

## Guardian (Paladin)

**Combat Role:** Defender and Striker

**Power Source:** Divine and Martial

**Key Abilities:** Strength and Charisma

**Armor Proficiency:** Cloth, leather, hide, chain, scale, plate.

**Shield Proficiency:** Heavy shields, light shields.

**Weapon Proficiency:** Simple melee, military melee.

**Defense Bonus:** +1 Fortitude, +1 Reflex, +1 Will

**Base Hit Points:** 15 + Constitution Score

**Bonus Hit Points:** +6 per level gained

**Healing Surges:** 10 + Constitution Modifier

**Trained Skills:** Choose four from your list of class skills.

**Class Skills:** Athletics (Str), Diplomacy (Cha), Endurance (Con), Heal (Wis), History (Int), Insight (Wis), Intimidate (Cha), Religion (Int).

**Class Features:** Bolstering strike, devoted bodyguard, divine health, divine sanction, righteous smite, zealous protector.

### Level 1:

#### BOLSTERING STRIKE

While you're using a shield, you gain temporary hit points when you hit an adjacent enemy with a basic attack. The temporary hit points are equal to your Charisma modifier.

#### DEVOTED BODYGUARD

You gain the **devoted bodyguard** power.

### Devoted Bodyguard

[Martial]

**Opportunity action**

**Personal**

**Requirement:** You must be using a shield.

**Trigger:** An enemy hits an ally adjacent to you with an attack that doesn't include you as a target.

**Effect:** The triggering attack hits you instead.

## DIVINE HEALTH

When you spend a healing surge to regain hit points, you regain additional hit points equal to your Charisma modifier.

## DIVINE SANCTION

You gain the **divine sanction** power.

### Divine Sanction

[Divine]

**Immediate interrupt**

**Ranged 5**

**Trigger:** An enemy within 5 squares deals damage to an ally.

**Effect:** The triggering enemy takes 3 + Charisma modifier damage.

Level 11: 6 + Charisma modifier damage.

Level 21: 9 + Charisma modifier damage.

## RIGHTEOUS SMITE

You gain the **righteous smite** power.

### Righteous Smite

[Divine]

**No action**

**Personal**

**Requirement:** You must be bloodied.

**Trigger:** You make a basic attack against an adjacent enemy.

**Effect:** You gain a power bonus to the attack roll equal to your Charisma modifier, and the attack deals 1[W] extra damage.

Level 17: 2[W] extra damage.

Level 27: 3[W] extra damage.

**Special:** You can use this power only once per turn.

## ZEALOUS PROTECTOR

While there is a bloodied or dying ally within 5 squares of you, you gain a +1 bonus to attack rolls with weapon attacks.

**Level 2:**  
**PILLAR OF STRENGTH**  
You gain the **pillar of strength** power.

<b>Pillar of Strength</b>	<b>[Martial, Healing]</b>
<b>Standard action</b>	<b>Personal</b>
<b>Requirement:</b> You must be using a shield.	
<b>Effect:</b> You can spend a healing surge. Choose one adjacent ally. The ally gains the benefits of cover while they remain adjacent to you, or until the end of your next turn.	

**Level 3:**  
**LEVEL 3 EXTRA RIGHTEOUS SMITE**  
You gain an additional use of righteous smite per encounter. You can still use the power only once per turn.

**Level 5:**  
**AURA OF COURAGE**  
You are immune to fear effects, and are therefore unaffected by the non-damaging effects of fear attacks. In addition, while you're conscious, each ally adjacent to you gains a +4 bonus to saving throws against fear effects.

**Level 6:**  
**TIMELY RESCUE**  
You gain the **timely rescue** power.

<b>Timely Rescue</b>	<b>[Martial]</b>
<b>Immediate interrupt</b>	<b>Personal</b>
<b>Trigger:</b> An ally within 5 squares is reduced to 0 hit points by an attack that doesn't include you as a target.	
<b>Effect:</b> You can move up to your speed, and you must end your movement adjacent to the triggering ally. The movement provokes opportunity attacks as normal. The triggering attack hits you instead.	

**Level 7:**  
**LEVEL 7 EXTRA RIGHTEOUS SMITE**  
You gain an additional use of righteous smite per encounter. You can still use the power only once per turn.

**Level 9:**  
**DIVINE GRACE**  
You gain a +1 bonus to saving throws.

**Level 10:**  
**AWAKEN GUARDIAN**  
You gain the **awaken guardian** power.

<b>Awaken Guardian</b>	<b>[Divine]</b>
<b>No action</b>	<b>Personal</b>
<b>Trigger:</b> You begin your turn stunned, dazed, or unconscious.	
<b>Effect:</b> You take your turn as though you were not stunned, dazed, or unconscious. If the condition can be removed with a save, you gain a +2 power bonus to saving throws until the end of your turn.	