

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	28	Surges Left:	(13)
Ref	25	Milestones	
Will	25	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 thunder [+1 to hit per adj enemy]	Miss: 3 damage only NB: +2 to hit > Holy; +1 to hit > if enemy AC > 28
Enc 1	Piercing Smite	Melee 1	STR +18 vs Ref	2 d8 + 14	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 Paragon	Slash and Press	Melee 1	STR +18 vs AC	3 d8 + 16	Hit: target knocked prone
					Miss: 3 damage only
Enc 11 Paragon	Slash and Press	Melee 1	STR +18 vs AC	3 d8 + 16	Effect: after attack, push all adj enemies 2 sq
Daily 1	Paladin's Judgement (Healing)	Melee 1	STR +18 vs AC	3 d8+ 16	Miss: 3 damage only
					Effect: one ally within 5 sq may spend HS
Enc 3	Strength from Valour	Enemies in close burst 1	STR +18 vs Fort	1 d8 + 12	Hit: gain 5 temp hp per target hit
Daily 5	Arc of Vengeance	Enemies in close burst 1	STR +18 vs AC	2 d8+ 14 radiant	Miss: 3 damage only
					Effect: targets suffer DS until E Th's NT; if already marked by Th then target takes 2 radiant if deal damage to Th or ally (SE) Miss: half damage
Enc	Second Wind	Personal			Effect: spend a HS, +2 to defences until SoT
Daily 6	Stirring Speech	Allies who can hear Th in close burst 5 during short rest			Effect: until E next Enc, targets gain +1 to attack and save while not bloodied

Move Actions

Minor Actions

Enc 6	Mighty Sprint	Personal			Effect: move up to speed +4, ignore DT, +5 power bonus to any Athletics checks
Enc (Ch Div)	Divine Mettle	Creature in close burst 10			Effect: target makes a saving throw with a +2 bonus
Enc (Ch Div)	Divine Strength	Personal			Effect: gain +5 extra damage on next attack this turn
Enc Noble	Take Heart, Friend!	Ally in close burst 5			Effect: target gains 10 temp hp, and +2 power bonus to defences until S Th's NT
At Will (1x/turn)	Divine Challenge	Enemy in close burst 5			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
Enc 12 Paragon	Break Their Nerve	Melee 1			Effect: target is marked until E Th's NT
Enc 2	Call of Challenge	Enemies in close burst 3			Effect: targets suffer DS until E Th's NT
Daily	Inspiring Word (Healing)	Self or ally in close burst 10			Effect: target spends HS +3d6 hp
Daily (x2, 1x/round)	Lay on Hands (Healing)	Melee 1			Effect: Th spend HS for no hp, target regains HS worth of hp
Daily item	Belt of Sacrifice (Healing)	Ally in close burst 5			Effect: Th spends 2 HS for no hp, target regains HS
Daily item (milestone)	Power Jewel	Personal			Effect: regain Piercing Smite or Strength from Valour
Enc 10 reaction	Benediction (Healing)	Ally in 5 sq who hits with melee attack			Effect: target may either spend HS or make two damage rolls and use either
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: attack hits Th instead, and target is pulled adj and subject to the attack
					Hit: target suffers DS until EoEnc Miss: 3 damage only
Daily item interrupt	Steadfast Amulet	Personal			Effect: if dazed or stunned, make a save vs the condition (if it fails, no power use)
At Will Noble	Draw the Eye of Friend & Foe	Allies			Effect: targets gain +1 power bonus to attack rolls vs enemy Th is flanking
At Will Paragon	Honour and Glory	Adj allies			Effect: targets gain +2 power bonus to attack rolls
AP Paragon	Knight Commander's Action	Allies who can see and hear Th when he spends an AP			Effect: targets gain +1 to all defences until S Th NT
At Will item	Belt of Sacrifice	Allies within 5 sq			Effect: targets gain +1 item to healing surge value
Daily item	Resounding Mace				Hit: target is dazed until E Th's NT
Daily item	Battleforged Shield	Adj ally regains hp			Effect: target regains additional HS worth of 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

Effects