

Player Name: Cris Shuldiner

Toiva	6	Paladin	7,500
Character Name	Level	Class	Total XP
Changeling	Medium	21	Female
Race	Size	Age	Gender
		6' 0"	155
		Height	Weight
		Unaligned	Aika
		Alignment	Deity
		Gray Guard	
		Adventuring Company	RPGA Number

INITIATIVE			
SCORE	DEX	1/2 LVL	MISC
3	Initiative	3	
CONDITIONAL MODIFIERS			

DEFENSES									
SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ABIL	CLASS	FEAT	ENH	MISC	MISC	
23	AC	13	7			2	1		
CONDITIONAL BONUSES									

MOVEMENT				
SCORE	BASE	ARMOR	ITEM	MISC
5	Speed (Squares)	6	-1	
SPECIAL MOVEMENT				

ABILITY SCORES			
SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
16	STR Strength	3	6
12	CON Constitution	1	4
10	DEX Dexterity	0	3
10	INT Intelligence	0	3
14	WIS Wisdom	2	5
19	CHA Charisma	4	7

DEFENSES									
SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC	
18	FORT	13	3	1		1			
CONDITIONAL BONUSES									
16	REF	13		1		1	1		
CONDITIONAL BONUSES									
20	WILL	13	4	1		1	1		
CONDITIONAL BONUSES									

SENSES			
SCORE	PASSIVE SENSE	BASE	SKILL BONUS
22	Passive Insight	10	12
15	Passive Perception	10	5
SPECIAL SENSES			

ATTACK WORKSPACE									
ABILITY: Melee Basic Attack - Vanguard Longsword +1									
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC		
+ 11	3	3		3		1	1		
ABILITY: Melee Basic Attack - Longsword									
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC		
+ 10	3	3		3			1		

HIT POINTS			
MAX HP	BLOODED	HEALING SURGES	SURGES/DAY
62	31	15	12
	1/2 HP	1/4 HP	
CURRENT HIT POINTS			
CURRENT SURGE USES			
SECOND WIND 1/ENCOUNTER USED			
TEMPORARY HIT POINTS			
DEATH SAVING THROW FAILURES			
SAVING THROW MODS +2 item bonus against effects that apply the slowed, immobilized, or restrained condition			
RESISTANCES			
CURRENT CONDITIONS AND EFFECTS			

ACTION POINTS		
MILESTONES	ACTION POINTS	
0	1	2
1	2	3
2		
ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS		

RACE FEATURES	
Change Shape	- Use change shape as an at-will power
Mental Defense	- +1 to Will; +2 INT, +2 CHA; +2 Bluff, +2 Insight
Shapechanger	- You have the shapechanger quality.
Changeling Trick	- You have the changeling trick power.

DAMAGE WORKSPACE					
ABILITY: Melee Basic Attack - Vanguard Longsword +1					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+4	3		1		
ABILITY: Melee Basic Attack - Longsword					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+3	3				

SKILLS					
BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
3	Acrobatics	DEX	3	0	
3	Arcana	INT	3	0	n/a
8	Athletics	STR	6	0	2
9	Bluff	CHA	7	0	2
12	Diplomacy	CHA	7	5	n/a
5	Dungeoneering	WIS	5	0	n/a
4	Endurance	CON	4	0	
5	Heal	WIS	5	0	n/a
3	History	INT	3	0	n/a
12	Insight	WIS	5	5	2
12	Intimidate	CHA	7	5	n/a
10	Nature	WIS	5	5	n/a
5	Perception	WIS	5	0	n/a
8	Religion	INT	3	5	n/a
3	Stealth	DEX	3	0	
7	Streetwise	CHA	7	0	n/a
3	Thievery	DEX	3	0	

CLASS / PATH / DESTINY FEATURES	
Channel Divinity	- Invoke a channel divinity class feature or other power; encounter; minor action. (Divine Mettle, Divine Strength)
Divine Challenge	- Use divine challenge as an at-will power; minor action.
Lay on Hands	- Use lay on hands as an at-will (special) power; minor action.

BASIC ATTACKS			
ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
12	vs AC	Bloodclaw Longsword +2	1d8+5
11	vs AC	Vanguard Longsword +1	1d8+4
10	vs AC	Longsword	1d8+3
9	vs AC	Javelin (Melee)	1d6+3

FEATS	
Toughness	- Gain 5 additional hit points per tier
Initiate of the Old Faith	- Druid: Nature skill, wild shape, at-will beast form power 1/encounter
Implement Expertise (holy symbol)	- +1 to attack rolls with holy symbols
Weapon Expertise (Heavy Blade)	- Gain bonus to attack rolls with heavy blades.
Weapon Expertise (Light Blade)	- Gain bonus to attack rolls with light blades.
Weapon Expertise (Spear)	- Gain bonus to attack rolls with spears.
Weapon Expertise (Unarmed)	- Gain bonus to attack rolls when unarmed.
Weapon Expertise (Axe)	- Gain bonus to attack rolls with axes.
Devoted Paladin	- Gain 1 healing surge, add Charisma modifier (+4) to lay on hands
Cleansing Challenge	- Use divine challenge against undead creature and deal 2 radiant damage.

LANGUAGES KNOWN	
Common	

POWER INDEX	
List your powers below. Check the box when the power is used. Clear the box when the power renews.	
AT-WILL POWERS	
Changeling Disguise	
Divine Challenge	
Lay on Hands	
Bolstering Strike	
Enfeebling Strike	
Wild Shape	
ENCOUNTER POWERS	
Second Wind	<input type="checkbox"/>
Changeling Trick	<input type="checkbox"/>
Divine Mettle	<input type="checkbox"/>
Divine Strength	<input type="checkbox"/>
Shielding Smite	<input type="checkbox"/>
Righteous Smite	<input type="checkbox"/>
Pounce	<input type="checkbox"/>
DAILY POWERS	
Radiant Delirium	<input type="checkbox"/>
Unyielding Faith	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
UTILITY POWERS	
Astral Speech	<input type="checkbox"/>
Wrath of the Gods	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
OTHER EQUIPMENT	
Adventurer's Kit	
Climber's Kit	
Holy Symbol	
Longsword	
Handaxe (2)	
Light Shield (E)	
Torch	
Javelin (2)	
Cloth Armor (Basic Clothing)	

MAGIC ITEM INDEX				
List your powers below. Check the box when the power is used. Clear the box when the power renews.				
MAGIC ITEMS				
WEAPON	Bloodclaw Longsword +2 (E)			<input type="checkbox"/>
WEAPON	Vanguard Longsword +1			<input type="checkbox"/>
WEAPON				<input type="checkbox"/>
WEAPON				<input type="checkbox"/>
ARMOR	Imposter's Scale Armor +2 (E)			<input type="checkbox"/>
ARMS				<input type="checkbox"/>
FEET	Boots of Free Movement (heroic tier) (E)			<input type="checkbox"/>
HANDS				<input type="checkbox"/>
HEAD				<input type="checkbox"/>
NECK	Amulet of Protection +1 (E)			<input type="checkbox"/>
RING				<input type="checkbox"/>
RING				<input type="checkbox"/>
WAIST				<input type="checkbox"/>
	Potion of Healing (heroic tier)			<input type="checkbox"/>
	Alchemist's Frost (level 1)			<input type="checkbox"/>
				<input type="checkbox"/>
				<input type="checkbox"/>
				<input type="checkbox"/>
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				<input type="checkbox"/>
				<input type="checkbox"/>
				<input type="checkbox"/>
Daily Item Powers Per Day				
Heroic (1-10)	<input type="checkbox"/>	Milestone	<input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>	
Paragon (11-20)	<input type="checkbox"/> <input type="checkbox"/>	Milestone	<input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>	
Epic (21-30)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Milestone	<input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>	

CHARACTER PORTRAIT

A close-up portrait of a woman with brown hair, looking upwards with an open mouth, framed by a decorative border. The image is set within a square frame with a gold-colored border and a black background. The woman's face is the central focus, with her eyes looking upwards and her mouth open as if in a state of surprise or awe. The lighting is soft, highlighting her features. The entire portrait is enclosed in a square frame with a gold-colored border and a black background. The frame has a slightly distressed or aged appearance. The portrait is centered within the frame, and the background is a solid black color. The overall style is that of a character portrait from a video game or a digital illustration.

Loyal and Protective. Fatalistic, but not overly serious. Sometimes brooding, especially when drinking.

Tall and slim, but powerful looking
Shoulder length brunette hair / gray eyes

Additional languages from Cloakpin:
Draconic

Hometown: Amaria in Skadderlin

Name: Cobalt	notes: Human Rogue
Name: Dr Elijah Caldwell	notes: Human Ranger
Name: Logan	notes: Human Rogue
Name: Strontium	notes: Warforged Wizard
Name: Bramble	notes: Quith Shaman

COINS AND OTHER WEALTH
Money on hand: 45 gp
Stored money: 269 gp
Encumbrance: 128 / 160