	
ATTACK	DEFENSE	TARGET		
Attack: Charisma vs. Reflex Hit: 2d6 + Charisma modifier (+4) damage. Effect: The burst creates a zone of bright light that lasts until the end of the encounter. You and your allies gain a +1 power bonus to all defenses while within the zone.				
ADDITIONAL EFFECTS				
CLASS	Paladin	LEVEL	5	BOOK <i>PH</i>

DAILY POWER



Sacred Circle

KEYWORDS		Divine, Implement, Zone		USED
Standard	⬇ ⬆ ⬇	Close burst 3		
ACTION	⬅ 3 ⬆ ⬇	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 <i>PH</i>

UTILITY POWER



Dynamic Craghammer +2

	+2 attack rolls and damage	+2d6 damage
BONUS	ENHANCEMENT	CRITICAL
PROPERTIES		
ACTION <input type="checkbox"/> AT-WILL <input checked="" type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY		
POWER		
Power (Encounter • Polymorph): Minor Action. Change the weapon into a different weapon from any melee category (simple, military, or superior). This effect lasts until the end of the encounter, or until you end it as a minor action.		
ITEM SLOT/TYPE	One-hand	LEVEL 6 PRICE 1800 BOOK <i>AV</i>

MAGIC ITEM



Cloak of the Walking Wounded +1

	+1 Fortitude, Reflex, and V	
BONUS	ENHANCEMENT	CRITICAL
PROPERTIES		
If you use your second wind while bloodied, you can expend two healing surges instead of one (gaining hit points from both).		
ACTION <input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY		
POWER		
Item Slot: Neck		
ITEM SLOT/TYPE	Neck	LEVEL 4 PRICE 840 BOOK <i>AV</i>

MAGIC ITEM



Plate Armor of Sacrifice +1

	+1 AC	
BONUS	ENHANCEMENT	CRITICAL
PROPERTIES		
ACTION <input checked="" type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input checked="" type="checkbox"/> DAILY		
POWER		
Power (At-Will): Minor Action. Use this power when you are adjacent to an ally who is subject to an effect that a save can end. The ally is no longer affected, and you now have the effect. You cannot make a saving throw against this effect until the end of your next turn. Power (Daily • Healing): Minor Action. Spend a healing surge. One ally within 5 squares of you regains hit points as though he or she had spent a healing surge.		
ITEM SLOT/TYPE	Body	LEVEL 5 PRICE 1000 BOOK <i>PH</i>

MAGIC ITEM

