



# CORRIN REEDSON

## MALE HALFLING PALADIN

LEVEL 1 GOOD

"May the luck of Tymora guide my hand!"



### Ability Score

**STRENGTH**

Value

14

Modifier

+2

**ARMOR CLASS**

20

**CONSTITUTION**

12

+1

**FORTITUDE DEFENSE**

13

**DEXTERITY**

12

+1

**REFLEX DEFENSE**

14

**INTELLIGENCE**

9

-1

**WILL DEFENSE**

14

**WISDOM**

16

+3

**INITIATIVE**

+1

**CHARISMA**

16

+3

**SPEED (SQUARES)**

5

**HIT POINTS** 27

**HEALING SURGE HP HEALED** 6

**SECOND WIND**

☐

**BLOODIED** 13

**HEALING SURGES/DAY** 11

(Use second wind up to 1/encounter)

Current Hit Points

Current Surge Uses

### Basic Attack Name

Short sword

### Attack Bonus

+5 vs. AC

### Damage

1d6+2

### Range/Properties

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)

## 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

## 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.

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

# 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. If a power does not state “weapon”, then you don’t need to have your weapon in your hand. You usually have your holy symbol (an implement) in your hand when you use certain powers, but it’s not required.

## 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, 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 6 radiant damage 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.

**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.

### 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).