

Name:
Race: Dragonborn
Class: Paladin
Level: 5
Init: 4
Speed: 5
HP: 50 25
Surges: 10
Str: 12
Con: 11
Dex: 15
Int: 8
Wis: 10
Cha: 21

Resist:
 Poison 5

12

AC: 22
Fort: 14
Ref: 16
Will: 19

Feats:
 Pact Initiate
 Novice Power
 Skill Focus (Intimidate)

SKILLS:
 ACROBATICS*
 ARCANA
 ATHLETICS*
 BLUFF
 DIPLOMACY
 DUNGEON.
 ENDURANCE*
 HEAL
 HISTORY
 INSIGHT
 INTIMIDATE
 NATURE
 PERCEPTION
 RELIGION
 STEALTH*
 STREETWISE
 THIEVERY*

TRAIN:	TOTAL:
	0
	1
	-1
	7
x	12
	2
	-2
	0
x	8
	2
x	17
	2
	2
x	6
	0
	7
	-2

Class/Race Features:

- 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 (0).
- Dragon Breath
- Channel Divinity
- Divine Challenge
- Lay on Hands

Powers:

A-W

Ranged Basic Attack	Weapon	SA	Ranged weapon	One creature	+7 vs AC	Hit 1d6+3 damage.
Bolstering Strike	Weapon	SA	Melee weapon	One creature	+7 vs AC	Hit: 1d4+5 damage.
Enfeebling Strike	Weapon	SA	Melee weapon	One creature	+7 vs AC	Hit: 1d4+5 damage. If you marked the target, it takes a -2 penalty to attack rolls until the end of your next turn.
Divine Challenge	Radiant	Minor	Close burst 5	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 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. 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 immune to radiant damage.

Encounter:

Dragon Breath	Acid	Minor	Close blast 3	All creatures in area	+6 vs Ref	Hit: 1d6 acid damage.
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Eyebite	Charm, Implement, Psychic	SA	Ranged 10	One creature	+8 vs Will	Hit: 1d6+6 psychic damage, and you are invisible to the target until the start of your next turn.
Eldritch Rain	Implement	SA	Ranged 10	One creature or two creatures no more than 5 squares from each other	+8 vs Ref	Attack: One attack per target Hit: 1d10+6 damage.
Invigorating Smite	Healing, Weapon	SA	Melee weapon	One creature	+7 vs Will	Hit: 2d4+5 damage. If you are bloodied, you regain 5 hit points. Bloodied allies within 5 squares of you also regain 5 hit points.
Channel Divinity: Divine Mettle	-	Minor	Close burst 10	One creature in burst	-	Effect: The target makes a saving throw with a +5 bonus.
Channel Divinity: Diving Strength	-	Minor	Personal	You	-	Effect: Apply 1 extra damage on your next attack this turn.

Daily:

Lay on Hands	Healing	Minor	Melee touch	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.
Sign of Vulnerability	Implement, Radiant	SA	Ranged 5	One creature	+9 vs Fort	Hit: 3d8+7 radiant damage, and the target gains vulnerability 5 to radiant damage until the end of the encounter. Miss: Half damage, and the target gains no vulnerability.
Sign of Vulnerability	Implement, Radiant	SA	Ranged 5	One creature	+9 vs Fort	Hit: 3d8+7 radiant damage, and the target gains vulnerability 5 to radiant damage until the end of the encounter. Miss: Half damage, and the target gains no vulnerability.
Astral Speech	-	Minor	Personal	You	-	Effect: You gain a +4 power bonus to Diplomacy checks until the end of the encounter.

Equip:

Mundane Equipment
Light Shield
Holy Symbol +2
Plate +1 Battleforged
Amulet of Health +1
Wand +1
Hand X-bow +1

2 Potions of Healing

30 gp