

Player Name

Character Name: **Dragonborn** | Size: **Medium** | Age: **18** | Level: **1** | Class: **Paladin** | Paragon Path: **Bahamut** | Epic Destiny: | Total XP:

Race: **Dragonborn** | Gender: **Male** | Height: **6'6"** | Weight: **300#** | Alignment: **Lawful Good** | Deity: **Bahamut**

INITIATIVE

SCORE	DEX	1/2 LEVEL	MISC
0	0	0	

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10+ 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
18	AC	10	8					

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
5	Speed	6	-1	

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
18	STR Strength	4	4
13	CON Constitution	1	1
10	DEX Dexterity	0	0
8	INT Intelligence	-1	-1
14	WIS Wisdom	2	2
16	CHA Charisma	3	3

FORT

SCORE	DEFENSE	10+ 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	FORT	10	4	1				

CONDITIONAL BONUSES

REF

SCORE	DEFENSE	10+ 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
11	REF	10	0	1				

CONDITIONAL BONUSES

WILL

SCORE	DEFENSE	10+ 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
14	WILL	10	3	1				

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
12	Passive Insight	10	+ 2
12	Passive Perception	10	+ 2

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: **Greataxe**

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 7	0	4	1	2			

ABILITY: **Handaxe**

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 6	0	4		2			

HIT POINTS

MAX HP	BLOODED	HEALING SURGES	SURGE VALUE	SURGES/DAY
28	14	7	7	11

1/2 HP | 1/4 HP

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
1	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

DAMAGE WORKSPACE

ABILITY: **Greataxe**

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
4	4				

ABILITY: **Handaxe**

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
4	4				

CURRENT HIT POINTS: | CURRENT SURGE USES:

SECOND WIND 1/ENCOUNTER USED

TEMPORARY HIT POINTS:

DEATH SAVING THROW FAILURES:

SAVING THROW MODS:

RESISTANCES:

CURRENT CONDITIONS AND EFFECTS:

RACE FEATURES

ABILITY SCORE MODS **+2 Strength, +2 Charisma**

Dragonborn Fury

Draconic Heritage: 8

Dragon Breath: Strength; Acid

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
Str vs AC		Greataxe	1d12+4
Str vs AC		Handaxe	1d6+4
Str vs Ref		Breath Weapon	1d6+1
 vs 			

SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
-2	Acrobatics	DEX	0		-2
-1	Arcana	INT	-1		n/a
2	Athletics	STR	4		-2
3	Bluff	CHA	3		n/a
8	Diplomacy	CHA	3	5	n/a
2	Dungeoneering	WIS	2		n/a
-1	Endurance	CON	1		-2
7	Heal	WIS	2	5	n/a
1	History	INT	-1		n/a 2
2	Insight	WIS	2		n/a
10	Intimidate	CHA	3	5	n/a 2
2	Nature	WIS	2		n/a
2	Perception	WIS	2		n/a
4	Religion	INT	-1	5	n/a
-2	Stealth	DEX	0		-2
3	Streetwise	CHA	3		n/a
-2	Thievery	DEX	0		-2

CLASS / PATH / DESTINY FEATURES

Armor Proficiency: Cloth, leather, hide, chainmail, scale, plate; light shield, heavy shield

Weapon Proficiency: Simple melee, military melee, simple ranged

Implement: Holy Symbol

Bonus to Defense: +1 Fortitude, +1 Reflex, +1 Will

Channel Divinity

Divine Challenge

Lay on hands

FEATS

1: Enlarged Breath Weapon

LANGUAGES KNOWN

Common

Draconic

