

Thurgon von Pfeizer

12 th level Paladin and Knight Commander of Kord, Exiled Noble

Stats	
Str	21 (+11)
Con	17 (+9)
Dex	9 (+5)
Int	11 (+6)
Wis	15 (+8)
Cha	14 (+8)

Skills			
Acrobatics	+3	Endurance	+10
Arcana	+6	Heal	+8
Athletics	+16	History	+13
Bluff	+8	Insight	+8
Diplomacy	+15 (19)	Intimidate	+17 (21)
Dungeoneering	+8	Nature	+8
		Perception	+8
		Religion	+11
		Stealth	+3
		Streetwise	+8
		Thievery	+1
		Languages	Common, Goblin

Combat			
Initiative	+5	Bloodied Value:	49
		Move	5
AC	31	Surge Value:	24
Fort	27	Surges Left:	(13)
Ref	24	Milestones	
Will	24	Action Pts:	1

Hit Points
98

Crit +3d6 thunder

Standard Actions

Basic (M)	Heavy mace	Melee 1	STR	+18	vs AC	1 d8 + 12	Miss: 3 damage only
At Will	Ardent Strike	Melee 1	STR	+18	vs AC	1 d8 + 12	Hit: target suffers DS until E Th's NT
At Will	Charge	Melee 1	STR	+19	vs AC	1 d8+ 12	Miss: 3 damage only
At Will	Holy Strike	Melee 1	STR	+18	vs AC	1 d8 + 15 (+17 vs marked target) radiant	Miss: 3 damage only
At Will	Valiant Strike	Melee 1	STR	+18	vs AC	1 d8 + 15 [+1 to hit per adj enemy]	Miss: 3 damage only
Enc 1	Piercing Smite	Melee 1	STR	+18	vs Ref	1 d8 + 12	Hit: mark target +2 adj enemies until E Th's NT
Enc 7	Thunder Smite	Melee 1	STR	+18	vs AC	2 d8+ 14 thunder [crit vs marked target on 19-20]	Miss: 3 damage only
Enc 11	Slash and Press	Melee 1	STR	+18	vs AC	3 d8 + 16	Hit: target knocked prone
Daily 1	Paladin's Judgement (Healing)	Melee 1	STR	+18	vs AC	3 d8+ 16	Effect: after attack, push all adj enemies 2 sq
Enc 3	Strength from Valour	Enemies in close burst 1	STR	+18	vs Fort	1 d8 + 12	Miss: 3 damage only
Daily 5	Arc of Vengeance	Enemies in close burst 1	STR	###	vs AC	2 d8+ 14 radiant	Effect: one ally within 5 sq may spend HS
Enc	Second Wind	Personal					Hit: gain 5 temp hp per target hit
Daily 6	Stirring Speech	Allies who can hear Th in close burst 5 during short rest					Effect: target suffers DS until E Th's NT; if already marked by Th then takes 2 radiant if deal damage to Th or ally (SE)
Enc 6	Mighty Sprint	Personal					Miss: half damage

Move Actions

Minor Actions

Enc (Ch Div)	Divine Mettle	Creature in close burst 10					Effect: spend a HS, +2 to defences until SoT
Enc (Ch Div)	Divine Strength	Personal					Effect: until E next Enc, targets gain +1 to attack and save while not bloodied
Enc Noble	Take Heart, Friend!	Ally in close burst 5					Effect: move up to speed +4, ignore DT, +5 power bonus to any Athletics checks
At Will (1x/turn)	Divine Challenge	Enemy in close burst 5					Effect: target makes a saving throw with a +2 bonus
Enc 12 Paragon	Break Their Nerve	Melee 1					Effect: gain +5 extra damage on next attack this turn
Enc 2	Call of Challenge	Enemies in close burst 3					Effect: target gains 10 temp hp, and +2 power bonus to defences until S Th's NT
Daily	Inspiring Word (Healing)	Self or ally in close burst 10					Effect: target suffers DS until Th uses this power again, or at E Th's T if Th neither attacked the target during T nor is adj to it at EoT
Daily (x2, 1x/turn)	Lay on Hands (Healing)	Melee 1					Effect: target is marked until E Th's NT
Daily item	Belt of Sacrifice	Ally in close burst 5					Effect: target suffers DS until E Th's NT
Daily item (milestone)	Power Jewel	Personal					Effect: target spends HS +3d6 hp

Immediate Actions

Enc 10 reaction	Benediction (Healing)	Ally in 5 sq who hits with melee attack					Effect: Th spend HS for no hp, target regains HS worth of hp
Daily 9 interrupt	Knightly Intercession	Enemy in close burst 10 who hits ally with melee or ranged attack	STR	+18	vs AC	2 d8+ 14	Effect: Th spends 2 HS for no hp, target regains HS
Daily item interrupt	Steadfast Amulet	Personal					Effect: regain Piercing Smite or Strength from Valour
At Will Noble	Draw the Eye of Friend & Foe	Allies					Effect: target may either spend HS or make two damage rolls and use either
At Will Paragon	Honour and Glory	Adj allies					Effect: attack hits Th instead, and target is pulled adj and subject to the attack
AP Paragon	Knight Commander's Action	Allies who can see and hear Th when he spends an AP					Hit: target suffers DS until EoEnc
At Will item	Belt of Sacrifice	Allies within 5 sq					Miss: 3 damage only
Daily item	Resounding Mace						Effect: if dazed or stunned, make a save vs the condition (if it fails, no power use)
Daily item	Battleforged Shield	Adj ally regains hp					Effect: targets gain +1 power bonus to attack rolls vs enemy Th is flanking

Free/No Action

At Will Noble	Draw the Eye of Friend & Foe	Allies					Effect: targets gain +2 power bonus to attack rolls
At Will Paragon	Honour and Glory	Adj allies					Effect: targets gain +1 to all defences until S Th NT
AP Paragon	Knight Commander's Action	Allies who can see and hear Th when he spends an AP					Effect: targets gain +1 item to healing surge value
At Will item	Belt of Sacrifice	Allies within 5 sq					Hit: target is dazed until E Th's NT
Daily item	Resounding Mace						Effect: target regains additional HS worth of hp
Daily item	Battleforged Shield	Adj ally regains hp					

*Divine Sanction: target is marked and takes 8 radiant damage the first time each round it makes an attack that does not include Th

Gear: Masterwork Plate Armour +3 (11), Battleforged Shield (4), Resounding Mace +3 (12), Steadfast Amulet +3 (13), Circlet of Authority (7), Belt of Sacrifice (7), Sandals of Precise Stepping (6), Power Jewel (5), 160 gp
Feats: Exotic Weapon, Weapon Focus (Craghammer); Bludgeon Expertise, Hammer Rhythm, Student of Battle, Improved Defences, Skill Power (Mighty Sprint); Power of the Storm, and of Strength