

ALVENOR

MALE HUMAN PALADIN (JERGAL) / LEVEL 1 / UNALIGNED

"Jergal has scribed your name. Meet your fate!"

ABILITY SCORES	MOD	DEFENSES	INITIATIVE	TRAINED SKILLS
STR 18	+4	AC 18	-1	ENDURANCE +4
CON 12	+1	FORT 16	SPEED (in squares) 5	HEAL +8
DEX 8	-1	REF 12	VISION normal	HISTORY +5
INT 10	+0	WILL 15	LANGUAGES Common, Deep Speech	INSIGHT +5
WIS 16	+3		SENSSES Passive Insight 18, Passive Perception 13	
CHA 12	+1			

HIT POINTS (Bloodied 13) **27**

ACTION POINT

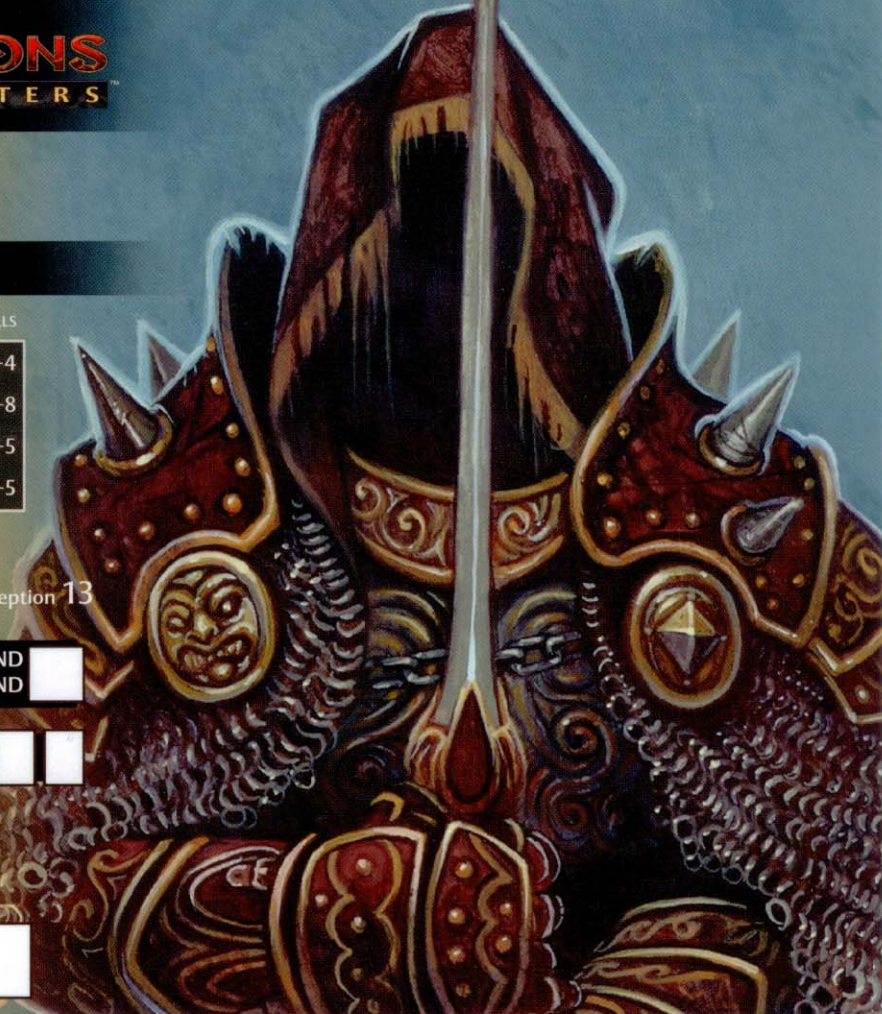
SECOND WIND

HEALING SURGES value **6**

EQUIPMENT

Greatsword Holy symbol of Jergal
 Plate armor (Exarch of Fatalism)
 Adventurer's kit 5 gold pieces

OTHER EQUIPMENT



Melee Basic Attack

Standard / Melee Weapon / At-Will

Requires greatsword; +7 vs. AC; 1d10 + 4 damage.

Divine Challenge

Minor / Close Burst 5 / At-Will

Target 1 creature in burst. You mark the target until you use this power against another target or fail to engage the target. If the target takes an attack against anyone that doesn't include you, the target takes a -2 penalty to attack and takes 4 radiant damage the first time it attacks until the start of your next turn. On your turn, you must engage the target by attacking it or end your turn adjacent to it, or you lose the mark and can't use divine challenge on your next turn.

Lay on Hands

Minor / Melee Touch / At-Will

You spend a healing surge but regain no hit points; instead, the target regains hit points as if it had spent a healing surge. Use this power 3 times per day, but only up to 1/round.

Ardent Strike

Standard / Melee Weapon / At-Will

+7 vs. AC; 1d10 + 4 damage and the target is subject to your divine sanction until the end of your next turn. **Divine Sanction:** Target is marked by you, and while marked by you takes 4 radiant damage each round it doesn't make an attack that includes you as a target. **Charging:** Use this power in place of a melee basic attack.

Challenging Strike

Standard / Melee Weapon / At-Will

+7 vs. AC; 1d10 + 4 damage and the target is marked until the end of your next turn or until you move into a square not adjacent to the target.

Holy Strike

Standard / Melee Weapon / At-Will

+7 vs. AC; 1d10 + 4 radiant damage and if you marked the target, gain a +3 bonus to the damage roll.

Divine Mettle

Standard / Close Burst 5 / Encounter

Target 1 creature in burst; the target makes a saving throw with a +1 bonus. **Channel Divinity:** You can use only 1 channel divinity power per encounter.

Divine Pursuit

Standard / Melee Weapon / Encounter

+7 vs. Fortitude; 2d10 + 4 damage and push the target 3 squares. You then shift to the nearest square adjacent to the target.

Divine Strength

Minor / Personal / Encounter

Gain +4 damage on your next attack this turn. **Channel Divinity:** You can use only 1 channel divinity power per encounter.

Fate Rolls On

Immediate Reaction / Ranged 5 / Encounter

Target a creature within range that rolls a saving throw. If the target failed, it takes a -2 penalty to its next saving throw before the end of the encounter; if the target saved, it gains a +2 bonus to its next saving throw before the end of the encounter. **Channel Divinity:** You can use only 1 channel divinity power per encounter.

Divine Strength

Minor / Personal / Encounter

Gain +4 damage on your next attack this turn. **Channel Divinity:** You can use only 1 channel divinity power per encounter.

Paladin's Judgment

Standard / Melee Weapon / Daily

+7 vs. AC; 3d10 + 4 damage and 1 ally within 5 squares of you can spend a healing surge. **Miss:** One ally within 5 squares of you can spend a healing surge.

OTHER ABILITIES*

Feats: Virtuous Recovery (see right) **Virtuous Recovery:** When you and Fate Rolls On (already applied), spend a healing surge, gain resist 3 all until the start of your next turn.