

Leonid
Half-elf Paladin

AC	HP	Speed	Surge Value
19	12	6	6 HP

Divine Challenge: Monsters ignore other heroes in your tile when determining adjacency or nearest hero.

Powers: You use the following power cards.

- Divine Strength
- Select 1 paladin Utility power
- Select 2 paladin At-Will power
- Select 1 paladin Daily power

Critical Hit: When you attack and roll a natural 20, you deal +1 damage.

2nd Level

Sacred Circle

All heroes in this tile gain +1 AC.

Leonid
Half-elf Paladin

AC	HP	Speed	Surge Value
18	10	6	5 HP

Divine Challenge: Monsters ignore other heroes in your tile when determining adjacency or nearest hero.

Powers: You use the following power cards.

- Divine Strength
- Select 1 paladin Utility power
- Select 2 paladin At-Will power
- Select 1 paladin Daily power

1st Level

Paladin
Utility Power

Divine Strength

Use this power when you hit a monster.

Deal one additional point of damage to the monster.