

## - USAGE



\* + positive,  $\pm$  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                             | <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  |

| AT-WILL & RECHARGE |                          | USAGE | PER BATTLE  | PER ARC  |
|--------------------|--------------------------|-------|----------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------|
| Assist             | <input type="checkbox"/> | Rally | <input type="checkbox"/>                                                                     | <input type="checkbox"/>                                                                  |
|                    |                          |       | <input type="checkbox"/>                                                                     | <input type="checkbox"/>                                                                  |
| Disengage          | <input type="checkbox"/> |       | <input type="checkbox"/>                                                                     | <input type="checkbox"/>                                                                  |
|                    | <input type="checkbox"/> |       | <input type="checkbox"/>                                                                     | <input type="checkbox"/>                                                                  |
| Intercept          | <input type="checkbox"/> |       | <input type="checkbox"/>                                                                     | <input type="checkbox"/>                                                                  |
|                    | <input type="checkbox"/> |       | <input type="checkbox"/>                                                                     | <input type="checkbox"/>                                                                  |
|                    | <input type="checkbox"/> |       | <input type="checkbox"/>                                                                     | <input type="checkbox"/>                                                                  |
|                    | <input type="checkbox"/> |       | <input type="checkbox"/>                                                                     | <input type="checkbox"/>                                                                  |

[illegible]

— 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.

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

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GEAR & NOTES

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GOLD

RANGED WEAPON

| PALADIN BASE ARMOR                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |         |     | PALADIN WEAPON DAMAGE/ATTACK PENALTY                                                 |        |         |        |       |          |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------|-----|--------------------------------------------------------------------------------------|--------|---------|--------|-------|----------|
| ARMOR                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | BASE AC | ATK | WEAPON                                                                               | 1 HAND | 2 HANDS | THROWN | BOW   | CROSSBOW |
| POPE                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | 10      | +0  | SMALL<br>(DAGGERS, CLUBS, HAND CROSSBOWS)                                            | d4/+0  | d6/+0   | d4/+0  | —     | d4/+0    |
| LIGHT                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | 12      | +0  | LIGHT/SIMPLE<br>(RAPIERS, SHORTSWORDS, SPEARS, JAVELINS, SHORTBOWS, LIGHT CROSSBOWS) | d6/+0  | d8/+0   | d6/+0  | d6/+0 | d6/+0    |
| HEAVY                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | 16      | +0  | HEAVY/MARTIAL<br>(LONGSWORDS, BATTLEAXES, HALBERDS, LONGBOWS, HEAVY CROSSBOWS)       | d8/+0  | d10/+0  | —      | d8/+0 | d8/+0    |
| SHIELD                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | +1      | +0  |                                                                                      |        |         |        |       |          |
| <div><div> changes/refresh at new level</div><div> changes at new level or with incremental advance</div><div> refresh at new arc</div><div> refresh at end of battle</div></div> |         |     |                                                                                      |        |         |        |       |          |

 refresh at end of battle

## FEATS

| FEATURE | TIER                                                                                  | FEATURE | TIER                                                                                  |
|---------|---------------------------------------------------------------------------------------|---------|---------------------------------------------------------------------------------------|
|         |    |         |    |
|         |    |         |    |
|         |  |         |  |
|         |  |         |  |
|         |  |         |  |
|         |  |         |                                                                                       |

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

— 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          |                                               |