

# Half-Elven Paladin

Aiden Huruafair

Male

*Aiden is a Crintri, part of a clan of half-drow expatriates from Dambrath currently living in the East Rift. He has mostly human features and few know of his drow heritage unless they are familiar with his family. He has just finished training as a Mage Defender of Selune, training that mixes martial skills with subtle uses of the Art.*

Hit Points 28

Bloodied 14      Healing Surge 7      Surges Per Day 11

Initiative: - 1

## Defenses

AC	Fortitude	Reflex	Will
20	12	13	16

## Ability Scores

Strength	10	+0
Constitution	13	+1
Dexterity	8	-1
Intelligence	10	+0
Wisdom	14	+2
Charisma	20	+5

## Basic Attacks

**Melee** (Longsword): +3 vs. AC; **Damage:** 1d8

**Ranged** (Javelin): +2 vs. AC; **Damage:** 1d6

## Racial Traits

**Height:** 5'9"      **Weight:** 175 lb.      **Size:** Medium

**Speed:** 5 squares      **Vision:** Low-light

**Languages:** Common, Draconic, Elven

**Alignment:** Unaligned

**Skill Bonuses:** +2 Diplomacy, +2 Insight (already included)

**Dilettante:** Gain the warlock *eyebite* power as an encounter power

**Group Diplomacy:** You grant allies within 10 squares of you a +1 racial bonus to Diplomacy checks.

## Class Features

**Channel Divinity:** Once per encounter you can invoke divine power. You may use Channel Divinity: Divine Mettle (you may also use Divine Strength, but you currently gain no bonuses for doing so).

**Divine Challenge:** Your divine challenge does 8 points of damage the first time your challenged foe makes an attack that doesn't include you as a target.

**Lay on Hands:** You may use Lay on Hands 2 times per day, but only once per round.

## Feat

**Pact Initiate:** You can use *eyebite* once per encounter. You can use a warlock implement when using warlock powers.

## Skills

Acrobatics (Dex)	-5
Arcana (Int)*	+5
Athletics (Str)	-4
Bluff (Cha)	+5
Diplomacy (Cha)*	+12
Dungeoneering (Wis)	+2
Endurance (Con)	-3
Heal (Wis)*	+7
History (Int)	+0
Insight (Wis)*	+9
Intimidate (Cha)	+5
Nature (Wis)	+2
Perception (Wis)	+2
Religion (Int)*	+5
Stealth (Dex)	-5
Streetwise (Cha)	+5
Thievery (Dex)	-5

\*trained skill

## Mundane Gear

Plate Armor

Heavy Shield

Longsword

Javelin (2)

Standard Adventurer's Kit (backpack, bedroll, flint and steel, belt pouch, trail rations (10), 50' hempen rope, sunrods(2), waterskin)

Climber's Kit (grappling hook, hammer, pitons(10))

3 gold pieces

## At-Will Powers

### Divine Challenge (Paladin Class 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. A creature can be subject to only one mark at a time.

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 8 radiant damage the first time it makes an attack that doesn't include you as a target before the start of your next turn.

**Lay on Hands (Paladin Class Feature):** Usable 2 per day  
*Your divine touch instantly heals wounds.*

**At-Will (special)\*Divine, Healing**

**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.

### 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:** +8 vs. AC

**Hit:** 1d8+5, 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:** +8 vs. AC

**Hit:** 1d8+5. If you marked the target, it takes a -2 penalty to attack rolls until the end of your next turn.

## Encounter Powers

### Channel Divinity (Paladin Class Feature)

**Encounter\*Divine**

**Minor Action**

**Effect:** target within 10 squares makes a saving throw with a +5 bonus.

### Eyebite (Warlock Attack 1) Half-Elf Dilettante

*You glare at your enemy, and your eyes briefly gleam with brilliant colors. Your foe reels under your mental assault, and you vanish from his sight.*

**Encounter\*Arcane, Charm, Implement, Psychic**

**Standard Action** Ranged 10

**Target:** One creature

**Attack:** +5 vs. Will

**Hit:** 1d6+5, and you are invisible to the target until the start of your next turn.

### Eyebite (Warlock Attack 1) Pact Initiate Feat

*You glare at your enemy, and your eyes briefly gleam with brilliant colors. Your foe reels under your mental assault, and you vanish from his sight.*

**Encounter\*Arcane, Charm, Implement, Psychic**

**Standard Action** Ranged 10

**Target:** One creature

**Attack:** +5 vs. Will

**Hit:** 1d6+5, and you are invisible to the target until the start of your next turn.

### Fearsome Smite (Paladin Attack 1)

*When you strike a foe with your weapon, the force of the blow causes him to shudder and second-guess his tactics.*

**Encounter\*Divine, Fear, Weapon**

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** +8 vs. AC

**Hit:** 2d8+5. Until the end of your next turn, the target takes a -2 penalty to attack rolls.

## Daily Power

### Radiant Delirium (Paladin Attack 1)

*You engulf your enemy in searing ribbons of radiance.*

**Daily\*Divine, Implement, Radiant**

**Standard Action** Ranged 5

**Target:** One creature

**Attack:** +5 vs. Reflex

**Hit:** 3d8+5, and the target is dazed until the end of your next turn. In addition, the target takes a -2 penalty to AC (save ends).

**Miss:** Half damage, and the target is dazed until the end of your next turn.