

Simple 1st Level Paladin Builds

Dragonborn Avenging Paladin of Bahamut

Although you are classified as an avenging paladin, your ability scores allow you take the best of both worlds. However, your Wisdom modifier is not as high as might have been if you had chosen to focus on either Strength or Charisma. Generally, choose powers that do not rely on your wisdom score for secondary effects. However, sometimes here are powers, such as *invigorating smite* or *righteous smite*, that are extremely use even without a high wisdom modifier. If you pick out powers with multiple damage dice, you will want to wield a two-handed, high damage weapon that will allow you to get the most out of them. Alternatively, your Reflex defense is rather lacking, but that can be remedied through wielding a heavy shield and sticking with a one handed weapon. If that is the case, pick up powers that allow you to better control the battlefield, cause status effects, or benefit your allies over those with high damage potential.

Str: 18 Con: 12
Dex: 10 Int: 8
Wis: 12 Cha: 18

At-Will Powers: *Enfeebling Strike*, *Valliant Strike*
Encounter Power: *Piercing Smite*
Daily Power: *Radiant Delirium*

Feat: *Dragonborn Frenzy*
Skills: *Endurance*, *Heal*, *Intimidate*, *Religion*

Dwarf Avenging Paladin of Moradin

As far as paladin's go, you are one tough cookie. And with a high wisdom score, you'll get plenty of uses of *lay on hand* and be able benefit greatly from secondary effects. Choose powers that use your Wisdom modifier to hinder enemies so that you can keep them away from your less hearty allies, such as *staggering smite* and *thunder smite*. You should either wield an axe or hammer to make use of the Dwarven Weapon Training feat. Mauls, greataxes, and halberds are all high damage, two-handed weapons that will let you get the most out of your high multiple dice smites. Choose feats that will increase your already impressive defenses, such as Dodge Giants, and increase your melee prowess, such as Moradin's Resolve. Also, you may find that your decent intelligence score and training in both the Religion and Heal skills may make it worth considering picking up the Ritual Casting feat.

Str: 16 Con: 16
Dex: 10 Int: 13
Wis: 16 Cha: 8

At-Will Powers: *Holy Strike*, *Valliant Strike*
Encounter Power: *Radiant Smite*
Daily Power: *Paladin's Judgment*

Feat: *Dwarven Weapon Training*
Skills: *Endurance*, *History*, *Heal*, *Religion*

Half-Elf Protecting Paladin of The Raven Queen

Your goal is to defend against and take down a single target at a time while not allowing that target to attack any of your allies. Use *eyebite* and *dire radiance* to force opponents to take damage from your divine challenge (or *dire radiance*'s secondary damage). At early levels, you'll only be able to do this a couple time per encounter, but by forgoing taking a paragon and further multiclassing into warlock, it will become one of your default tactics.

Focus on powers and feats that allow you to take full advantage of radiate damage, such as *sign of vulnerability*, *divine reverence*, and the Astral Fire feat. Additionally, you will want to use a weapon with the pact blade property. This requires a light blade; so consider gaining proficiency with the rapier to make the most of your more martial paladin powers.

Str: 10 Con: 16
Dex: 13 Int: 10
Wis: 13 Cha: 18

At-Will Powers: *Bolstering Strike*, *Enfeebling Strike*

Encounter Power: *Shielding Smite*

Daily Power: *On Pain of Death*

Dilettante: *Eyebite*

Pact Initiate: *Dire Radiance*

Feat: *Pact Initiate*

Skills: *Diplomacy*, *Endurance*, *Intimidate*, *Religion*,
Streetwise (gained through the *Pact Initiate* feat)

Halfling Protecting Paladin of Avandra

Although you are not the strongest Paladin in the land, your small size and ability to avoid attacks more than makes up for it. Because you gain a racial AC bonus against opportunity attacks, you are better able to move around the battlefield without worrying whether your path leads you into dangerous territory.

Because of your low strength score, choose powers that rely on Charisma and Wisdom. When available, choose powers that allow you to be more mobile in combat, *benign transportation*, or take damage in place of other players, *martyr's blessing*.

As they become available, pick up all of the available halfling racial feats. They will allow you to get into better positions to defend your party without risking injury to yourself.

Str: 8 Con: 12
Dex: 12 Int: 10
Wis: 16 Cha: 18

At-Will Powers: *Bolstering Strike*, *Enfeebling Strike*

Encounter Power: *Fearsome Smite*

Daily Power: *Radiant Delirium*

Feat: *Lost in the Crowd*

Skills: *Diplomacy*, *Insight*, *Heal*, *Religion*

Human Protecting Paladin of Erathis

You are the stereotypical knight in shining armor. Choose powers that take advantage of your high charisma and wisdom modifiers and allow you to keep your enemies away from your target, either by dealing damage to them, pushing them further away from the rest of your party, or giving them attack roll penalties.

Make sure you stay in melee range of at least one opponent at a time, preferably a brute or soldier. Let your striker deal with the enemy's back line while you focus on keeping your foes away from yours.

Don't be afraid to change your mark from round to round, you won't have the highest

damage dealing powers, so don't feel like you have to engage every enemy you mark, just keep them away from your back line.

Str: 12	Con: 10
Dex: 10	Int: 10
Wis: 16	Cha: 18

At-Will Powers: *Bolstering Strike*, *Enfeebling Strike*

Encounter Power: *Shielding Smite*

Daily Power: *Radiant Delirium*

Feat: *Harmony of Erathis*, *Healing hands*

Skills: *Heal*, *Insight*, *Intimidate*, *Religion*