



# CORRIN REEDSON

## MALE HALFLING PALADIN

LEVEL 1 GOOD

"May the luck of Tymora guide my hand!"



Ability Score	Value	Modifier		
<b>STRENGTH</b>	14	+2	<b>ARMOR CLASS</b>	20
<b>CONSTITUTION</b>	12	+1	<b>FORTITUDE DEFENSE</b>	13
<b>DEXTERITY</b>	12	+1	<b>REFLEX DEFENSE</b>	14
<b>INTELLIGENCE</b>	9	-1	<b>WILL DEFENSE</b>	16
<b>WISDOM</b>	16	+3	<b>INITIATIVE</b>	+1
<b>CHARISMA</b>	16	+3	<b>SPEED (SQUARES)</b>	5

<b>HIT POINTS</b>	27	<b>HEALING SURGE HP HEALED</b>	6	<b>SECOND WIND</b>	<input type="checkbox"/>
<b>BLOODIED</b>	13	<b>HEALING SURGES/DAY</b>	11	(Use second wind up to 1/encounter)	

Current Hit Points

Current Surge Uses

Basic Attack Name	Attack Bonus	Damage	Range/Properties
Short sword	+5 vs. AC	1d6+2	
Throwing hammer	+4 vs. AC (+3 thrown)	1d6+2	5 squares normal/10 squares max

### FEATS

Lost in the Crowd (+2 AC when adjacent to two larger enemies)

### SKILLS

Passive Insight	18
Passive Perception	13
Acrobatics	-1
Athletics	-2
Diplomacy	+8
Heal	+8
Insight	+8
Perception	+3
Religion	+4
Stealth	-3

### PRAYERS (Divine Powers)

See back of character sheet.

### EQUIPMENT

Plate armor, heavy shield, short sword, 2 throwing hammers, holy symbol, backpack, bedroll, flint and steel, belt pouch, 2 sunrods, 10 days' trail rations, 50 ft. of hempen rope, waterskin

### RACE AND CLASS FEATURES

Small Size (already added; for feat reference)

Bold (+5 to saving throws vs. fear)

Nimble Reaction (+2 AC against opportunity attacks)

Second Chance (see back)

Channel Divinity: Divine Mettle (see back)

Channel Divinity: Divine Strength (see back)

Lay on Hands (see back)

Languages: Common and Elven

Normal Vision

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

# 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 and some require you to have your holy symbol (also called an implement) in hand. If a power does not state “weapon” or “implement”, then you don’t need to have your weapon or holy symbol in your hand.

## At-Will Powers

### **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 weapon

**Target:** One creature

**Attack:** +6 vs. AC (+5 with throwing hammer)

**Hit:** 1d6 + 3 damage, and you gain 3 temporary hit points.

### **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. If you mark other creatures using other powers, the target is still marked. A creature can be subject to only one mark at a time. A new mark supersedes a mark that was already in place.

If the target makes an attack that doesn’t include you as a target, it takes a –2 penalty to attack rolls and takes 8 radiant damage. The target takes this damage only once per turn.

**Special:** Even though this ability is called a challenge, it doesn’t rely on the 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 divine challenge.

### **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:** +5 vs. AC (+4 with throwing hammer)

**Hit:** 1d6 + 2 radiant damage. If you marked the target, you gain a +3 bonus to the damage roll.

### **Lay on Hands**

Paladin Feature

*Your divine touch instantly heals wounds.*

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

**Special:** You can use this power 3 times per day, 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 as if it had spent a healing surge. You must have at least one healing surge remaining to use this power.

## Encounter Powers

### **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 not two or more of these in the same encounter.

**Minor Action** Close burst 10

**Target:** One creature in burst

**Effect:** The target makes a saving throw with a +3 bonus.

### **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 not two or more of these in the same encounter.

**Minor Action** Personal

**Effect:** Gain +2 to damage on your next attack this turn.

### **Second Chance**

Halfling Racial Power

*Luck and small size combine to work in your favor as you dodge your enemy’s attack.*

**Encounter**

**Immediate Interrupt** Personal

**Effect:** When an attack hits you, force an enemy to roll the attack again. The enemy uses the second roll, even if it’s lower.

### **Shielding Smite**

Paladin Attack 1

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

**Encounter** ◆ Divine, Weapon

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** +6 vs. AC (+5 with throwing hammer)

**Hit:** 2d6 + 3 damage.

**Effect:** Until the end of your next turn, one ally within 5 squares of you gains a +3 power bonus to AC.

## Daily Power

### **On Pain of Death**

Paladin Attack 1

*You invoke a prayer that wracks your foe with terrible pain and causes further pain whenever he makes an attack.*

**Daily** ◆ Divine, Implement

**Standard Action** Ranged 5

**Target:** One creature

**Attack:** +3 vs. Will

**Hit:** 3d8 + 3 damage. Once per round, the target takes 1d8 damage after making any attacks on its turn (save ends).

**Miss:** Half damage. Once per round, the target takes 1d4 damage after making any attacks on its turn (save ends).