



BALASAR OF BAHAMUT

MALE DRAGONBORN PALADIN (FAITHFUL SHIELD)

LEVEL 11 LAWFUL GOOD

"Get behind me! I'll protect you!"



Ability Score	Value	Modifier + ½ level		
STRENGTH	21	+10	ARMOR CLASS	30
CONSTITUTION	12	+6	FORTITUDE DEFENSE	23
DEXTERITY	11	+5	REFLEX DEFENSE	21
INTELLIGENCE	9	+4	WILL DEFENSE	23
WISDOM	14	+7	INITIATIVE	+5
CHARISMA	21	+10	SPEED (SQUARES)	5
HIT POINTS	97		HEALING SURGE HP HEALED	24
BLOODIED	48		HEALING SURGES/DAY	8
			SECOND WIND	<input type="checkbox"/>
				(Use second wind up to 1/encounter)

Current Hit Points

Current Surge Uses

Basic Attack Name	Attack Bonus	Damage	Range/Properties
+3 <i>reproachful longsword</i>	+16 vs. AC	1d8 + 9	Versatile
Throwing hammer	+12 vs. AC	1d6 + 5	5 squares normal / 10 squares max

FEATS

Dragonborn Senses, Dragonborn Frenzy, Toughness
 Healing Hands (+5 to damage healed with *lay on hands*),
 Channel Divinity: Sure Protection,
 Weapon Focus (Heavy Blades),
 Touch of Salvation (when you use *lay on hands*, ally gets a saving throw with a +5 bonus)

SKILLS (For skills not listed, bonus is ability modifier + 5)

Passive Insight	17
Passive Perception	18
Diplomacy	+15
Heal	+12
History	+6
Intimidate	+17
Insight	+7
Perception	+8
Religion	+12

EQUIPMENT

+3 *reproachful longsword*, +3 *magic gith plate armor* (skill check penalty -4 total with shield), *heavy healer's shield*, +3 *amulet of protection*, 2 throwing hammers, backpack, bedroll, flint and steel, belt pouch, 2 sunrods, 10 days' trail rations, 50 ft. of hempen rope, waterskin

RACE AND CLASS FEATURES

Dragonborn Fury (+2 to attacks while bloodied)
 Dragon Breath: Cold (use *dragon breath*; see back)
 Channel Divinity (once per encounter, you can use any one of *divine mettle*, *divine strength*, or *sure protection*; see back)
 Sheltering Hands (when you use *lay on hands*, the target gains a +2 power bonus to all defenses until the start of its next turn)
 Shielding Action (when you spend an action point to take an extra action, you and all allies within 5 squares gain a +2 bonus to AC and Reflex until the start of your next turn)
 Languages: Common and Draconic
 Low-Light Vision

Level-based bonuses, feat bonuses, magic item bonuses, and some race and class features have already been added and are not otherwise called out on this sheet.

POWERS

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 11 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.

Lay on Hands Paladin Feature

Your divine touch instantly heals wounds.

At-Will (Special) ♦ Divine, Healing

Special: You can use this power twice 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 + 5 extra hit points. You must have at least one healing surge remaining to use this power.

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: +16 vs. AC

Hit: 1d8 + 9 damage, and you gain 2 temporary hit points

Enfeebling Strike Paladin Attack 1

Your brutal weapon attack leaves your foe weakened.

At-Will ♦ Divine, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +16 vs. AC

Hit: 1d8 + 9 damage. If you marked the target, it takes a -2 penalty to attack rolls until the end of your next turn..

Channel Divinity: Divine Mettle Paladin Feature

Your unswerving faith in your deity empowers a nearby creature to resist a debilitating affliction.

Encounter ♦ Divine

Minor Action Close burst 10

Target: One creature in burst

Effect: The target makes a saving throw with a +5 bonus.

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 +5 to damage on your next attack this turn.

Channel Divinity: Sure Protection Feat Power

With a sweep of your palm, you ensure that a moment of respite is not interrupted.

Encounter • Divine

Free Action Close burst 5

Trigger: You or an ally takes its second wind.

Target: The triggering creature

Effect: The target gains a +3 power bonus to defenses until the start of its next turn.

Dragon Breath Dragonborn Racial Power

As you open your mouth with a roar, the deadly power of your draconic kin blasts forth to engulf your foes.

Encounter ♦ Cold

Minor Action Close blast 3

Targets: All creatures in area

Attack: +14 vs. Reflex

Hit: 2d6 + 1 cold damage.

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: +16 vs. AC

Hit: 2d8 + 9 damage.

Effect: Until the end of your next turn, one ally within 5 squares of you gains a +2 power bonus to AC.

Paladin's Call Paladin Attack 3

You lead your foes to the ground where you want to fight.

Encounter ♦ Divine, Weapon

Standard Action Close burst 5

Target: One creature marked by you

Primary Attack: +16 vs. Will

Hit: You pull the target to a space adjacent to you, then make a secondary attack against it that is a melee weapon attack.

Secondary Attack: +18 vs. AC

Hit: 2[W] + Charisma modifier damage

Shield of Discipline **Paladin Utility 6**
Years of rigorous self-discipline stand you in good stead against your enemies' attacks.
Encounter ♦ **Divine**
Minor Action **Personal**
Effect: Until the end of your next turn, you gain resistance 5 to all damage.

Blade of Light **Paladin Attack 7**
A golden light envelops your weapon. In its warm glow you are fortified against the powers of darkness and fear.
Encounter ♦ **Divine, Radiant, Weapon**
Standard Action **Melee weapon**
Target: One creature
Attack: +16 vs. AC
Hit: 3d8 + 9 radiant damage. Until the end of your next turn, you gain a +2 bonus to all defenses against fear or necrotic effects.
Special: When charging, you can use this power in place of a melee basic attack.

Cleansing Spirit **Paladin Utility 10**
A translucent outline briefly appears above the creature you designate. The divine spirit gestures, relieving some of the creature's suffering, then fades instantly away.
Encounter ♦ **Divine**
Minor Action **Ranged 5**
Target: You or one ally
Effect: The target makes a saving throw with a +2 bonus.

Protecting Smite **Faithful Shield Attack 11**
A decisive strike to your enemy gives your allies a chance to rally and see to their own defenses.
Encounter ♦ **Divine, Weapon**
Standard Action **Melee weapon**
Target: One creature
Attack: +16 vs. AC
Hit: 1d8 + 9 damage, and each ally within 5 squares of you gains a +2 power bonus to all defenses until the start of your next turn.

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: +16 vs. AC
Hit: 3d8 + 9 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.

Martyr's Blessing **Paladin Utility 2**
You step into an attack made against an adjacent ally to save your comrade.
Daily ♦ **Divine**
Immediate Interrupt **Close burst 1**
Trigger: An adjacent ally is hit by a melee or a ranged attack
Effect: You are hit by the attack instead.

Martyr's Retribution **Paladin Attack 5**
Divine light engulfs your weapon as you sacrifice your ability to heal in order to strike down your enemy.
Daily ♦ **Divine, Radiant, Weapon**
Standard Action **Melee weapon**
Target: One creature
Attack: +16 vs. AC, and you must spend a healing surge without regaining any hit points
Hit: 4d8 + 9 radiant damage.
Miss: Half damage.

Shackles of Justice **Paladin Attack 9**
Phantom shackles of golden light form around the enemy you smite, ensuring that your foe pays whenever he would harm another.
Daily ♦ **Divine, Radiant, Weapon**
Standard Action **Melee weapon**
Primary Target: One creature
Primary Attack: +16 vs. AC
Hit: 2d8 + 9 damage. Make a secondary attack against the target.
Secondary Attack: +16 vs. Will
Hit: Whenever the target deals damage, it takes 2d6 radiant damage (save ends).

+3 Reproachful Longsword **Level 12**
A strike from this weapon renders your enemy less able to respond.
Critical: +3d6 damage
Power (Daily): Free Action. Use this power when you hit with the weapon. Your target takes a -2 penalty to its attack rolls (save ends).

Heavy Healer's Shield **Level 10**
This shield shores healing powers as well as blocks enemy blows.
Power (Daily ♦ Healing): Free Action. Use this power when you or an ally within line of sight regains hit points. You or the ally regains hit points equal to the maximum possible result of the healing effect and also regains 5 additional hit points.