

# Rhogar TokValesh

Sex: Male    Age: 22    Race: Dragonborn    Class: Paladin    Level: 1  
 Alignment: Lawful Good    Size: Medium    Deity: Bahamut  
 Languages: Common, Draconic    Exp: \_\_\_\_\_

<b>Strength:</b>	<b>18</b>	<b>Armor Class:</b>	<b>20</b>
<b>Constitution:</b>	<b>14</b>	<b>Fortitude Defense:</b>	<b>15</b>
<b>Dexterity:</b>	<b>8</b>	<b>Reflex Defense:</b>	<b>13</b>
<b>Intelligence:</b>	<b>10</b>	<b>Will Defense:</b>	<b>13</b>
<b>Wisdom:</b>	<b>14</b>	<b>Initiative:</b>	<b>+0</b>
<b>Charisma:</b>	<b>14</b>	<b>Speed:</b>	<b>5</b>

<b>Hit Points:</b>	<b>29</b>	<b>healing Surge hP healed:</b>	<b>9</b>
<b>Bloodied:</b>	<b>14</b>	<b>healing Surge/Day:</b>	□□□□□□□□□□□□



<i>Basic Attacks</i>	<i>Attack Bonus</i>	<i>Damage</i>	<i>Range</i>	<i>Properties</i>
Bastard Sword	+7	1d10+4	Melee	Versatile
Flail	+6	1d10+4	Melee	Versatile

## Race and Class Features

**Vision:** Normal

**Dragonborn Fury:** When you're bloodied, you gain a +1 racial bonus to attack rolls.

**Draconic Heritage:** Your healing surge value is equal to one-quarter of your maximum hit points + your Constitution modifier.

**Dragon Breath:** You can use *dragon breath* as an encounter power.

**Armor Proficiencies:** Cloth, leather, hide, chainmail, scale, plate; light shield, heavy shield

**Weapon Proficiencies:** Simple melee, military melee, simple ranged

**Implements:** Holy symbol

**Channel Divinity:** Once per encounter you can invoke divine power, filling yourself with the might of your patron deity. With the divine might you invoke you can wield special powers, such as *divine mettle* and *divine strength*. Some paladins learn other uses for this feature; for instance, the divinity feats in Chapter 6 grant characters with access to the Channel Divinity class feature the ability to use additional special powers.

Regardless of how many different uses for Channel Divinity you know, you can use only one such ability per encounter. The special ability or power you invoke works just like your other powers.

**Divine Challenge:** The challenge of a paladin is filled with divine menace. You can use the *divine challenge* power to mark an enemy of your choice.

**Lay on Hands:** Using the *lay on hands* power, paladins can grant their comrades additional resilience with a touch of their hands and a short prayer, though they must give of their own strength to do so.

## FEATS

**Weapon Proficiency (Bastard Sword)**

**Benefit:** You gain proficiency in a single weapon of your choice.

## Action Triggers

† +1 to hit when Bloodied - *Dragonborn Fury*

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## SKILLS

Skill	Trained?	Total
Passive Insight		17
Passive Perception		12
Acrobatics (Dex)*		-4
Arcana (Int)		+0
Athletics (Str)*		+0
Bluff (Cha)		+2
Diplomacy (Cha)	Yes	+7
Dungeoneering (Wis)		+2
Endurance (Con)*		-2
Heal (Wis)		+2
History (Int)		+2
Insight (Wis)	Yes	+7
Intimidate (Cha)	Yes	+9
Nature (Wis)		+2
Perception (Wis)		+2
Religion (Int)	Yes	+5
Stealth (Dex)*		-4
Streetwise (Cha)		+2
Thievery (Dex)*		-4

\*Armor penalties apply.

## Equipment / Treasure

Bastard Sword, Flail, Plate Armor, Heavy Shield, Backpack, Bedroll, Belt Pouch x 2, Sunrod x 2, Trail Rations (10 days),

CP: GP: 4  
SP: PP:

## POWERS

Known At Will Powers	2
Known Encounter Powers	1
Known Daily Powers	1
Known Utility Powers	0

## At Will 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 radiant damage equal to 3 + your Charisma modifier the first time it makes an attack that doesn't include you as a target before the start of your next turn. The damage increases to 6 + your Charisma modifier at 11<sup>th</sup> level, and to 9 + your Charisma modifier at 21<sup>st</sup> level. 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 a number of times per day equal to your Wisdom modifier (minimum 1), 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.

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## 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:** Strength vs. AC

**Hit:** 1[W] + Strength modifier radiant damage. If you marked the target, you gain a bonus to the damage roll equal to your Wisdom modifier. Increase damage to 2[W] + Strength modifier at 21st level.

## Valiant Strike

Paladin Attack 1

*As you bring your weapon to bear, the odds against you add strength to your attack.*

**At-Will ♦ Divine, Weapon**

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Strength + 1 per enemy adjacent to you vs. AC

**Hit:** 1[W] + Strength modifier damage.

Increase damage to 2[W] + Strength modifier at 21st level.

## Encounter Powers

### 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 ♦ Acid, Cold, Fire, Lightning, or Poison**

**Minor Action** Close blast 3

**Targets:** All creatures in area

**Attack:** Strength + 2 vs. Reflex, Constitution + 2 vs. Reflex, or Dexterity + 2 vs. Reflex

**Hit:** 1d6 + Constitution modifier damage. Increase to +4 bonus and 2d6 + Constitution modifier damage at 11th level, and to +6 bonus and 3d6 + Constitution modifier damage at 21st level.

**Special:** When you create your character, choose Strength, Constitution, or Dexterity as the ability score you use when making attack rolls with this power. You also choose the power's damage type: acid, cold, fire, lightning, or poison. These two choices remain throughout your character's life and do not change the power's other effects.

## 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 bonus equal to your Charisma modifier.

## 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:** Apply your Strength modifier as extra damage on your next attack this turn.

## Piercing Smite

Paladin Attack 1

*Silvery spikes cover your weapon, punching through your foe's armor.*

**Encounter ♦ Divine, Weapon**

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Strength vs. Reflex

**Hit:** 2[W] + Strength modifier damage, and the target and a number of enemies adjacent to you equal to your Wisdom modifier are marked until the end of your next turn.

## Daily Powers

### 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:** Strength vs. AC

**Hit:** 3[W] + Strength modifier 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.

## Utility Powers

None