

Name Berrian

Race Eladrin

Alignment Unaligned

Maximum HP 52

Current HP 33

Surge Value 13

Action Points 2

Size Medium

Deity Melora

Bloodied 26

Temp HP 2

Surges/Day 12

Action Point Used 2

Class Paladin

Age 21

Languages Common, Elven

Healing Surge Used

Surge Uses 4

Milestones 1

Paragon Path -

Gender ♂

Failed Death Saving Throws

Daily Item Powers

Epic Destiny -

Height 5'11"

Weight 143 lb.

Initiative 3

(Milestone)

Total XP 4,960

Level 4

Speed 5

Ability Scores

	Score	Modifier
Strength	13	1
Constitution	14	2
Dexterity	12	1
Intelligence	10	0
Wisdom	15	2
Charisma	17	3

Armor Class	22
Fortitude Defense	16
Reflex Defense	16
Will Defense	18

+5 save vs. charm

Skills

	Bonus	Trained
Acrobatics	1	<input type="checkbox"/>
Arcana	4	<input type="checkbox"/>
Athletics	1	<input type="checkbox"/>
Bluff	5	<input type="checkbox"/>
Diplomacy	10	<input checked="" type="checkbox"/>
Dungeoneering	4	<input type="checkbox"/>
Endurance	7	<input checked="" type="checkbox"/>
Heal	4	<input type="checkbox"/>
History	9	<input checked="" type="checkbox"/>
Insight	9	<input checked="" type="checkbox"/>
Intimidate	5	<input type="checkbox"/>
Nature	4	<input type="checkbox"/>
Perception	4	<input type="checkbox"/>
Religion	7	<input checked="" type="checkbox"/>
Stealth	1	<input type="checkbox"/>
Streetwise	5	<input type="checkbox"/>
Thievery	1	<input type="checkbox"/>

Passive Senses

Insight	19
Perception	14
Arcana	14
Dungeoneering	14
History	19
Religion	17

Feats

Toughness
Eladrin Soldier
Healing Hands

Armor

Armor +1 Black Iron Plate

Shield Light Shield

Weapons

Equipped	Name	Attack	Damage
<input checked="" type="checkbox"/>	+1 Longsword	+7 vs. AC	1d8+4
<input type="checkbox"/>	Sling	+5 vs. AC	1d6+1
<input type="checkbox"/>	+1 Frost Javelin	+6 vs. AC	1d6+2

Magic Items

Implement +1 Holy Symbol of Hope

Arms

Feet

Hands

Head

Neck +1 Amulet of Health

Ring

Ring

Waist

Other Equipment

Backpack
Bedroll
Belt pouch
Flint and steel
Hemp rope (50')
Potion of Healing
19 × Sling Bullets
2 × Sun rod
Waterskin

Carrying

95.55 lb.

Wealth

Gold ▫ 259
Silver ▫ 3
Copper ▫ 3
Gems -

Bolstering Strike

At-Will ♦ **Divine, Weapon**
Standard Action **Melee** weapon
Target: One creature
Attack: +9 vs. AC
Hit: 1d8+6 damage, and you gain temporary hit points equal to 2.

Enfeebling Strike

At-Will ♦ **Divine, Weapon**
Standard Action **Melee** weapon
Target: One creature
Attack: +9 vs. AC
Hit: 1d8+6 damage. If you marked the target, it takes a –2 penalty to attack rolls until the end of your next turn.

Righteous Smite

Encounter ♦ **Divine, Healing, Weapon**
Standard Action **Melee** weapon
Target: One creature
Attack: +9 vs. AC
Hit: 2d8+6 damage, and you and each ally within 5 squares of you gain 7 temporary hit points.

Shielding Smite

Encounter ♦ **Divine, Weapon**
Standard Action **Melee** weapon
Target: One creature
Attack: +9 vs. AC
Hit: 2d8+6 damage.
Effect: Until the end of your next turn, one ally within 5 squares of you gains a +2 power bonus to AC.

Martyr's Blessing

Daily ♦ **Divine**
Immediate Interrupt **Close** burst 1
Trigger: An adjacent ally is hit by a melee or ranged attack.
Effect: You are hit by the attack instead.

Radiant Delirium

Daily ♦ **Divine, Implement, Radiant**
Standard Action **Ranged** 5
Target: One creature
Attack: +4 vs. Reflex
Hit: 3d8+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.

Fey Step

Encounter ♦ **Teleportation**
Move Action **Personal**
Effect: Teleport up to 5 squares.

Divine Challenge

At-Will ♦ **Divine, Radiant**
Minor Action **Close** burst 5
Target: One creature in burst
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 6 radiant damage the first time it makes an attack that doesn't include you as a target before the start of your next turn.
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 you divine challenge on your next 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.

Lay on Hands

At-Will ♦ **Divine, Healing**
Minor Action **Melee** touch
Target: One creature
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 plus an additional 3 hit points. You must have at least one healing surge remaining to use this power.
Special: You can use this power a number of times per day equal to your Wisdom modifier (minimum 1), but only once per round.

Channel Divinity: Divine Mettle

Encounter ♦ **Divine**
Minor Action **Close** burst 10
Target: One creature in burst
Effect: The target makes a saving throw with a +3 bonus.

Channel Divinity: Divine Strength

Encounter ♦ **Divine**
Minor Action **Personal**
Effect: Apply an additional 1 damage on your next attack this turn.

+1 Frost Javelin

Critical: +1d6 cold damage

At-Will ♦ Cold

Free Action

Effect: All damage dealt by this weapon is cold damage. Another free action returns the damage to normal.

Daily ♦ Cold

Free Action

Effect: Use this power when you hit with the weapon. The target takes an extra 1d8 cold damage and is slowed until the end of your next turn.

+1 Holy Symbol of Hope

Critical: +1d6 damage

Daily

Immediate Reaction

Effect: You can use this power when you or an ally within 5 squares of you is hit by an effect that a save can end. You or the ally gain a +5 power bonus to saving throws against the effect.

+1 Longsword

Critical: +1d6 damage

+1 Black Iron Plate

Prop.: Resist 5 fire and 5 necrotic.

+1 Amulet of Health

Prop.: Resist 5 poison.