





CHARACTER NAME  
**Ranar Galadius**

PLAYER NAME

RACE Human CLASS Paladin LEVEL 6

SCORE	ABILITY	MOD
HP	16	STR +3
57	12	CON +1
Spd	10	DEX +0
5	11	INT +0
Init	13	WIS +1
+7	19	CHA +4

AC	23
Fort	18
Ref	17
Will	19

19 Passive Insight 14 Passive Perception

Skills


-1	Acrobatics	DEX
3	Arcana	INT
2	Athletics	STR
7	Bluff	CHA
7	Diplomacy	CHA
4	Dungeoneering	WIS
0	Endurance	CON
9	Heal	WIS (Trained)
8	History	INT (Trained)
9	Insight	WIS (Trained)
12	Intimidate	CHA (Trained)
4	Nature	WIS
4	Perception	WIS
8	Religion	INT (Trained)
-1	Stealth	DEX
7	Streetwise	CHA
-1	Thievery	DEX

ADDITIONAL EFFECTS

Action Point

ADDITIONAL EFFECTS

**Action Surge:** You gain a +3 bonus to attack rolls you make during any action you gain by spending an action point.



**Effect:** Gain a standard action this turn.  
**Special:** You are reset to one action point when you take an extended rest. You gain an action point each milestone.

PLAY DATA

**Second Wind**

KEYWORDS

Standard  Personal  USED

ACTION  RANGE

AT-WILL  ENCOUNTER  DAILY

Effect: You spend a healing surge and regain 14 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS Paladin LEVEL 6 BOOK PH

PLAY DATA

**Divine Challenge**

KEYWORDS Divine, Radiant USED

Minor  Close burst 5

ACTION 5 RANGE

vs One creature in burst

ATTACK DEFENSE TARGET

**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 3 + your Charisma modifier (+4) the first time it makes an attack that doesn't include you as a target before the start of your next turn. The damage increases to 6 + your Charisma modifier (+4) at 11th level, and to 9 + your Charisma modifier (+4) at 21st level.

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 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 or another character's divine challenge.

ADDITIONAL EFFECTS

CLASS Paladin LEVEL 6 BOOK PH

ENCOUNTER SPECIAL

**Lay on Hands**

KEYWORDS Divine, Healing USED

Minor  Melee touch

ACTION RANGE

vs One creature

ATTACK DEFENSE TARGET

**Special:** You can use this power a number of times per day equal to your Wisdom modifier (+1) (minimum 1), but only once per round.

**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.

Unarmed: +3 attack

ADDITIONAL EFFECTS

CLASS Paladin LEVEL 6 BOOK PH

UTILITY POWER

**Valiant Strike**

KEYWORDS Divine, Weapon USED

Standard  Melee weapon

ACTION RANGE

9 vs AC One creature

ATTACK DEFENSE TARGET

**Attack:** Strength + 1 per enemy adjacent to you vs. AC  
**Hit:** 1[W] + Strength modifier (+3) damage. Increase damage to 2[W] + Strength modifier (+3) at 21st level.

Longsword: +9 attack, 1d8+3 damage

ADDITIONAL EFFECTS

+1 attack bonus per enemy adjacent to you.

CLASS Paladin LEVEL 1 BOOK PH

AT-WILL POWER

**Enfeebing Strike**

KEYWORDS Divine, Weapon USED

Standard  Melee weapon

ACTION RANGE

10 vs AC One creature

ATTACK DEFENSE TARGET

**Attack:** Charisma vs. AC  
**Hit:** 1[W] + Charisma modifier (+4) damage. If you marked the target, it takes a -2 penalty to attack rolls until the end of your next turn. Increase damage to 2[W] + Charisma modifier (+4) at 21st level.

Longsword: +10 attack, 1d8+4 damage

ADDITIONAL EFFECTS

CLASS Paladin LEVEL 1 BOOK PH

ENCOUNTER POWER

**Raven Queen's Blessing**

KEYWORDS Divine, Healing USED

Free  10 Ranged 10

ACTION RANGE

vs

ATTACK DEFENSE TARGET

**Channel Divinity:** You can use only one channel divinity power per encounter  
**Trigger:** Your attack drops an enemy within range to 0 hit points or fewer.  
**Effect:** You or an ally within 5 squares of the enemy can spend a healing surge.

Unarmed: +3 attack

ADDITIONAL EFFECTS

CLASS Paladin LEVEL \* BOOK PH

### Fearsome Smite

KEYWORDS		Divine, Fear, Weapon	USED
Standard	* ↓ ↗	Melee weapon	
<b>ACTION</b>	↶ ↷	<b>RANGE</b>	
10	vs	AC	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

**Attack:** Charisma vs. AC  
**Hit:** 2[W] + Charisma modifier (+4) damage.  
 Until the end of your next turn, the target takes a penalty to attack rolls equal to your Wisdom modifier (+1).

Longsword: +10 attack, 2d8+4 damage

ADDITIONAL EFFECTS

CLASS	Paladin	LEVEL	1	BOOK	PH
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**ENCOUNTER POWER**

### Divine Mettle

KEYWORDS		Divine	USED
Minor	↓ ↗	Close burst 10	
<b>ACTION</b>	↶ ↷	<b>RANGE</b>	
	vs		One creature in burst
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

**Channel Divinity:** You can use only one channel divinity power per encounter  
**Effect:** The target makes a saving throw with a bonus equal to your Charisma modifier (+4).

ADDITIONAL EFFECTS

CLASS	Paladin	LEVEL		BOOK	PH
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**ENCOUNTER POWER**

### Divine Strength

KEYWORDS		Divine	USED
Minor	↓ ↗	Personal	
<b>ACTION</b>	↶ ↷	<b>RANGE</b>	
	vs		
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

**Channel Divinity:** You can use only one channel divinity power per encounter  
**Effect:** Apply your Strength modifier (+3) as extra damage on your next attack this turn.

ADDITIONAL EFFECTS

CLASS	Paladin	LEVEL		BOOK	PH
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**ENCOUNTER POWER**

### Righteous Smite

KEYWORDS		Divine, Weapon	USED
Standard	* ↓ ↗	Melee weapon	
<b>ACTION</b>	↶ ↷	<b>RANGE</b>	
10	vs	AC	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

**Attack:** Charisma vs. AC  
**Hit:** 2[W] + Charisma modifier (+4) damage, and you and each ally within 5 squares of you gain temporary hit points equal to 5 + your Wisdom modifier (+1).

Longsword: +10 attack, 2d8+4 damage

ADDITIONAL EFFECTS

CLASS	Paladin	LEVEL	3	BOOK	PH
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**ENCOUNTER POWER**

### On Pain of Death

KEYWORDS		Divine, Implement	USED
Standard	↓ 5 ↗	Ranged 5	
<b>ACTION</b>	↶ ↷	<b>RANGE</b>	
7	vs	Will	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

**Attack:** Charisma vs. Will  
**Hit:** 3d8 + Charisma modifier (+4) 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).

Longsword: +7 attack, 3d8+4 damage

ADDITIONAL EFFECTS

CLASS	Paladin	LEVEL	1	BOOK	PH
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**DAILY POWER**

### Hallowed Circle

KEYWORDS		Divine, Implement, Zone	USED
Standard	↓ ↗	Close burst 3	
<b>ACTION</b>	↶ ↷	<b>RANGE</b>	
7	vs	Reflex	Each enemy in burst
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

**Attack:** Charisma vs. Reflex  
**Hit:** 2d6 + Charisma modifier (+4) damage.  
**Effect:** The burst creates a zone of bright light that lasts until the end of the encounter. You and your allies gain a +1 power bonus to all defenses while within the zone.

Longsword: +7 attack, 2d6+4 damage

ADDITIONAL EFFECTS

CLASS	Paladin	LEVEL	5	BOOK	PH
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**DAILY POWER**

### Martyr's Blessing

KEYWORDS		Divine	USED
Imm Interr	↓ ↗	Close burst 1	
<b>ACTION</b>	1 ↶ ↷	<b>RANGE</b>	
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY	

**Trigger:** An adjacent ally is hit by a melee or a ranged attack  
**Effect:** You are hit by the attack instead.

ADDITIONAL EFFECTS

CLASS	Paladin	LEVEL	2	BOOK	PH
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**UTILITY POWER**

### Divine Bodyguard

KEYWORDS		Divine	USED
Minor	↓ 5 ↗	Ranged 5	
<b>ACTION</b>	↶ ↷	<b>RANGE</b>	
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY	

**Effect:** Choose an ally within 5 squares of you. You take half that ally's damage until the end of the encounter or until you end the effect as a free action. No power or effect can reduce the damage you take from this power.

ADDITIONAL EFFECTS

CLASS	Paladin	LEVEL	6	BOOK	PH
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**UTILITY POWER**

### Potion of Healing (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
		5	1
ENHANCEMENT		LEVEL	TYPE
			Potion

PROPERTIES

AT-WILL  ENCOUNTER  DAILY

POWER

**Power (Consumable \* Healing):** Minor Action. Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.

ITEM SLOT	WEIGHT	PRICE	BOOK
	0	50	PH

**MAGIC ITEM**