DURVEN FROSTSILVER

Male Dwarf Paladin of Moradin

Level 4

Lawful Good

In the party's last adventure, Durven smashed a locked chest to get at the treasure within. As he scooped up the coins (to be carefully counted and shared later), his brother Morn pulled a scrap of paper from between two pieces of shattered wood. It was a dwarven map of the mountains that revealed the location of Frostsilver, the home of

their ancestors that has been lost for centuries. Like his brother, Durven fervently hopes the former clan-home is still intact. Its rediscovery in the mountains of the Spine of the World might rival the reclamation of Mithral Hall!

Ability	Score	Modifie
Strength	17	+3
Dexterity	12	+1
Constitution	12	+1
Intelligence	8	-1
Wisdom	10	+0
Charisma	14	+2
Initiative	+1	
Armor Class	20	
Flat-Footed A	C 20	
Touch AC	11	

20 ft. (4 squares)

30 (4 HD)

Base Attack Melee Attack Grapple Ranged Attack +5

Move

Hit Points

Weapon At	tack Bonus	Damage	Critical Hit	Range/Speci
+1 greatsword	+9	2d6+5	19-20/X2	
Masterwork light crossl	00W +5	rd8	X2	80 ft.

Saving Throws

Fort +7 (+9 poison, spells) Ref +4 (+6 spells)

Will +3 (+5 spells)

Feats

Power Attack: Subtract up to 4 from

and add double that number to damage)

Special Abilities

- Darkvision (see in the dark up to 60 feet)
- +1 on attacks against goblinoids
- Turn undead 5/day; check d20+2; damage 2d6+3)
- Smite evil 1/day (+2 to hit, +4 to damage)
- Immune to fear and disease
- Aura of courage (allies within 2 squares gain +4 morale bonus to saves against fear)
- Detect evil at will (detect evil within 60 feet)
- your melee attack roll Lay on hands (heal up 8 hit points throughout the day)
 - Stonecunning (automatically Search for unusual stonework)
 - Stability (+4 vs. bull rush or trip)



Heal +7 (Wis)

Magic Items

+1 greatsword, +1 full plate
Potion of cure light wounds (heals 1d8+1 hit points)

Equipment

Masterwork light crossbow (30 bolts)

