

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

1

Level

Imizel Volkar

Unaligned male Human Hybrid

Medium

Tempus

Age

Height

Weight

Size

Deity

0

Total XP

1000

Defenses

| | | | |
|----|------|-----|------|
| 20 | 13 | 14 | 16 |
| AC | FORT | REF | WILL |

Conditional Bonuses

Hit Points

Max HP
(Bloodied 13) 26

Temp HP

Current Hit Points

Healing Surges

Surge Value

Surges/Day

6

9

Current Conditions:

Action Points

Action Points

Milestones

Action Points

| |
|---|
| 0 |
| 1 |
| 2 |

0
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

| | | |
|--------------------------|--------------------------|--------------------------|
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
|--------------------------|--------------------------|--------------------------|

Saving Throw Mods

0

Resistances/Vulnerabilities

Current Conditions and Effects

Basic Attacks

Melee

Longsword

3

Strength vs. AC

1d8

Damage

Ranged

Unarmed

0

Dexterity vs. AC

1d4

Damage

Languages

Common, Elven



Abilities

STR Strength

11

Check

0

CON Constitution

13

1

DEX Dexterity

10

0

INT Intelligence

8

-1

WIS Wisdom

12

1

CHA Charisma

20

5

Skills

| | | |
|---------------|--------------|------|
| Acrobatics | Dexterity | -4 |
| Arcana | Intelligence | -1 |
| Athletics | Strength | -4 |
| Bluff | Charisma | ✓ 10 |
| Diplomacy | Charisma | ✓ 10 |
| Dungeoneering | Wisdom | 1 |
| Endurance | Constitution | ✓ 2 |
| Heal | Wisdom | 1 |
| History | Intelligence | -1 |
| Insight | Wisdom | 1 |
| Intimidate | Charisma | ✓ 12 |
| Nature | Wisdom | 1 |
| Perception | Wisdom | 1 |
| Religion | Intelligence | -1 |
| Stealth | Dexterity | -4 |
| Streetwise | Charisma | 5 |
| Thievery | Dexterity | -4 |

Combat Statistics and Senses

Initiative

0

Conditional Modifiers:

Speed

5

Passive Insight

11

Passive Perception

11

Special Senses: Normal



Player Name

Imizel Volkar

Character Name

Character Details

Background

Early Life - Social Outcast

Theme

Guardian

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

Ki Focus

Feet

Other Equipment

Total Weight (lbs.)

72

Carrying Capacity
(lbs.)

Treasure

100 gp
0 gp banked

Normal

110

Heavy

220

Max

550

Imizel Volkar

Player Name

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

Divine Challenge (Hybrid)

Gain Divine Challenge power; the radiant damage equals your Charisma mod/Cha mod +2/Cha mod +4 (by tier)

Eldritch Pact (Hybrid)

Eldritch Strike Charisma

Use CHA for Eldritch Strike

Fey Pact (Hybrid)

Warlock pact minus the at-will attack power and pact boon

Guardian Starting Feature

Gain the Guardian's Counter power

Hybrid Paladin Fortitude

Hybrid Warlock Reflex

Paladin Armor Proficiency

Gain proficiency with leather, hide, chain, scale, plate, light and heavy shields

Warlock's Curse (Hybrid)

When using warlock powers, deal bonus damage to cursed targets

Feats

Hybrid Talent

Gain a hybrid talent option for one of your hybrid class entries

Starfire Womb

Roll to save against one condition when you deal damage with radiant or fear power

Imizel Volkar

Level 1 Human Paladin/Warlock

| | SCORE | ABILITY | MOD | |
|-------------|-----------|------------|-----------|-------------|
| HP | 11 | STR | 0 | AC |
| 26 | | | | 20 |
| | 13 | CON | 1 | Fort |
| Spd | 10 | DEX | 0 | 13 |
| 5 | | | | Ref |
| | 8 | INT | -1 | 14 |
| Init | 12 | WIS | 1 | Will |
| +0 | 20 | CHA | 5 | 16 |

11 Passive Insight

11 Passive Perception

Skills

| | | |
|---------------|--------------|------|
| Acrobatics | Dexterity | -4 |
| Arcana | Intelligence | -1 |
| Athletics | Strength | -4 |
| Bluff | Charisma | • 10 |
| Diplomacy | Charisma | • 10 |
| Dungeoneering | Wisdom | 1 |
| Endurance | Constitution | • 2 |
| Heal | Wisdom | 1 |
| History | Intelligence | -1 |
| Insight | Wisdom | 1 |
| Intimidate | Charisma | • 12 |
| Nature | Wisdom | 1 |
| Perception | Wisdom | 1 |
| Religion | Intelligence | -1 |
| Stealth | Dexterity | -4 |
| Streetwise | Charisma | 5 |
| 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

Player Name:

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

Dire Radiance

At-Will ♦ Standard Action

Holy Symbol: +5 vs. Fortitude, 1d6+5 damage

Ranged 10 **Target:** One creature

You cause a shaft of brilliant, cold starlight to lance down from above, bathing your foe in excruciating light. The nearer he moves toward you, the brighter and more deadly the light becomes.

Keywords: Arcane, Fear, Implement, Radiant

Attack: Charisma or Constitution vs. Fortitude

Hit: 1d6 + Cha modifier (+5) or Con modifier (+1) radiant damage. The first time the target moves closer to you on its next turn, it takes an extra 1d6 + Cha modifier (+5) or Con modifier (+1) damage.

Additional Effects

+1d6 to damage once per turn (Warlock's Curse)

Warlock Attack 1

Eldritch Strike

At-Will ♦ Standard Action

Longsword: +8 vs. AC, 1d8+5 damage

Melee weapon **Target:** One creature

The dire power of your attack drives your enemy before you.

Keywords: Arcane, Weapon

Attack: Charisma or Constitution vs. AC

Hit: 1[W] + Charisma or Con modifier (+1) damage, and you slide the target 1 square.

Special: When you take this power, you determine whether you use Charisma or Constitution for the power's attack roll and damage roll. This choice remains throughout the character's life. This power counts as a melee basic attack. You can choose this power instead of eldritch blast as the power associated with your Eldritch Blast class feature.

Additional Effects

+1d6 to damage once per turn (Warlock's Curse)

Warlock Attack 1

Virtuous Strike

At-Will ♦ Standard Action

Longsword: +8 vs. AC, 1d8+5 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 (+5) 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

Guardian's Counter

Encounter ♦ Immediate Interrupt

Close burst 2

Seeing a friend in danger, you step up to take the attack meant for your ally—and then you strike back.

Keyword: Martial

Trigger: An ally within 2 squares of you is hit by an attack and you are not included in the attack.

Effect: You and the ally shift up to 2 squares as a free action, swapping positions. You become the target of the triggering attack, in place of the ally. After the attack is resolved, you can make a basic attack against the attacker.

Additional Effects

Guardian Attack

Used ☐

Sprite War Call

Encounter ♦ Standard Action

Holy Symbol: +5 vs. Reflex, 1d8+5 damage

Ranged 5

Target: One creature

An army of sprites flickers into existence, loosing a barrage of miniature arrows that stings your enemy and induces lethargy in it.

Keywords: Arcane, Implement

Fey Pact: The power's range is 10 squares.

Attack: Charisma vs. Reflex

Hit: 1d8 + Cha modifier (+5) damage. Until the end of your next turn, the target is slowed and grants combat advantage to you.

Additional Effects

+1d6 to damage once per turn (Warlock's Curse)

Warlock Attack 1

Used ☐

Warlock's Curse

At-Will ♦ Minor Action

Effect: Once per turn as a minor action, you can place a Warlock's Curse on the enemy nearest to you that you can see. A cursed enemy is more vulnerable to your attacks. If you hit a cursed enemy with an attack, you deal extra damage. You decide whether to apply the extra damage after making the damage roll. You can deal this extra damage only once per turn.

A Warlock's Curse remains in effect until the end of the encounter or until the cursed enemy drops to 0 hit points or fewer.

You can place a Warlock's Curse on multiple targets over the course of an encounter; each curse requires the use of a minor action. You can't place a Warlock's Curse on a creature that is already affected by your or another character's Warlock's Curse.

As you advance in level, your extra damage increases.

Level **Warlock's Curse Extra Damage**

1st–10th +1d6

11th–20th +2d6

21st–30th +3d6

Additional Effects

Warlock's Curse Power

Majestic Halo

Daily ♦ Standard Action

Longsword: +8 vs. AC, 3d8+5 damage

Melee weapon

Target: One creature

You shine with divine radiance that sears your enemies as you attack and commands their respect.

Keywords: Divine, Radiant, Weapon

Attack: Charisma vs. AC

Hit: 3[W] + Cha modifier (+5) radiant damage.

Miss: Half damage.

Effect: Until the end of the encounter, any enemy that starts its turn adjacent to you is subject to your divine sanction until the end of its 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 (+5).

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

Divine Challenge (Hybrid): You gain the paladin power divine challenge. The power functions as normal, except that the radiant damage equals your Cha modifier (+5). The damage increases to 2 + your Cha modifier (+5) at 11th level and 4 + your Cha modifier (+5) at 21st level.

Additional Effects

Paladin Feature