

# DRAGONBORN PALADIN

Name: **Keldrek**

Keldrek

As a dragonborn, you have dedicated your life to honor and the pursuit of excellence. You are driven, noble, and a born champion. As a paladin, you are a divine warrior committed to the cause of life and goodness.

**Hit Points** 27  
**Bloodied** 13    **Healing Surge** 7    **Surges Per Day** 11  
**Initiative** +0    **Action Points** \_\_\_\_\_

**DEFENSES**  
**AC**    **Fortitude**    **Reflex**    **Will**  
20    14    12    13

## ATTACKS

**Melee Basic Attack:** +7 (longsword)    **Damage:** 1d8+4  
**Ranged Basic Attack:** +6 (javelin)    **Damage:** 1d6+4

## RACIAL TRAITS

**Height:** 6'4"    **Weight:** 260 lb.    **Size:** Medium  
**Speed:** 5 squares    **Vision:** Normal  
**Languages:** Common, Draconic  
**Alignment:** Lawful Good

**Skill Bonus:** +2 History, +2 Intimidate (already included).

**Dragonborn Fury:** When you're bloodied, you gain a +1 racial bonus to attack rolls.

**Draconic Heritage:** Your healing surge value is equal to one-quarter of your maximum hit points + your Constitution modifier (already included).

**Dragon Breath:** You can use *dragon breath* as an encounter power.

## AT-WILL POWERS

### Holy Strike Paladin Attack 1

*You strike an enemy with your weapon, which ignites with holy light.*

**At-Will** ♦ **Divine, Radiant, Weapon**  
**Standard Action**    **Melee** weapon  
**Target:** One creature  
**Attack:** +7 vs. AC

**Hit:** 1d8 + 4 radiant damage. If you marked the target, you gain a +1 bonus to the damage roll.

### Valiant Strike Paladin Attack 1

*As you bring your weapon to bear, the odds against you add strength to your attack.*

**At-Will** ♦ **Divine, Weapon**  
**Standard Action**    **Melee** weapon  
**Target:** One creature  
**Attack:** +7, +1 per enemy adjacent to you vs. AC  
**Hit:** 1d8 + 4 damage.



## ENCOUNTER POWER

### Radiant Smite Paladin Attack 1

*Your weapon glows with a pearly luminescence. Enemies shrink from its pure light, especially creatures of supernatural evil such as demons and devils.*

**Encounter** ♦ **Divine, Radiant, Weapon**  
**Standard Action**    **Melee** weapon  
**Target:** One creature  
**Attack:** +7 vs. AC  
**Hit:** 2d8 + 5 radiant damage.

## DAILY POWER

### Paladin's Judgment Paladin Attack 1

*Your melee attack punishes your enemy and heals an ally.*

**Daily** ♦ **Divine, Healing, Weapon**  
**Standard Action**    **Melee** weapon  
**Target:** One creature  
**Attack:** +7 vs. AC  
**Hit:** 3d8 + 4 damage, and one ally within 5 squares of you can spend a healing surge.  
**Miss:** One ally within 5 squares of you can spend a healing surge.

## CLASS FEATURES

**Channel Divinity:** You can use this special divine power once per encounter.

**Divine Challenge:** You can use divine challenge as an at-will power.

**Lay on Hands:** Once per day as a minor action, you can use the lay on hands power.

## Lay on Hands

Paladin Feature

Your divine touch instantly heals wounds.

**At-Will (Special) ♦ Divine, Healing**

**Special:** You can use this power once per day.

**Minor Action** Melee touch

**Target:** One creature

**Effect:** You spend a healing surge but regain no hit points. Instead, the target regains hit points as if it had spent a healing surge. You must have at least one healing surge remaining to use this power.

## Dragon Breath

Dragonborn Racial Power

As you open your mouth with a roar, the deadly power of your draconic kin blasts forth to engulf your foes.

**Encounter ♦ Acid, Cold, Fire, Lightning, or Poison**

**Minor Action** Close blast 3

**Targets:** All creatures in area

**Attack:** +4 vs. Reflex

**Hit:** 1d6 + 1 damage.

## Channel Divinity: Divine Strength

Paladin Feature

You petition your deity for the divine strength to lay low your enemies.

**Encounter ♦ Divine**

**Minor Action** Personal

**Effect:** Apply your Strength modifier (+4) as extra damage on your next attack this turn.

## Divine Challenge

Paladin Feature

You boldly confront a nearby enemy, searing it with divine light if it ignores your challenge.

**At-Will ♦ Divine, Radiant**

**Minor Action** Close burst 5

**Target:** One creature in burst

**Effect:** You mark the target. If the creature was already marked, your mark supersedes the previous one. The target remains marked until you use this power against another target, or if you fail to engage the target (see below). A creature can be subject to only one mark at a time. A new mark supersedes a mark that was already in place.

While a target is marked, it takes a -2 penalty to attack rolls and takes 6 radiant damage if it makes an attack doesn't include you as a target. The target takes this damage only once per turn.

On your turn, you must engage the target you challenged or challenge a different target. To engage the target, you must either attack it or end your turn adjacent to it. If none of these events occur by the end of your turn, the marked condition ends and you can't use Divine Challenge on your next turn.

You can use Divine Challenge once per turn.

Ability Scores	Check Modifier	Ability Scores	Check Modifier
Str 18	+4	Int 11	+0
Con 12	+1	Wis 13	+1
Dex 10	+0	Cha 16	+3

## FEAT

**Healing Hands:** When you use the lay on hands power, the target heals extra damage equal to your Charisma modifier (already included).

Skills (Ability)	Trained?	Modifier
Acrobatics (Dex)		-4
Arcana (Int)		+0
Athletics (Str)		+0
Bluff (Cha)		+3
Diplomacy (Cha)		+3
Dungeoneering (Wis)		+1
Endurance (Con)	Yes	+2
Heal (Wis)	Yes	+6
History (Int)		+2
Insight (Wis)		+1
Intimidate (Cha)	Yes	+10
Nature (Wis)		+1
Perception (Wis)		+1
Religion (Int)	Yes	+5
Stealth (Dex)		-4
Streetwise (Cha)		+3
Thievery (Dex)		-4

## GEAR

**Armor:** Plate armor, heavy shield.

**Weapon:** Longsword, javelins (3). Your javelins have a range of 10/20.

**Adventurer's Kit:** This kit includes: a backpack, a bedroll, flint and steel, a belt pouch, two sunrods, ten days worth of trail rations, 50 feet of hempen rope, and a waterskin.

**Holy symbol of Bahamut**

**Gold:** 5 gp

## 2ND LEVEL

At 2nd level, you gain the following:

**Hit Points:** Increase to 33      **Bloodied:** Increase to 16

**Healing Surge:** Increase to 9

**Level Modifier:** Because your new level is an even number, everything that includes one-half your level gets better. Increase your attacks, defenses, initiative, and skill check modifiers by 1 point.

**Feat: Enlarged Dragon Breath:** When you use dragon breath, you can make it blast 5 instead of blast 3.

## Martyr's Blessing

Paladin Utility 2

You step into an attack made against an adjacent ally.

**Daily ♦ Divine**

**Immediate Interrupt** Close burst 1

**Trigger:** An adjacent ally is hit by a melee or a ranged attack

**Effect:** You are hit by the attack instead.

## 3RD LEVEL

At 3rd level, you gain the following:

**Hit Points:** Increase to 39      **Bloodied:** Increase to 19

**Healing Surge:** Increase to 10

## Staggering Smite

Paladin Attack 3

With a mighty swing, you knock your enemy back.

**Encounter ♦ Divine, Weapon**

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** +8 vs. AC

**Hit:** 2d8 + 4 damage, and you can push the target 1 square.

# Backstory

In the rugged wilds of the Nentir Vale, the dragonborn Keldrek spent his early years as a thief. He would steal from anyone weaker than himself. He had no qualms with taking anything he felt he needed. And he had no issue with killing those that got in his way.

His partner during this time was his sister Vekla. She was a few years younger, but with a fire inside that burned greater than his own. Together they were a force to be reckoned with.

But it would not last.

During an attempt at robbing a local noble, the siblings were discovered by the town guard. A chase ensued. They found themselves scaling a cliff face to avoid capture. Vekla's grip faltered on the wet stone and she fell to her death. As Keldrek held her body in his arms, the guards caught him and sent him to the prison mines deep within the Cairngorm Peaks.

For five years he toiled in the mines. He reflected on his life and how it led to the death of his little sister. All of his evil deeds passed through his mind every day and he vowed to spend the rest of his life protecting those that he once preyed on.

The pendulum swung fully the other way as Keldrek is a crusader for justice everywhere he goes. He grants no quarter to those that he feels have strayed from a noble path. The only people he might turn a blind eye to are his companions whom he sees as honorable simply by being his companions.

# Personality

Keldrek worships no deity. He feels even the gods are inferior to his own righteousness.

He says what he thinks with no filter and is often the first to draw his blade if his party does not get their way.

While he does not openly blame his sister's death on the noble whose home they were robbing, he looks down on all nobility as people who have not earned their position. And he makes sure they know it.

# Goals

Driven by an unwavering sense of honor, Keldrek strives to rid the land of all evil. Whether facing hordes of goblins, ancient curses, or malevolent dragons, Keldrek stands as a beacon of hope in the Nentir Vale, a dragonborn paladin with a heart ablaze with the fires of justice.

# Complications

He has suppressed his desire for vengeance against the noble for many years. But whenever he encounters nobility, he struggles to keep those feeling under control. All it will take is the wrong word and it is likely that his inner demon will be unleashed.

