

NAME  
**Human**  
KIN

## PALADIN

DESCRIPTION

LEVEL

2

### ONE UNIQUE THING

### ABILITY SCORES

ARMOR CLASS

SCORE 19 +4 MODIFIER	SCORE 12 +1 MODIFIER	SCORE 14 +2 MODIFIER	SCORE 13 +1 MODIFIER	SCORE 10 +0 MODIFIER	SCORE 17 +3 MODIFIER
STRENGTH	DEXTERITY	CONSTITUTION	WISDOM	INTELLIGENCE	CHARISMA

PHYSICAL DEFENSE | MENTAL DEFENSE

### HIT POINTS & RECOVERIES

MAX HP: 20 STAGGERED | 40 | -20 DEAD

RECOVERIES: 8 MAX RECOVERIES

CURRENT HP: [ ]

RECOVERY DICE: AVERAGE 13, 2d10+2

TEMP HP: [ ]

ONGOING DAMAGE: [ ] TYPE: [ ] SAVE: [ ]

CONDITIONS & OTHER EFFECTS: [ ] SAVE: [ ]

### TALENTS

- Bold** HH125
- Divine Domain** - You have the Cleric's Domain: Beauty, HH100. HH125
- Voice of Song** - You have a Bard spell (Befuddle, HH88) which you can swap each arc. HH126

### DEFENSES & INITIATIVE

INITIATIVE: +3

ARMOR CLASS: 20  
Blessing of Heaven: You can use CHA instead of DEX to calculate AC.

PHYSICAL DEFENSE: 14

MENTAL DEFENSE: 15

### BASIC MELEE ATTACK

**Greatsword**  
WEAPON  
2d10+4 / 15 / 2  
HIT DAMAGE AVG MISS

+6 VS AC

### BASIC RANGED ATTACK

**Longbow**  
WEAPON  
2d8+1 / 10 / -  
HIT DAMAGE AVG MISS

+3 +3 VS AC (NEAR-FAR)

### BACKGROUNDS

BACKGROUND BONUS

### FEATURES, POWERS, & SPELLS

ACTION NAME	TRIGGER/TARGET/EFFECT	PAGE #
Quick <b>Lay On Hands</b>	Close-quarters spell. Use one of your recoveries to heal yourself or an ally you can touch. Allies use their own recovery dice, and heal +6 extra hp.	HH125
Free <b>Smite</b>	Add your Smite damage bonus of +9 on hit. Do not spend on miss.	HH126
<i>Adventurer Feat</i>	If you drop a non-mook foe to Ohp with Smite, you do not expend that use of Smite.	
Free <b>Push It</b>	When the ESC DIE is 2+ and you hit (but don't crit) make a second roll with the same attack bonus. If your second roll hits, deal double damage. If it crits, deal triple damage. If it misses, deal half damage. If you fumble, deal no damage.	HH30
Free <b>Bold</b>	Gain a +1 melee attack bonus against enemies not engaged with your allies. Gain a further +1 against one of: demons, devils, dragons, giants, undead chosen each arc. You can declare this choice at any point during the arc.	HH126
Int <i>Adventurer Feat</i>	When the ESC DIE is 2+ and a nearby ally misses an attack, they can reroll (abiding by the new result) and are Fearless as per your Class Feature until the end of the battle.	
Free <b>Domain: Beauty</b>	The first ally nearby to you each battle that fumbles by rolling a natural 1 on an attack roll can reroll the attack and abide by the new result. If this new result is a miss, you take 4 damage	HH100
Quick <b>Invocation of Beauty</b>	When the ESC DIE is 1+, while your nearby allies are at full hp they gain +1 to attacks and defenses.	

### USAGE

AT-WILL & RECHARGE	PER BATTLE	PER ARC
<input type="checkbox"/>	<input checked="" type="checkbox"/> <b>Smite</b>	<input type="checkbox"/> <b>Smite*</b>
<input type="checkbox"/>	<input type="checkbox"/> <b>Push It</b>	<input type="checkbox"/> <b>Lay On Hands</b>
<input type="checkbox"/>	<input type="checkbox"/> <b>Bold Adv Feat</b>	<input type="checkbox"/> <b>Bold Enemy Type</b>
<input type="checkbox"/>	<input type="checkbox"/> <b>Domain: Beauty</b>	<input type="checkbox"/> <b>Invocation of Beauty</b>

SKILL CHECK = 2 (LEVEL) + ABILITY MODIFIER + BACKGROUND

### ICON RELATIONSHIPS

#D6	+ / ± / - *	ICON	5+ (refresh)	USED (refresh)
			<input type="checkbox"/>	<input type="checkbox"/>
			<input type="checkbox"/>	<input type="checkbox"/>
			<input type="checkbox"/>	<input type="checkbox"/>

\* + positive, ± conflicted, or - negative relationship.

During your turn: one each of **standard** > **move** > **quick**, and any number of **free** actions. Between your turns: one **interrupt** action.

☀ changes/refresh at new level ☀ changes at new level or with incremental advance 🔄 refresh at new arc 🔄 refresh at end of battle

\* You can use Smite once per battle, plus an additional number of times per arc equal to your CHA modifier.

MAGIC ITEMS



POTIONS & RUNES

MISCELLANEOUS FEATURES

**Two-Weapon Fighting:** With a one-handed weapon in each hand, a natural 2 on an attack roll hits.  
**Fearless:** You are immune to *fear* abilities and effects.

MORE FEATURES, POWERS, & SPELLS

ACTION NAME	TRIGGER/TARGET/EFFECT	PAGE #
Std <b>Assist</b>	Give a nearby ally a +2 on an upcoming attack, save, or check during combat.	HH298
Move <b>Disengage</b>	Roll <i>disengage check</i> (11+, +1 per each engaged foe beyond first). On success; move without drawing opportunity attacks. On fail, stay engaged.	HH294
Int <b>Intercept</b>	While unengaged, move to engage enemy that is moving past you.	HH296
Std <b>Rally</b>	Spend a recovery to heal. If used, quick action normal save (11+) to use again.	HH298
Std <b>Befuddle</b>	<i>Ranged spell.</i> If the <i>ESC DIE</i> is 2+ this only costs a Quick. Target: One nearby creature with <b>40</b> hp or fewer. If a natural 10 would hit, you do not have to roll to attack. <b>+5</b> vs MD. The effect depends on the <i>ESC DIE</i> . Hit <i>ESC DIE</i> 0-1: The target is dazed until the start of your next turn. Hit <i>ESC DIE</i> 2-3: The target is charmed until the start of your next turn. Hit <i>ESC DIE</i> 4+: The target is confused until the start of your next turn.	HH88

USAGE

AT-WILL & RECHARGE	PER BATTLE	PER ARC
<b>Assist</b>	<input type="checkbox"/> <b>Rally</b>	
<b>Disengage</b>		
<b>Intercept</b>		
<input type="checkbox"/> <b>Befuddle</b> (Recharge 11+)		

FEATS

FEATURE	TIER	FEATURE	TIER
<b>Bold</b>	A	<b>Smite</b>	A
	A		A

During your turn: one each of **standard** > **move** > **quick**, and any number of **free** actions. Between your turns: one **interrupt** action.

GEAR & NOTES

<b>Heavy Armour</b> ARMOR	<b>16</b> ARMOR AC	<b>0</b> +SHIELD	<b>16</b> =BASE AC	GOLD
<b>Greatsword</b> MELEE WEAPON	<b>Longbow</b> RANGED WEAPON			

SMITE DAMAGE

LEVEL	DAMAGE	AVG	LEVEL	DAMAGE	AVG
1 <sup>st</sup>	+1d10	+6	7 <sup>th</sup>	+4d12	+26
2 <sup>nd</sup>	+2d8	+9	8 <sup>th</sup>	+5d12	+33
3 <sup>rd</sup>	+2d10	+11	9 <sup>th</sup>	+6d12	+39
4 <sup>th</sup>	+2d12	+13	10 <sup>th</sup>	+8d12	+52
5 <sup>th</sup>	+3d10	+17	11 <sup>th</sup>	+10d12	+65
6 <sup>th</sup>	+3d12	+20			

PALADIN BASE ARMOR

ARMOR	BASE AC	ATK
HOPE	10	+0
LIGHT	12	+0
HEAVY	16	+0
SHIELD	+1	+0

PALADIN WEAPON DAMAGE/ATTACK PENALTY

WEAPON	1 HAND	2 HANDS	THROW	BOW	CROSSBOW
SMALL (DAGGERS, CLUBS, HAND CROSSBOWS)	d4/+0	d6/+0	d4/+0	-	d4/+0
LIGHT/SIMPLE (RAPIERS, SHORTSWORDS, SPEARS, JAVELINS, SHORTBOWS, LIGHT CROSSBOWS)	d6/+0	d8/+0	d6/+0	d6/+0	d6/+0
HEAVY/MARTIAL (LONGSWORDS, BATTLEAXES, HALBERDS, LONGBOWS, HEAVY CROSSBOWS)	d8/+0	d10/+0	-	d8/+0	d8/+0

☀ changes/refresh at new level   ☀ changes at new level or with incremental advance   ⌛ refresh at new arc   ⌛ refresh at end of battle

INCREMENTAL ADVANCES

- △ GAIN NEXT LEVEL FEAT
- △ INCREASE MAX HP TO NEXT LEVEL
- △ +1 MAGICAL ITEM ATTUNEMENT
- △ GAIN NEXT LEVEL POWER OR SPELL
- △ +1 TO SKILL & INITIATIVE CHECKS
- △ +1 TO PHYSICAL DEFENSE
- △ +1 TO 3/4/5 ABILITY SCORES AT LEVEL 3/6/9
- △ GAIN 2X/4X ABILITY MULTIPLIERS AT LEVEL 4/7
- △ GAIN NEXT LEVEL TALENT AT LEVEL 4/7
- △ GAIN NEXT LEVEL SMITE
- △ +1 TO MENTAL DEFENSE

A = adventurer tier (lvl 1-4); C = champion tier (lvl 5-7); E = epic tier (lvl 8-10)