

## Godhammer Paladin

A Godhammer Paladin has pursued the study of a combat style that uses the same weapon for both close ranged combat and powerful thrown weapon attacks.

If you are a Godhammer Paladin you will wield either a throwing hammer or a handaxe, and you will favor Strength as your primary ability score. After Strength, Wisdom will help you with many of your powers, and Charisma will help you with your Divine Challenge. You will likely want to choose powers associated not only with being a Godhammer Paladin, but also powers well suited for an Avenging Paladin, as you both share an emphasis on Strength.

### Godhammer Paladin

During a short rest, you may attune yourself to a chosen weapon. This weapon must be a handaxe or a throwing hammer. While wielding this weapon you gain +1 to attack rolls, and when thrown this weapon returns to your hand as if it were magical, even if it is not. This weapon is referred to as your “Godhammer weapon” for the purposes of powers and feats. While attuned to a Godhammer weapon, you are not proficient with other weapons. You may choose to cease being attuned to a Godhammer weapon during a short rest.

#### Comet Smite

Encounter

Level 1

Divine, Weapon, Ranged

Standard action, Heavy thrown weapon

Target: One creature

Requirement: You must be wielding a Godhammer weapon.

Attack: Strength v AC.

Hit: 2[W]+Strength damage. If the target is under the effect of your Divine Challenge, increase the damage by your Wisdom modifier and change the damage type to Radiant.

#### Disrupting Throw

Encounter

Level 7

Divine, Weapon, Ranged

Immediate Interrupt, Heavy thrown weapon

Trigger: The creature attacks one of your allies

Target: One creature

Requirement: You must be wielding a Godhammer weapon.

Attack: Strength v. AC.

Hit: 1[W]+Strength damage, and the target must roll the triggering attack twice and accept the lower result.

#### Meteor Hammer

Encounter

Level 17

Divine, Weapon, Ranged

Standard action, Heavy thrown weapon

Target: One creature

Requirement: You must be wielding a throwing hammer as a Godhammer weapon.

Attack: Strength v AC.

Hit: 3[W]+Strength damage, and the target is stunned until the end of your next turn.

**Blood Seeking Ax**

Encounter

Level 17

Divine, Weapon, Ranged

Standard action, Heavy thrown weapon

Target: One creature

Requirement: You must be wielding a handaxe as a Godhammer weapon.

Attack: Strength v AC.

Hit: 2[W]+Strength damage.

Special: If your attack misses, make another attack on a different creature within the maximum range of your weapon. If this attack misses, repeat the process. Continue until you score a hit, you decide to stop, or you run out of eligible targets. This attack may not target the same creature twice.

**God's Arm**

Encounter

Level 27

Divine, Weapon, Ranged

Standard action, Heavy thrown weapon

Target: One creature

Requirement: You must be wielding a Godhammer weapon.

Attack: Strength v AC.

Hit: 4[W]+Strength force damage, push the target up to 3+ your wisdom modifier, and knock the target prone. The target is dazed until the end of your next turn.

**Impact Smite**

Daily

Level 9

Divine, Weapon, Ranged

Standard action, Heavy thrown weapon

Target: One creature

Requirement: You must be wielding a Godhammer weapon.

Attack: Strength v AC.

Hit: 3[W]+Strength damage, and push the target up to your wisdom modifier. Miss: half damage, and the target is not pushed.

Special: The short and long range of your Godhammer weapon are considered to be doubled for this attack.

**Explosive Smite**

Daily

Level 19

Divine, Weapon, Ranged

Standard action, Heavy thrown weapon

Target: One creature

Requirement: You must be wielding a Godhammer weapon.

Attack: Strength v AC.

Hit: 3[W]+Strength damage. Miss: half damage.

Secondary Attack: Close burst 2, centered on the original target. Strength v Reflex, 1d8+wisdom fire damage. Miss: half damage.

**Feats****Improved Godhammer Weapon**

Heroic

Requirement: Godhammer Paladin

Benefit: Your Godhammer weapon increases its damage die by one step. For example, a throwing hammer that was previously a 1d6 weapon is now a 1d8 weapon.

### **Improved Edge**

Paragon

Requirement: Godhammer Paladin

Benefit: If you wield a handaxe as a Godhammer weapon, all ranged attacks with your Godhammer weapon deal +2 damage.

### **Improved Impact**

Paragon

Requirement: Godhammer Paladin

Benefit: If you wield a throwing hammer as a Godhammer weapon, all ranged attacks with your Godhammer weapon may push their target 1 space. If a ranged attack already pushes your target, increase the distance by 1 space.

## Notes on Strategy and Design

The +1 on attack rolls is designed to balance the fact that a throwing ax is a +2, 1d6 weapon, whereas a regular ax is a +2, 1d10 weapon.

The Improved Godhammer Weapon feat exists to compensate for the availability of superior weapons for regular axes or hammers. If superior versions of these weapons are ever released, you may as well stop using this feat.

Remember that a Godhammer's ranged attacks are still ranged attacks, and therefore still provoke opportunity attacks. I considered eliminating this, but decided that instead the high armor class and hit points of a Paladin, perhaps coupled with the Defensive Mobility feat and the occasional wisely timed 1 space shift, should serve adequately.

To make Captain America, simply give your shield the attack statistics of a throwing hammer, and leave your other hand free. You'll be Captain America in plate armor, but that's D&D for you.

This build would make a lot of sense with a javelin, but unfortunately javelin feats use dexterity, which doesn't fit well with a paladin either mechanically or thematically. I decided to leave them out because of it.

I made a fair number of powers, but it wouldn't be wise to build a character who used exclusively powers from the above list.