



MAX
ATTUNED

— MISCELLANEOUS FEATURES —

Fearless: You are immune to *fear* abilities and effects.

MORE FEATURES, POWERS, & SPELLS			
ACTION	NAME	TRIGGER/TARGET/EFFECT	PAGE #
Std	Assist	Give a nearby ally a +2 on an upcoming attack, save, or check during combat.	HH298
Move	Disengage	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	Intercept	While unengaged, move to engage enemy that is moving past you.	HH296
Std	Rally	Spend a recovery to heal. If used, quick action normal save (11+) to use again.	HH298

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

GEAR & NOTES

GOLD

=BASE AC

RANGED WEAPON

Smite Damage					
Level	Damage	Avg	Level	Damage	Avg
1 st	+1d10	+6	7 th	+4d12	+26
2 nd	+2d8	+9	8 th	+5d12	+33
3 rd	+2d10	+11	9 th	+6d12	+39
4 th	+2d12	+13	10 th	+8d12	+52
5 th	+3d10	+17	11 th	+10d12	+65
6 th	+3d12	+20			

PALADIN BASE ARMOR		
ARMOR	BASE AC	ATK
NONE	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, SHOTBOWS, 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

 re

refresh at end of battle

[illegible]

FEATS

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

— INCREMENTAL ADVANCES —

△ +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

AT LEVEL 4/7

△ GAIN NEXT
LEVEL SMITE

△ +1 TO MENTAL DEFENSE

△ +1 TO PHYSICAL DEFENSE

△ +1 TO MENTAL DEFENSE