



# RARGOL THE GREEN

## MALE DRAGONBORN PALADIN

LEVEL 3 Lawful Good (Bahamut)  
"Allow me."



Ability Score	Value	Modifier		
STRENGTH	18	+4	ARMOR CLASS	22
CONSTITUTION	12	+1	FORTITUDE DEFENSE	17
DEXTERITY	11	+0	REFLEX DEFENSE	14
INTELLIGENCE	10	+0	WILL DEFENSE	16
WISDOM	13	+1	INITIATIVE	+5
CHARISMA	16	+3	SPEED (SQUARES)	5
			ACTION POINTS	1

HIT POINTS	34	HEALING SURGE HP HEALED	9	SECOND WIND	<input type="checkbox"/>
BLOODIED	17	HEALING SURGES/DAY	11	(Use second wind up to 1/encounter)	

Current Hit Points	Current Surge Uses
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Basic Attack Name	Attack Bonus	Damage	Range/Properties
+1 Frost Warhammer	+8 vs. AC	1d10+4	Versatile (+1 damage when 2-handed)

### FEATS

Enlarged Dragon Breath  
Improved Initiative

### RACE AND CLASS FEATURES

Dragonborn Fury

### SKILLS (For skills not listed bonus is 1 + ability modifier; -4 armor check)

Passive Insight	16
Passive Perception	12
Heal	+6
History	+8
Insight	+6
Intimidate	+3
Religion	+6
Perception	+2

Languages: Draconic, Imperial  
Normal Vision

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

## EQUIPMENT

+1 *frost warhammer* (PH234), +1 *bloodcut plate mail* (PH227), +1 *cloak of resistance* (PH250), heavy shield, backpack, bedroll, flint and steel, belt pouch, 50 ft. hemp rope, waterskin (full)

## BACKGROUND

Your people are blessed with the blood of dragons and called to serve the Emperor and the gods. You hear the call of duty that Bahamut whispers to you clear as the morning sky. You are the perfect samurai with perfect honor and willing to suffer for others. You are quiet and reserved. While you expect honor from the others in your unit, you feel it best to set a good example rather than correct them directly. You pretend not to see the failings of others, so as to not compound their shame.

In your downtime, you find it relaxing to meditate for hours on end.

Captain Kayako: Kayako is an honorable commander and you follow her orders without question. When not given a specific order you either try to anticipate your commander's needs and act accordingly.

Fursnogg: The orc is a simple creature who was never raised to know what honor is, and you feel badly for him as his doomed to a lowly place in the Celestial Order because of it. He is a strong and dangerous opponent that you are happy to have on your side rather than as an enemy.

Mokey Takemi: The warlock is a typical member of the dishonorable Mokey family. It pains you to defend him from danger, but your honor demands that you protect all of the members of your unit.

Yugi Vorag: The imperial war wu-jen shares your passion for the history of the Empire and you have had many quiet conversations with him. If Vorag has a flaw, it is his boasting of the power of his magic.

## PRAYER (DIVINE POWERS)

### At-Will Powers

**Bolstering Strike** (PH92)

**Divine Challenge** (PH91)

**Holy Strike** (PH92)

**Lay On Hands** (1/day, PH91)

### Encounter Powers

**Dragon Breath (Str/Acid)** (PH34)

**Channel Divinity: Divine Mettle** (PH91)

Or

**Channel Divinity: Divine Strength** (PH91)

**Piercing Strike** (PH92)

**Staggering Strike** (PH93)

### Daily Power

**Paladin's Judgment** (PH92)

### Utility Power

**Martyr's Blessing** (PH93)