

POTIONS & RUMES

MISCELLANEOUS FEATURES

Two-Weapon Fighting: With a one-handed weapon in each hand, a natural 20 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	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
Champion of the Light Your nearby allies gain a +1 bonus to all saves. You gain a +2 bonus to all defences in the first round of combat and when the <i>ESC DIE</i> is 4+. Your melee and ranged attacks deal holy damage when you wish.			HH128
Free	Champ Feat	For each battle that you have succesfully completed this arc you gain an attack reroll blessing until the end of battle. Spend as a free action on you or your allies attacks	
Great Dragon		<ul style="list-style-type: none"> - When the escalation dice reaches 1+, you can use any dragon trick on the list of page 93 of the Gamemasters Guide. - You can never be cut off from using the <i>ESC DIE</i> for any reason. - You gain <i>resist 16+</i> to all attacks against your PD. 	HH131

Quick **Great Dragon Incarnation** Until the end of the battle you gain the following benefits:

- Flight: You can fly extremely well and quickly.
- Huge: You count as huge if a rule cares about your size. Your average recovery becomes **117**, your average *Warhammer* damage becomes **94** and your average *Longbow* damage becomes **82**.
- Dragon Tricks: Gain extra uses of Dragon Tricks at *ESC/DIE* 3+ and 5+.
- Golden Shield: You have access to the spell Golden Shield, below.

Std Golden Shield Special: If the *ESC DIE* is 2+ you can cast this spell as a quick action. Add the *ESC DIE* to crit range. CQ spell. Target: One nearby or far-away enemy, or two engaged enemies. **+13** vs PD. Hit: **65** fire damage. Miss: **10** damage. Effect: Your maximum hp increases to **368** and then you gain **80** hp.

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

- GEAR & NOTES

Heavy Armour	16	1	17
ARMOR	ARMOR AC	+SHIELD	=BASE AC
Warhammer	Longbow		
MELEE WEAPON	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	THROWN	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 (LONGWORDS, 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

— USAGE

[illegible]

- FEATS

FEATURE	TIER	FEATURE	TIER
Undaunted	A	Strong Recovery	A
Paladin's Challenge	A	Rugged	A
Champion of the Light	C	Smite	C
Undaunted	C	Bastion	E
Champion of the Light	E	Lay on Hands	E

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	