

Dante

Human Paladin 1

Lawful Good, Virtue of Valor

100 XP

300 SP

STR 18 +4

CON 13 +1

DEX 13 +1

INT 11 +0

WIS 10 +0

CHA 14 +2

Feats:

Superior Fortitude: +2 to your fort, resist 3 from ongoing damage.

Executioner of Undeath: you may reroll damage against the undead, but must take the second roll.

Skills:

Acrobatics	-3
Arcana	0
Athletics	0
Bluff	2
Diplomacy	7
Dungeoneering	0
Endurance	2
Heal	0
History	5
Insight	5
Intimidate	2
Nature	0
Perception	0
Religion	5
Stealth	-3
Streetwise	2
Thievery	-3

Initiative: +1+4

Speed: 5 squares

HP 28 (bloodied 14)

Healing Surge Value: 7+2

11 surges per day -4

Defenses

AC 20
FORT 16+2
REF 15
WILL 14

Standard Actions:

Melee basic attack

+7 versus AC // 1d8+4 damage

Charge

(move at least 2 squares up to your speed, every square must be closer to the target)

+8 versus AC // 1d8+4 damage

Valiant Strike

+7 (+1 per enemy adjacent) versus AC // 1d8+4 damage

Vengeful Strike

+7 versus AC // 1d8+4 damage, if bloodied ally within 5 squares, +2 damage. On miss: +2 damage to next damage roll against target.

Second wind (Encounter)

Spend a healing surge (regain 9 hp), and +2 defences until the end of your next turn.

Minor Action:

Defender Aura

Aura 1: enemies in aura take -2 to attack other targets if the attack does not target you. Turns off when you're unconscious or with minor action.

Opportunity Action:

Righteous Radiance

Trigger: enemy in your aura shifts or makes an attack that does not target you

Effect: target takes 6 radiant damage

Immediate Interrupt:

Righteous Shield (encounter)

Trigger: Ally within 3 squares takes damage from an attack

Effect: You take the damage instead, gain +2 power bonus to attack rolls until the end of your next turn

Free Action:

Action Point (special, encounter)

Effect: you gain a standard, move, or minor action.

Holy Smite (encounter):

Trigger: you target an enemy with an at-will attack

Effect: 4 radiant damage, and if you hit with the triggering attack, the enemy is dazed

No Action:

Heroic Effort (encounter)

Trigger: you miss with an attack roll or fail a saving throw

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