



Human Paladin level 2

One Unique Thing: What sets you apart from all the rest?

Icon Relationships: 3 points to spend

| | Ability | Modifier |
|-----|---------|----------|
| STR | 15 | 2 |
| CON | 16 | 3 |
| DEX | 10 | 0 |
| INT | 10 | 0 |
| WIS | 11 | 0 |
| CHA | 16 | 3 |

| Armor Class | Physical Def. | Mental Def. |
|-------------|---------------|-------------|
| AC 20 | PD 14 | MD 14 |

Hit Points

| | | | |
|----|---------|-----|-----|
| HP | Current | /44 | Max |
|----|---------|-----|-----|

Recoveries

| | | |
|---------|----|-----|
| Current | /8 | Max |
|---------|----|-----|

Recovery Roll

2d10+3

Initiative: +3

Equipment: Longsword, Shield (-1 AC if not used), Armor, Etc...

Backgrounds: 8 points to spend on max. +5 in 1 skill

1st lvl: Lay on Hands & Paladin's Challenge Feat
2nd lvl: Smite Evil Feat

Basic Melee Attack

Attack: +4 vs. AC

Hit: 2d8+2 Damage

Miss: 2

Basic Ranged Attack

Attack: +3 vs. AC

Hit: 2d4+1 Damage

Miss: -

Smite Evil / Battle

Once per battle, plus 3 additional times/day: as a free action before you make a paladin melee attack roll you can declare that you're using a smite evil attack. Add +4 to the attack roll, +1d12 to the damage roll and deal half damage with the attack if it misses.

Bastion / Battle

You gain +1 AC. Once per battle when a nearby ally is hit by an attack, you can choose to lose hit points equal to half of that damage, and have your ally take half of the damage instead. You can't use temporary hit points, damage resistance, or any other tricks to avoid the damage.

Paladin's Challenge

When you hit an enemy with a melee attack you can challenge that enemy as a free action.

Until the end of the battle, as long as both you and the enemy you've challenged are conscious you both take a -4 (the enemy takes a -4 or the escalation die which is higher) to attack against all other targets & disengage.

Lay on Hands

Twice per day as a quick action, you can heal yourself or an ally next to you with a touch. You spend a recovery while the ally gains the healing benefit with a +4 bonus to the recovery value. Recovery value is based on targets recovery value, not yours.

Quick To Fight

At the start of each battle, roll initiative twice and choose the result you want.

Incremental Advances

Ability Score Bonus
4th / 7th / 10th level

Extra Magic Item

(+1 to 3 abilities)

Power/Spell

Feat:

Skills (+1)

Hit Points: