

NAME
Forgeborn
KIN

PALADIN

DESCRIPTION

LEVEL

5

ONE UNIQUE THING

TALENTS

Undaunted When you gain a temporary effect, save against it immediately. HH128
Bastion See *FEATURES POWERS & SPELLS* HH126
Paladin's Challenge See *FEATURES POWERS & SPELLS* HH128
Champion of the Light See *FEATURES POWERS & SPELLS* HH128

BACKGROUNDS

BACKGROUND BONUS

SKILL CHECK = **5** (LEVEL) + 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.

ABILITY SCORES

ARMOR CLASS

SCORE	MODIFIER	SCORE	MODIFIER	SCORE	MODIFIER	SCORE	MODIFIER	SCORE	MODIFIER	SCORE	MODIFIER
20	+5	14	+2	18	+4	12	+1	10	+0	14	+2
STRENGTH		DEXTERITY		CONSTITUTION		WISDOM		INTELLIGENCE		CHARISMA	

PHYSICAL DEFENSE

MENTAL DEFENSE

DEFENSES & INITIATIVE

INITIATIVE	ARMOR CLASS	PHYSICAL DEFENSE	MENTAL DEFENSE
+7	24	19	18
	Champion of the Light: +2 to all defences in the first round, and when ESC DIE 4+		

BASIC MELEE ATTACK

Warhammer
WEAPON
5d8+10 holy damage / 33 / 6
HIT DAMAGE AVG MISS

BASIC RANGED ATTACK

Longbow
WEAPON
5d8+4 holy damage / 24 / -
HIT DAMAGE AVG MISS

HIT POINTS & RECOVERIES

44 STAGGERED	88 MAX HP	-44 DEAD	9 MAX RECOVERIES
CURRENT HP		RECOVERIES	
TEMP HP		AVERAGE 5d12+14 RECOVERY DICE	
ONGOING DAMAGE		TYPE SAVE	

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, and heal +8 extra hp.	HH125
Free	Smite	Add your Smite damage bonus of +17 on hit. Do not spend on miss.	HH126
-	Rugged	You can use d12s for your recovery dice.	HH46
Free	Bastion	When a nearby ally is hit by an attack, you can choose to loose hit points equal to half that damage and have your ally only take half the damage.	HH126
Free	Paladin's Challenge	Any time you hit an enemy with a melee attack you can challenge them. While you and your challenged enemy are capable of attacking, you both take a -4 penalty to attacks and disengages against any other creatures. Both you and the challenged monster can ignore the penalty to attacks for the round if they make an attack roll against the other creature in the challenge. You can only have one enemy challenged at a time. Challenges end when you or the target drop to Ohp, if you challenge a new enemy, or optionally if a target flees far away from you.	HH128
Free	Adventurer Feat	Once per battle when the escalation die is 1+, deal +20 damage when you Challenge.	
Free	Undaunted Adv	After rolling a save, add +2 to the result.	HH128
-	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 ESC DIE is 4+. Your melee and ranged attacks deal holy damage when you wish.	HH128

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

USAGE

AT-WILL & RECHARGE	PER BATTLE	PER ARC
<input type="checkbox"/>	<input checked="" type="checkbox"/> Smite	<input type="checkbox"/> Smite*
<input type="checkbox"/>	<input type="checkbox"/> Bastion	<input type="checkbox"/> Lay On Hands
<input type="checkbox"/>	<input type="checkbox"/> Challenge Adv Feat	<input type="checkbox"/> Bastion
<input type="checkbox"/>	<input type="checkbox"/> Undaunted Adv Feat	

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

FEATS		FEATS	
FEATURE	TIER	FEATURE	TIER
Undaunted	A	Strong Recovery	A
Paladin's Challenge	A	Rugged	A
Lay on Hands	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	

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)					