

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]

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

Heavy Armour	16	1	17	GOLD
ARMOR	ARMOR AC	+SHIELD	=BASE AC	
Warhammer	Longbow			
MELEE WEAPON	RANGED WEAPON			

FEATURE	TIER	FEATURE	TIER
Lay on Hands	A	Strong Recovery	A
	A		A

— 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	

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)					