

Grothaxnorfar's 11th Level Hospitaler Prayers

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August 24, 2008

Abilities

Hospitaler's Blessing

When an enemy you challenge attacks one of your allies, that ally gains 7 (Wisdom) hit points.

Hospitaler's Action

When you spend an action point to take an extra action, each ally with 5 squares regains 2 (Wisdom) hit points.

Power Attack

Attack with a -2 penalty to gain +4 to damage.

Paladin Powers

Divine Challenge Paladin Feature

At-Will ♦ Divine, Radiant

Minor Action Close burst 5

Target: One creature in burst

Effect: You mark the target. The target is marked until you target another or fail to engage the target. While marked, the target takes a -2 penalty to attack rolls for any attack that doesn't include you as a target. Also, it takes 9 radiant damage the first time it makes an attack that doesn't include you as a target before the start of your next turn.

On your turn, you must engage the target you challenged, or challenge a different target or you can't use *divine challenge* on your next turn.

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Lay on Hands Paladin Feature

At-Will ♦ Divine, Radiant

Minor Action Melee touch

Target: One creature

Special: You can use this power 2 times per day, but only once per round.

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.

At Will

+3 Magic Warhammer Basic Melee Attack

At-Will ♦

Attack: +14 (Strength) vs AC

Hit: 1d10 +9 (Strength)

Critical Hit: 19 + 3d6

Miss: 5 (Constitution) damage

Enfeebling Strike Paladin Attack 1

At-Will ♦ Divine, Weapon

Standard Action Melee Weapon

Target: One Creature

Attack: +13 (Charisma) vs AC

Hit: 1d10 +8 (Charisma) damage. If you marked the target, it takes a -2 penalty to attack rolls until the end of your next turn.

Critical Hit: 18 + 3d6

Miss: 5 (Constitution) damage

Valiant Strike Paladin Attack 1

At-Will ♦ Divine, Weapon

Standard Action Melee Weapon

Target: One Creature

Attack: +14 (Strength) +1 per enemy adjacent to you vs AC

Hit: 1d10 +9 (Strength)

Critical Hit: 19 + 3d6

Miss: 5 (Constitution) damage

□ Channel Divinity

Divine Mettle Paladin Feature

Encounter ♦ Divine

Minor Action Close burst 10

Target: One creature in burst

Effect: The target makes a saving throw with a +3 (Charisma) bonus.

Divine Strength Paladin Feature

Encounter ♦ Divine

Minor Action Personal

Effect: Add +4 (Strength) damage on your next attack this turn.

Encounter Powers

Piercing Smite Paladin Attack 1

Encounter ♦ Divine, Weapon

Standard Action Melee Weapon

Target: One creature

Attack: +14 (Strength) vs Reflex defense

Hit: 2d10 +9 (Strength) damage, and 2 (Wisdom) adjacent enemies are marked until the end of your next turn.

Critical Hit: 29 + 3d6

Miss: 5 (Constitution) damage

Staggering Smite Paladin Attack 3

Encounter ♦ Divine, Weapon

Standard Action Melee Weapon

Target: One creature

Attack: +14 (Strength) vs AC

Hit: 2d10 +9 (Strength) damage, and you push the target back 2 (Wisdom) squares.

Critical Hit: 29 + 3d6

Miss: 5 (Constitution) damage

Beckon Foe Paladin attack 7

Encounter ♦ Divine, Implement

Standard Action Ranged: 5

Target: One creature

Attack: +10 (Charisma) vs Will defense

Hit: 2d10 + 5 (Charisma) damage, and you pull the target 2 (Wisdom) squares.

Critical Hit: 23

Warding Blow Hospitaler Attack 11

Encounter ♦ Divine, Weapon

Standard Action Melee Weapon

Target: One creature that is marked by you

Attack: +13 (Charisma) vs AC

Hit: 2d10 +8 (Charisma) damage, and each ally with 5 squares of you can make a saving throw.

Critical Hit: 28 + 3d6

Miss: 5 (Constitution) damage

Daily Powers

Inspiring Word Warlord Feature

Daily ♦ Martial, Healing

Minor Action Close burst 5

Target: You or one ally in burst

Effect: The target can spend a healing surge and regain an additional 3d6 hit points.

Paladin's Judgment Paladin Attack 1

Daily ♦ Divine, Healing, Weapon

Standard Action Melee Weapon

Attack: +14 (Strength) vs AC

Hit: 3d10 +9 (Strength) damage, and one ally with 5 squares of you can spend a healing surge.

Critical Hit: 39 + 3d6

Miss: 5 (Constitution) damage, and one ally with 5 squares of you can spend a healing surge.

Martyr's Blessing Paladin Utility 2

Daily ♦ Divine

Immediate Interrupt Action Close burst 1

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

Effect: You are hit by the attack instead.

Martyr's Retribution Paladin Attack 5

Daily ♦ Divine, Radiant, Weapon

Standard Action Melee Weapon

Target: One creature

Attack: +14 (Strength) vs AC, + one healing surge

Hit: 4d10 +9 (Strength) radiant damage.

Critical Hit: 49 + 3d6

Miss: Half damage.

Divine Bodyguard Paladin Utility 6

Daily ♦ Divine

Minor Action Ranged: 5

Effect: Choose an ally with 5 squares of you. You take half the ally's damage until the encounter or you end this effect.

Radiant Pulse Paladin Attack 9

Daily ♦ **Divine, Implement, Radiant**

Standard Action **Ranged: 10**

Primary Target: One creature

Attack: +10 (Charisma) *vs* Fortitude defense

Hit: 1d10 + 5 (Charisma) radiant damage.
Make a secondary attack.

Critical Hit: 14

Secondary Target: Each enemy adjacent to the primary target.

Secondary Attack: +10 (Charisma) *vs* Fortitude defense

Hit: 1d10 + 5 (Charisma) radiant damage, and you push the target 3 squares.

Critical Hit: 14

Sustain Minor: Repeat the secondary attack

Miss: Half damage. No secondary attack.

Noble Shield Paladin Utility 10

Daily ♦ **Divine**

Immediate Interrupt Action **Personal**

Trigger: You are targeted by a close attack or an area attack

Effect: The attack automatically hits you, and any of your allies who are also hit take only half damage. This power does not change other effects the attack might cause.

Items

Daily Item Powers Per Day: /
Per Milestone: / / /

Ironskin Belt Item level 5

Daily ♦

Minor Action **Personal**

Gain resist 5 to all weapon damage until the end of your next turn.

Symbol of Excellence Item level 7

Daily ♦

Minor Action **Ranged: 10**

Grant one ally a +2 power bonus to his or her next attack roll, ability check, or skill check.

Amulet of False Life Item level 9

Daily ♦

Minor Action **Personal**

Special: You must be bloodied

Gain 31 (Healing Surge) temporary hit points.

Dwarven +3 Plate Armor Item level 12

Daily ♦ **Healing**

Free Action **Personal**

Gain hit points as if you had spent a healing surge.

