

## Paks Fellsbain, Lawful-Good Amazon Paladin of Bahamut (1)

<b>Str</b>	16 (+3)	<b>AC</b>	20	<b>Speed</b>	5
<b>Con</b>	11 (+0)	<b>Fort</b>	14	<b>Vision</b>	Normal
<b>Dex</b>	10 (+0)	<b>Will</b>	13	<b>Init</b>	+0
<b>Int</b>	10 (+0)	<b>Ref</b>	15	<b>HP/Bld</b>	33/16
<b>Wis</b>	14 (+2)	<b>Perc</b>	12	<b>No. HS</b>	10
<b>Cha</b>	18 (+4)	<b>Insit</b>	12	<b>HS Val.</b>	8

### AT-WILL POWERS

Mnr	Divine Challenge	✱	5		Target <i>Marked</i> (see below)
Std	Basic Longsword	⬇	-	+6 v. AC	1d8+3
Std	Basic Longbow	⤵	20	+2 v. AC	1d10
Std	Bolstering Strike	†	-	+7 v. AC	1d8+4, Gain 2 Temp HP
Std	Enfeebling Strike	†	-	+7 v. AC	1d8+4, Target -2 Att ynt

### ENCOUNTER POWERS

Mnr	Athena's Lightning	⚡	5	+5 v. Rf	1d6+3 Lightning
Mnr	CD-Divine Strength	☺	-	-	+3 Dmg to next attack
Mnr	CD-Divine Mettle	✱	0/10	-	1 Target make Save+4
Std	Fearsome Smite	†	-	+7 v. AC	2d8+4, Target -2 Att ynt
Std	Second Wind	☺	-	-	Regain 8 HP

### DAILY POWERS

Mnr	Lay on Hands	†	-	-	Spend HS, Target Gains HP Spec: 2/day, 1/Enc
Std	On Pain of Death	☞	5	+4 v. Wll	Hit: 3d8+4; cont d8 (se) Miss: ½ Dmg, cont d4 (se)

### SKILLS

Trained: Religion (+5), Diplomacy (+9), History (+7), Endurance (+1/+5).

Untrained: Acrobatics (-4), Arcana (+0), Athletics (-1), Bluff (-4), Dungeoneering (+2), Heal (+2), Insight (+2), Intimidate (+6), Nature (+2), Perception (+2), Stealth (-4), Streetwise (+4), Thievery (-4).

### ITEMS

Weapons: Longsword, Longbow , Arrows (30), Dagger (1)

Defense: Plate Armor, Heavy Shield

Equipment: Backpack, bedroll, flint and steel, belt pouch, sunrods (2), trail rations (10 days), hempen rope (50'), waterskin

*Marked:* If Target makes an attack not including you: -2 Att, 7 radiant dmg.

*Maintain Mark:* Free, but you must attack or end your turn adjacent to the Target.

