

# WARFORGED PALADIN

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

*As a warforged, you have learned the importance of justice and honor through your own awakening.*

Hit Points 27  
Bloodied 13 Healing Surge 6 Surges Per Day 12  
Initiative +0 Action Points \_\_\_\_\_

## DEFENSES

AC	Fortitude	Reflex	Will
20	15	13	14

## ATTACKS

**Melee Basic Attack:** +6 (battleaxe) **Damage:** 1d10+4  
**Ranged Basic Attack:** +6 (javelin) **Damage:** 1d6+4

## RACIAL TRAITS

**Height:** 6'2" **Weight:** 280 lb. **Size:** Medium  
**Speed:** 6 squares **Vision:** Normal  
**Languages:** Common **Alignment:** Lawful Good  
**Skill Bonus:** +2 Endurance, +2 Intimidate (included)  
**Construct:** You have the construct keyword and are considered to be a construct for effects that relate to that keyword.

### Living Construct:

- You gain a +2 bonus to saving throws against ongoing damage.
- You don't need to eat, drink, or breathe, but this does not render you immune to any effects.
- You can use attached components and embedded components made for warforged.
- Rather than sleep, you spend 4 hours during which time you refrain from any strenuous activity. During this time, you remain fully aware of your surroundings.
- When you roll a death saving throw, you can take the better of your die roll or 10 as the result. You still die at your negative hit point total.

**Warforged Mind:** You gain a +1 racial bonus to your Will defense (already included).

**Warforged Resolve:** You can use *warforged resolve* as an encounter power.

## CLASS FEATURES

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

**Divine Challenge:** You can use *divine challenge* power.

**Lay on Hands:** 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.

## AT-WILL POWERS

### 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:** +6 (+1 per enemy adjacent to you) vs. AC

**Hit:** 1d10 + 4 damage.

### Holy Strike

Paladin Attack 1

*As you strike an enemy, your weapon ignites with holy light.*

**At-Will ♦ Divine, Radiant, Weapon**

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** +6 vs. AC

**Hit:** 1d10 + 4 modifier radiant damage. If you marked the target, you gain a bonus to the damage roll equal to your Wisdom modifier.

### 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. 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 5 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.

## ENCOUNTER POWERS

### 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:** Gain a +4 bonus to your damage roll on your next attack this turn.

## ENCOUNTER POWERS

### Warforged Resolve

Warforged Racial Power

*The battle is far from over.*

Encounter ♦ Healing

Minor Action Personal

**Effect:** You gain 3 temporary hit points (this increases to 4 temporary hit points at 2nd level), and you can make a saving throw against one effect causing ongoing damage that can be ended with a save. In addition, if you are bloodied, you regain 3 hit points (this increases to 4 hit points at 2nd level).

### Piercing Smite

Paladin Attack 1

*Silvery spikes cover your weapon, punching through your foe's armor.*

Encounter ♦ Divine, Weapon

Standard Action Melee weapon

**Target:** One creature

**Attack:** +6 vs. Reflex

**Hit:** 2d10 + 4 damage, and the target and one other enemy adjacent to you are marked until the end of your next turn.

## 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:** +6 vs. AC

**Hit:** 3d10 + 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.

Skills (Ability)	Trained?	Modifier
Acrobatics (Dex)		-4
Arcana (Int)		+0
Athletics (Str)		+0
Bluff (Cha)		+2
Diplomacy (Cha)	Yes	+7
Dungeoneering (Wis)		+1
Endurance (Con)	Yes	+3
Heal (Wis)	Yes	+7
History (Int)		+0
Insight (Wis)		+1
Intimidate (Cha)		+4
Nature (Wis)		+1
Perception (Wis)		+1
Religion (Int)	Yes	+5
Stealth (Dex)		-4
Streetwise (Cha)		+2
Thievery (Dex)		-4

## FEAT

**Power Attack:** When you make a melee attack, you can take a -2 penalty to the attack roll. If the attack hits, you gain a +2 bonus to the damage roll (or a +3 bonus to damage with two-handed weapons).

## 2ND LEVEL

At 2nd level, you gain the following:

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

**Healing Surge:** Increase to 8

**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: Weapon Focus:** You have a +1 bonus to damage rolls when attacking with a battleaxe.

### Sacred Circle

Paladin Utility 2

*You trace a circle around you with your hand, and it quickly expands into a wide circle of faintly glowing runes that glows brightly and protects you and your close allies.*

Daily ♦ Divine, Implement, Zone

Standard Action Close burst 3

**Effect:** The burst creates a zone that, until the end of the encounter, gives you and allies within it a +1 power bonus to AC.

## 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 of your weapon, you knock your enemy back.*

Encounter ♦ Divine, Weapon

Standard Action Melee weapon

**Target:** One creature

**Attack:** +7 vs. AC

**Hit:** 2d10 + 4 damage, and you push the target 1 square.

	Ability Scores	Check Modifier
Str	18	+4
Con	14	+2
Dex	11	+0
Int	10	+0
Wis	13	+2
Cha	14	+2