

(Scott) **Kalid Ibn Zula**

Encounter Attack Powers

Trial of Strength

Paladin Attack 3

Encounter ♦ Divine, Weapon
Standard Action Melee weapon
Target: One creature
Effect: Before the attack, you make a saving throw with a +2 bonus.
‡ Knightblade Atk: +9 vs. AC Hit: 2d8+3 damage (Crit: 19+1d8+1d6)

Valorous Smite

Paladin Attack 1

Encounter ♦ Divine, Weapon
Standard Action Melee weapon
Target: One creature
‡ Knightblade Atk: +9 vs. AC Hit: 2d8+3 damage (Crit: 19+1d8+1d6), and each enemy within 3 squares of you is subject to your divine sanction until the end of your next turn.

Daily Attack Powers

Blazing Brand

Paladin Attack 1

Daily ♦ Divine, Fire, Reliable, Weapon
Standard Action Melee weapon
Target: One creature
‡ Knightblade Atk: +11 vs. Fort Hit: 2d8+5 fire dmg (Crit: 21+1d8+1d6), and the target takes ongoing 5 fire damage and grants combat advantage to any ally adjacent to it (save ends both).

Unyielding Faith

Paladin Attack 5

Daily ♦ Divine, Weapon
Standard Action Melee weapon
Target: One creature
‡ Knightblade Atk: +9 vs. AC Hit: 3d8+3 damage (Crit: 27+1d8+1d6), and the target is subject to your divine sanction until the end of the encounter.
Miss: Half damage.
Effect: You gain a +5 power bonus to all defenses against charm effects until the end of the encounter.



Utility Powers

Channel Divinity: Divine Mettle

Paladin Feature

Encounter ♦ Divine
Minor Action Close burst 10
Target: One creature in burst
Effect: The target makes a saving throw with a +2 bonus.

Channel Divinity: Divine Strength

Paladin Feature

Encounter ♦ Divine
Minor Action Personal
Effect: Apply a +4 damage bonus on your next attack this turn.

Divine Counter

Paladin Utility 2

Encounter ♦ Divine
Immediate Interrupt Personal
Trigger: An enemy hits your Fortitude, Reflex, or Will
Effect: You take only half damage from the triggering enemy's attack, and the triggering enemy is subject to your divine sanction until the end of its next turn.

Inspiring Word

Warlord MC Feature

Daily ♦ Martial, Healing
Minor Action Close burst 5
Target: You or one ally in burst
Effect: The target can spend a healing surge and regain an additional 1d6 hit points.

Virtue's Touch

Paladin Feature

Daily (Special) ♦ Special
Minor Action Melee touch
Target: One creature
Effect: You remove one condition from the target: blinded, dazed, deafened, slowed, stunned, or weakened.
Special: You can use this power only once per round.

Magic Item Notes

+1 Flensing Knightblade

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Property: On a critical hit you deal +1d8 damage instead of +1d6 against bloodied targets.
Power (Daily): Free Action. Use this power when you hit with the weapon. The target takes ongoing 5 damage and is considered bloodied even if it has more hit points than its bloodied value (save ends).

+2 Summoned Plate Armor

AV, pg. 53

Power (At-Will): Minor Action. You banish this armor to a secure extradimensional location. At any point in the future, unless you are wearing armor, you can use another minor action to recall the armor. The armor appears on you as though you had donned it normally.

Battleforged Shield

AV, pg. 114

Power (Daily ♦ Healing): Free Action. Use this power when an ally adjacent to you regains hit points. That ally regains additional hit points as though it had spent a healing surge.

Warhorse

Warhorse

Lvl 3 Brute

Large natural beast (mount)
XP 150
Initiative +3 Senses Perception +8; low-light vision
HP 58; Bloodied 29
AC 19; Fortitude 16, Reflex 14, Will 14
Speed 8 (7 in heavy barding)
⚔ Kick (Standard, at-will)
+6 vs. Armor Class; 1d6+5 damage.
‡ Trample (Standard, at-will)
The warhorse can move up to its speed and enter enemies' spaces. This movement provokes opportunity attacks, and the warhorse must end its move in an unoccupied space. When it enters an enemy's space, the warhorse makes a trample attack (+4 vs. Reflex; 1d6+6 damage), and the target is knocked prone.
Charger (while mounted by a friendly rider of 3rd level or higher with the Mounted Combat feat, at-will) ♦ Mount
The warhorse grants its rider a +5 bonus to damage rolls on charge attacks.
Alignment Unaligned Languages n/a
Str 21 (+6) Dex 14 (+3) Wis 14 (+3)
Con 18 (+5) Int 2 (-3) Cha 10 (+1)
Equipment impenetrable heavy barding (mount has 5 points of resistance to all damage)