

DUNGEONS & DRAGONS

ENCOUNTERS

BRANDIS

HUMAN PALADIN (CAVALIER) / LEVEL 1

DIFFICULTY ★★

“There are monsters in the darkness—we must show them they can’t hide!”

ABILITIES & SKILLS

STRENGTH 18 +4

Athletics ----- +5

CONSTITUTION 12 +1

Endurance ----- +2

DEXTERITY 10 +0

Acrobatics ----- -4

Stealth ----- -4

Thievery ----- -4

INTELLIGENCE 10 +0

Arcana ----- +0

History ----- +0

Religion ----- +5

WISDOM 10 +0

Dungeoneering ----- +0

Heal ----- +0

Insight ----- +5

Nature ----- +0

Perception ----- +0

CHARISMA 16 +3

Bluff ----- +3

Diplomacy ----- +8

Intimidate ----- +3

Streetwise ----- +3

DEFENSES

Armor Class 20

Fortitude 16

Reflex 14

Will 15

INITIATIVE

+4

SPEED

5

VISION

normal

LANGUAGES

Common, Giant

OTHER STATISTICS

Hit Points (Bloodied 16)

32

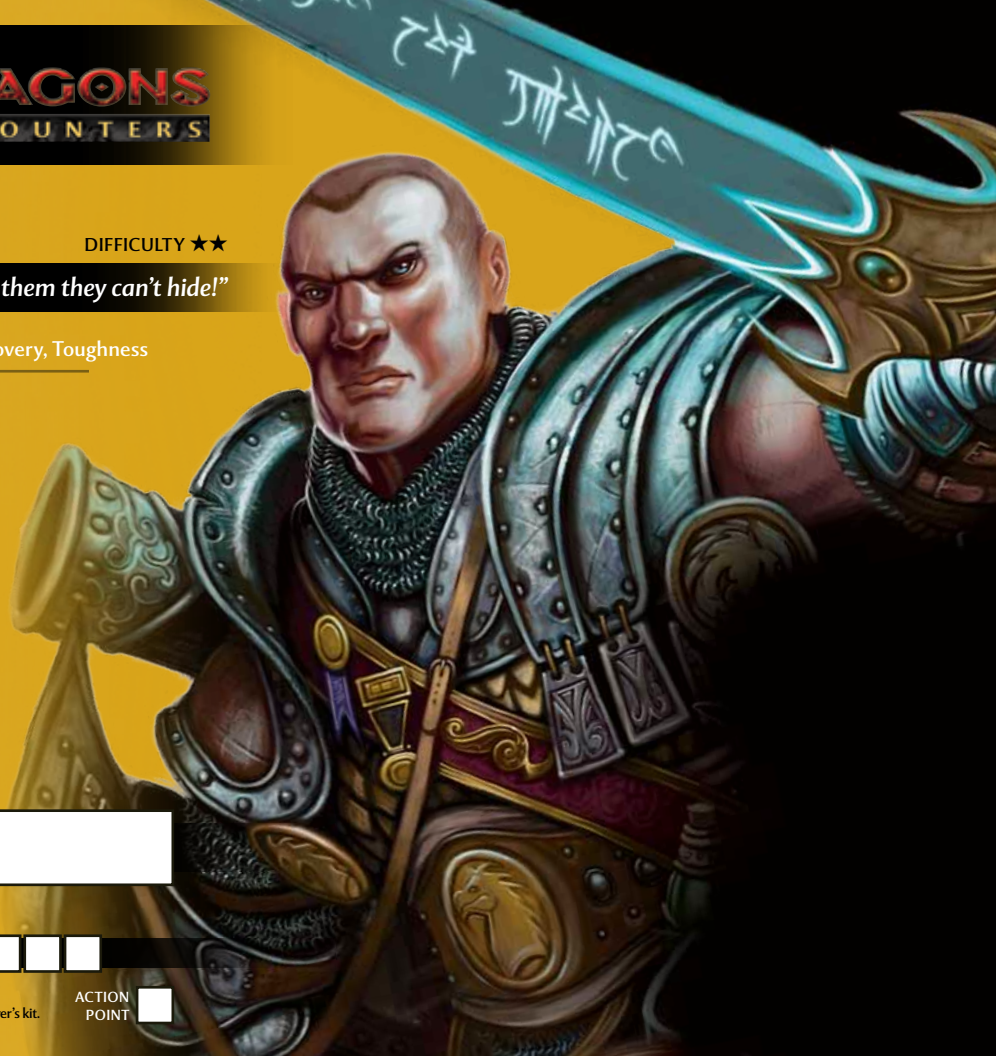
Healing Surges (Value 13)



EQUIPMENT

2 javelins , longsword, heavy shield, plate armor, and adventurer's kit.

ACTION POINT



Paladins are holy warriors - defenders of good, and enemies of evil. As a paladin, your main job on the battlefield is to keep enemies attacking you, ignoring your less-armored friends. Use your *defender aura* and *holy smite* to limit your opponent's options and punish enemies that dare attack your allies.

ATTACK POWERS

Righteous Radiance

At-Will

Opportunity Action **Melee 1**

Trigger: An enemy subject to your defender aura either shifts or makes an attack that targets an ally of yours but not you or an ally who has an active defender aura.

Target: The triggering enemy

Effect: The target takes 6 radiant damage.

Vengeful Strike

At-Will

Standard Action **Melee weapon**

Target: One creature

Hit: 1d8 + 4 radiant damage. If at least one bloodied ally is within 5 squares of you, the target takes 3 extra radiant damage.

Miss: You gain a +2 power bonus to your next damage roll against the target.

Javelin

At-Will

Standard Action **Ranged 10/20**

Target: One creature

Attack: 1d20 + 6 vs. AC **Hit:** 1d6 + 4 damage.

Longsword

At-Will

Standard Action **Melee weapon**

Target: One creature

Attack: 1d20 + 7 vs. AC **Hit:** 1d8 + 4 damage.

Valiant Strike

At-Will

Standard Action **Melee weapon**

Target: One creature

Attack: 1d20 + 7 vs. AC. You gain a bonus to the attack roll equal to the number of enemies adjacent to you.

Hit: 1d8 + 4 damage.

Holy Smite

Encounter

Free Action **Personal**

Trigger: You target an enemy with an at-will weapon attack power.

Effect: The target takes 5 radiant damage. If the triggering attack hits, the target is also dazed until the end of your next turn.

Righteous Shield

Encounter

Immediate Interrupt **Close burst 3**

Trigger: An ally within 3 squares of you is damaged by an attack.

Target: The triggering ally in the burst

Effect: You take the damage of the triggering attack instead of the target. This damage ignores your immunities and resistances. In addition, you gain a +2 power bonus to attack rolls until the end of your next turn.

UTILITY POWERS

Defender Aura

At-Will

Minor Action

Personal

Effect: You activate an aura 1 that lasts until you end it as a minor action or until you fall unconscious. While in the aura, any enemy takes a -2 penalty to attack rolls when it makes an attack that does not include among its targets either you or an ally of yours who has this aura active. Marked enemies are not subject to this aura.

Heroic Effort

Encounter

No Action

Personal

Trigger: You miss with an attack or fail a saving throw.

Effect: You gain a +4 racial bonus to the attack roll or the saving throw.

Second Wind

Encounter

Standard Action

Personal

Effect: You spend a healing surge to regain hit points, and gain a +2 bonus to all defenses until the start of your next turn.

This character was made using the *Heroes of the Fallen Lands*™ sourcebook. Use the D&D Character Builder to create and modify this character!

See DungeonsandDragons.com for more information.

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