

NAME

KIN

PALADIN

DESCRIPTION

LEVEL



ONE UNIQUE THING

ABILITY SCORES

ARMOR CLASS

Ability scores and armor class section with icons for Strength, Dexterity, Constitution, Wisdom, Intelligence, and Charisma, each with a score and modifier field.

HIT POINTS & RECOVERIES

Hit points and recoveries section including MAX HP, CURRENT HP, RECOVERIES, and RECOVERY DICE.

TALENTS

DEFENSES & INITIATIVE

BASIC MELEE ATTACK

Defenses and Initiative section including ARMOR CLASS, PHYSICAL DEFENSE, MENTAL DEFENSE, and BASIC MELEE ATTACK.

BASIC RANGED ATTACK

BACKGROUNDS

BACKGROUND BONUS

FEATURES, POWERS, & SPELLS

ACTION NAME TRIGGER/TARGET/EFFECT PAGE #

Quick Lay On Hands Close-quarters spell. Use one of your recoveries to heal yourself or an ally you can touch. Allies use their own recovery dice, plus a bonus equal to your CHA modifier x2 (x4 at 5th level, x8 at 8th). HH125

Free Smite Add your Smite damage bonus of on hit. Do not spend on miss. HH126

CONDITIONS & OTHER EFFECTS SAVE

SKILL CHECK = $\frac{LEVEL}{\star}$ + ABILITY MODIFIER + BACKGROUND

ICON RELATIONSHIPS

#D6	+/-/*	ICON	5+	USED
			<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.

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

[illegible][illegible]

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.

GEAR & NOTES			
ARMOR		ARMOR AC	+SHIELD =BASE AC
MELEE WEAPON		RANGED WEAPON	

FEATS	
FEATURE	TIER
	A
	A
	B
	B
	C
	C
	C
	C

— INCREMENTAL ADVANCES —

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

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 BASE ARMOR			PALADIN WEAPON DAMAGE/ATTACK PENALTY					
ARMOR	BASE AC	ATK	WEAPON	1 HAND	2 HANDS	THROWN	BOW	CROSSBOW
POPE	10	+0	SMALL (DAGGERS, CLUBS, HAND CROSSBOWS)	d4/+0	d6/+0	d4/+0	—	d4/+0
LIGHT	12	+0	LIGHT/SIMPLE	d6/+0	d8/+0	d6/+0	d6/+0	d6/+0
HEAVY	16	+0	(RAPIERS, SHORTSWORDS, SPEARS, JAVELINS, SHORTBOWS, LIGHT CROSSBOWS)					
SHIELD	+1	+0	HEAVY/MARTIAL	d8/+0	d10/+0	—	d8/+0	d8/+0
			(LONGSWORDS, BATTLEAXES, HALBERDS, LONGBOWS, HEAVY CROSSBOWS)					