



TORINN

MALE DRAGONBORN PALADIN

LEVEL 6 GOOD

"My faith is my armor and shield."



Ability Score	Value	Modifier
STRENGTH	14	+2
CONSTITUTION	10	+0
DEXTERITY	10	+0
INTELLIGENCE	8	-1
WISDOM	15	+2
CHARISMA	20	+5

ARMOR CLASS	24
FORTITUDE DEFENSE	18
REFLEX DEFENSE	16
WILL DEFENSE	21
INITIATIVE	+3
SPEED (SQUARES)	5

HIT POINTS	59	HEALING SURGE HP HEALED	16	SECOND WIND	<input type="checkbox"/>
BLOODIED	29	HEALING SURGES/DAY	8	(Use second wind up to 1/encounter)	

<i>Current Hit Points</i>	<i>Current Surge Uses</i>
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Basic Attack Name	Attack Bonus	Damage	Range/Properties
Longsword	+10 vs. AC	1d8+4	Versatile (+1 damage when 2-handed)
Dagger	+8 vs. AC (+6 thrown)	1d4+2	5 squares normal/10 squares max

FEATS

Healing Hands (+5 additional hit points when using *lay on hands*)

Enlarged Dragon Breath (choose to make your dragon breath blast 5 instead of blast 3)

Improved Initiative

Weapon Focus (+1 feat bonus with heavy blades)

Passive Perception 15

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SKILLS

Diplomacy	+13
Endurance	+8
Insight	+5
Intimidate	+15
Perception	+5
Religion	+7

RACE AND CLASS FEATURES

Dragonborn Fury (when bloodied, +1 racial bonus on attack rolls)

Draconic Breath (see back back)

Divine Mettle (see back)

Divine Strength (see back)

Divine Challenge (see back)

Lay on Hands (see back)

Languages: Common and Draconic
Normal Vision

Note: Some race and class features area already added into the character's statistics and are not listed on the sheet.

EQUIPMENT

Heavy shield, dagger, holy symbol, backpack, bedroll, flint and steel, belt pouch, 2 sunrods, 10 days' trail rations, 50 ft. of hempen rope, waterskin

MAGIC ITEMS

Amulet of Protection +2 Level 6

This light blue amulet increases your defenses.

Item Slot: Neck

Enhancement: Fortitude, Reflex and Will

Battleforged Armor +1 Level 5

The dwarves and dragonborn argue over which race invented this enchanted armor.

Armor: plate

Enhancement: AC

Property: If you use your second wind when you are bloodied, regain an extra 1d10 hit points.

Magic Longsword +2 Level 6

A basic enchanted weapon.

Enhancement: +2 to attack rolls and damage rolls

Critical: +2d6 damage

FEATURES

Channel Divinity: Divine Mettle Paladin Feature

Your unswerving faith in your deity empowers a nearby creature to resist a debilitating affliction.

Encounter ◆ **Divine**

Special: You can use *divine mettle*, or *divine strength* once per encounter, but only one of them per encounter.

Minor Action Close burst 10

Target: One creature in burst

Effect: The target makes a saving throw with a bonus equal to 5.

Channel Divinity: Divine Strength Paladin Feature

You petition your deity for the divine strength to lay low your enemies.

Encounter ◆ **Divine**

Special: You can use *divine mettle*, or *divine strength* once per encounter, but only one of them per encounter.

Minor Action Personal

Effect: Apply your Strength modifier of 2 as extra damage on your next attack.

Divine Challenge Paladin Feature

You boldly confront a nearby enemy, searing it with divine light if it ignores your challenge.

Encounter ◆ **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 radiant

damage equal to 8 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 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 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 Paladin Feature

Your divine touch instantly heals wounds.

At-Will (Special) ◆ **Divine, Healing**

Special: You can use this power a number of times per day equal to 2, but only once per round.

Minor Action Melee touch

Target: One creature

Effect: You spend a healing surge but regain no hit points. Instead, the target regains hit points plus 5 (Healing Hands feat bonus included) as if it had spent a healing surge. You must have at least one healing surge remaining to use this power.

PRAYERS (DIVINE POWERS)

Your powers are called prayers, since they are from the divine power source. Some of your powers require you to use a weapon. If a power does not state "weapon", then you don't need to have your weapon in your hand. You usually have your holy symbol (an implement) in your hand when you use certain powers, but it's not required.

At-Will Prayers

Bolstering Strike Paladin Attack 1

You attack your foe without mercy or reprieve, and your accuracy is rewarded with a divine gift of vigor.

At-Will ◆ **Divine, Weapon**

Standard Action Melee longsword

Target: One creature

Attack: +11 vs. AC

Hit: 1d8 + 8 damage, and you gain temporary hit points equal to 2.

Enfeebling Strike Paladin Attack 1

Your brutal weapon attack leaves your foe weakened.

At-Will ◆ **Divine, Weapon**

Standard Action Melee longsword

Target: One creature

Attack: +11 vs. AC

Hit: 1d8 + 8 damage. If you marked the target, it takes a -2 penalty to attack rolls until the end of your turn.

Encounter Prayers

Draconic Breath Dragonborn Racial Power

As you open your mouth with a roar, the deadly power of your draconic kin blasts forth to engulf your foes.

Encounter ♦ Fire

Minor Action Close blast 3 or blast 5

Target: All creatures in the area

Attack: +7 vs Reflex

Hit: 1d6 + 2 damage

Righteous Smite

Paladin Attack 3

Your righteous blow fills you and your nearby allies with preternatural resolve.

At-Will ♦ Divine, Healing, Weapon

Standard Action Melee longsword

Target: One creature

Attack: +11 vs. AC

Hit: 2d8 + 8 damage, and you and each ally within 5 squares of you gain temporary hit points equal to 7.

Shielding Smite

Paladin Attack 1

A translucent golden shield forms in front of a nearby ally as you attack with your weapon.

At-Will ♦ Divine, Weapon

Standard Action Melee longsword

Target: One creature

Attack: +11 vs. AC

Hit: 2d8 + 8 damage

Effect: Until the end of your next turn, one ally with 5 squares of you gains a power bonus to AC equal to 2.

Daily Prayers

Radiant Delerium

Paladin Attack 1

You engulf your enemy in searing ribbons of radiance.

Daily ♦ Divine, Healing, Implement

Standard Action Ranged 5

Target: One creature

Attack: +11 vs. Reflex

Hit: 3d8 + 8 damage, and the target is dazed until the end of its next turn.

Miss: Half damage, and the target is dazed until end of your next turn.

Hallowed Circle

Paladin Attack 5

You wave your hand through the air, and a wide circle of faintly glowing symbols appears around you, damaging enemies and protecting allies within its confines.

Daily ♦ Divine, Implement, Zone

Standard Action Close burst 3

Target: Each enemy in burst

Attack: +11 vs. Reflex

Hit: 2d6 + 8 damage

Effect: The burst creates a zone of bright light. You and each ally within the zone gain a +1 power bonus to all defenses until the end of the encounter.

Utility Prayers

Martyr's Blessing

Paladin Utility 2

You step into an attack made against an adjacent ally to save your comrade.

Daily ♦ Divine

Immediate Interrupt Close burst 1

Trigger: An adjacent ally is hit by a melee or a ranged attack.

Effect: You are hit by the attack instead.

Wrath of the Gods

Paladin Utility 6

A halo of divine light emanates from you, enabling you and nearby allies to strike down your enemies with greater determination.

Daily ♦ Divine

Minor Action Close burst 1

Target: You and each ally in burst.

Effect: The targets add 5 to damage rolls until the end of the encounter.

BACKGROUND

Your life is about honor. Without honor you are nothing. The order of Pelorite paladins to which you belong has decreed the Empire without honor and its rule must be overthrown. Now you do honorable battle against them.

Thorfin: The dwarf is an honorable companion, though you suspect one day he may dishonor himself by giving in to his battlelust. Sometimes he goes too far.

Althaca: The eladrin possesses honor beneath her aloof, cold nature, but you do not understand her motives.

Adrie: The elf has little concept of honor and is overly concerned with material things. This pursuit will likely get her killed.

Lamander: The human is a devoted warrior of your god Pelor, caring for his fellow companions and for the commonfolk.