

# DRAGONBORN PALADIN

Name: \_\_\_\_\_ Gender: \_\_\_\_\_

As a dragonborn, you have dedicated your life to honor and the pursuit of excellence. You are driven, noble, and a born champion. As a paladin, you are a divine warrior committed to the cause of life and goodness.

Hit Points 27 \_\_\_\_\_  
Bloodied 13    Healing Surge 7    Surges Per Day 11  
Initiative +0 \_\_\_\_\_ Action Points \_\_\_\_\_

## DEFENSES

AC	Fortitude	Reflex	Will
20	14	12	13

## ATTACKS

Melee Basic Attack: +7 (longsword)    Damage: 1d8+4  
Ranged Basic Attack: +6 (javelin)    Damage: 1d6+4

## RACIAL TRAITS

Height: 6'4"    Weight: 260 lb.    Size: Medium  
Speed: 5 squares    Vision: Normal  
Languages: Common, Draconic  
Alignment: Lawful Good

Skill Bonus: +2 History, +2 Intimidate (already included).  
Dragonborn Fury: When you're bloodied, you gain a +1 racial bonus to attack rolls.  
Draconic Heritage: Your healing surge value is equal to one-quarter of your maximum hit points + your Constitution modifier (already included).  
Dragon Breath: You can use *dragon breath* as an encounter power.

## AT-WILL POWERS

### Holy Strike Paladin Attack 1

You strike an enemy with your weapon, which ignites with holy light.

At-Will ♦ Divine, Radiant, Weapon  
Standard Action                      Melee weapon

Target: One creature

Attack: +7 vs. AC

Hit: 1d8 + 4 radiant damage. If you marked the target, you gain a +1 bonus to the damage roll.

### Valiant Strike Paladin Attack 1

As you bring your weapon to bear, the odds against you add strength to your attack.

At-Will ♦ Divine, Weapon  
Standard Action                      Melee weapon

Target: One creature

Attack: +7, +1 per enemy adjacent to you vs. AC

Hit: 1d8 + 4 damage.



## ENCOUNTER POWER

### Radiant Smite Paladin Attack 1

Your weapon glows with a pearly luminescence. Enemies shrink from its pure light, especially creatures of supernatural evil such as demons and devils.

Encounter ♦ Divine, Radiant, Weapon  
Standard Action                      Melee weapon

Target: One creature

Attack: +7 vs. AC

Hit: 2d8 + 5 radiant damage.

## DAILY POWER

### Paladin's Judgment Paladin Attack 1

Your melee attack punishes your enemy and heals an ally.

Daily ♦ Divine, Healing, Weapon  
Standard Action                      Melee weapon

Target: One creature

Attack: +7 vs. AC

Hit: 3d8 + 4 damage, and one ally within 5 squares of you can spend a healing surge.

Miss: One ally within 5 squares of you can spend a healing surge.

## CLASS FEATURES

Channel Divinity: You can use this special divine power once per encounter.

Divine Challenge: You can use divine challenge as an at-will power.

Lay on Hands: Once per day as a minor action, you can use the lay on hands power.

## Lay on Hands Paladin Feature

*Your divine touch instantly heals wounds.*

### At-Will (Special) ♦ Divine, Healing

**Special:** You can use this power once per day.

**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. You must have at least one healing surge remaining to use this power.

## Dragon 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** ♦ Acid, Cold, Fire, Lightning, or Poison

**Minor Action** Close blast 3

**Targets:** All creatures in area

**Attack:** +4 vs. Reflex

**Hit:** 1d6 + 1 damage.

## Channel Divinity: Divine Strength Paladin Feature

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

**Encounter** ♦ Divine

**Minor Action** Personal

**Effect:** Apply your Strength modifier (+4) as extra damage on your next attack this turn.

## Divine Challenge Paladin Feature

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

**At-Will** ♦ Divine, Radiant

**Minor Action** Close burst 5

**Target:** One creature in burst

**Effect:** You mark the target. If the creature was already marked, your mark supersedes the previous one. 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 and takes 6 radiant damage if it makes an attack doesn't include you as a target. The target takes this damage only once per 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.

Ability Scores	Check Modifier
Str 18	+4
Con 12	+1
Dex 10	+0

Ability Scores	Check Modifier
Int 11	+0
Wis 13	+1
Cha 16	+3

## FEAT

**Healing Hands:** When you use the *lay on hands* power, the target heals extra damage equal to your Charisma modifier (already included).

Skills (Ability)	Trained?	Modifier
Acrobatics (Dex)		-4
Arcana (Int)		+0
Athletics (Str)		+0
Bluff (Cha)		+3
Diplomacy (Cha)		+3
Dungeoneering (Wis)		+1
Endurance (Con)	Yes	+2
Heal (Wis)	Yes	+6
History (Int)		+2
Insight (Wis)		+1
Intimidate (Cha)	Yes	+10
Nature (Wis)		+1
Perception (Wis)		+1
Religion (Int)	Yes	+5
Stealth (Dex)		-4
Streetwise (Cha)		+3
Thievery (Dex)		-4

## GEAR

**Armor:** Plate armor, heavy shield.

**Weapon:** Longsword, javelins (3). Your javelins have a range of 10/20.

**Adventurer's Kit:** This kit includes: a backpack, a bedroll, flint and steel, a belt pouch, two sunrods, ten days worth of trail rations, 50 feet of hempen rope, and a waterskin.

**Holy symbol of Bahamut**

**Gold:** 5 gp

## 2ND LEVEL

At 2nd level, you gain the following:

**Hit Points:** Increase to 33 **Bloodied:** Increase to 16

**Healing Surge:** Increase to 9

**Level Modifier:** Because your new level is an even number, everything that includes one-half your level gets better. Increase your attacks, defenses, initiative, and skill check modifiers by 1 point.

**Feat:** **Enlarged Dragon Breath:** When you use dragon breath, you can make it blast 5 instead of blast 3.

## Martyr's Blessing Paladin Utility 2

*You step into an attack made against an adjacent ally.*

**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.

## 3RD LEVEL

At 3rd level, you gain the following:

**Hit Points:** Increase to 39 **Bloodied:** Increase to 19

**Healing Surge:** Increase to 10

## Staggering Smite Paladin Attack 3

*With a mighty swing, you knock your enemy back.*

**Encounter** ♦ Divine, Weapon

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** +8 vs. AC

**Hit:** 2d8 + 4 damage, and you can push the target 1 square.