13th Age

NAME: Forgeborn
KIN

Paladin

DESCRIPTION

LEVEL 7

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 = 7 (LEVEL) + ABILITY MODIFIER + BACKGROUND

Icon Relationships

#D6	+/±/–*	Icon	5+	Used
			☐☐☐	☐☐☐
			☐☐☐	☐☐☐
			☐☐☐	☐☐☐

* + positive, ± conflicted, or – negative relationship.

Ability Scores

Armor Class

Score	Modifier	
21	+5	Strength
15	+2	Dexterity
19	+4	Constitution
12	+1	Wisdom
10	+0	Intelligence
15	+2	Charisma

Physical Defense | Mental Defense

Defenses & Initiative

Initiative: +9

Armor Class: 26
Champion of the Light: +2 to all defences in the first round, and when *ESC DIE* 4+

Physical Defense: 21

Mental Defense: 20

Basic Melee Attack

Warhammer
Weapon
7d8+10 holy damage (Hit Damage) / 42 (Avg) / 7 (Miss)
vs AC: +12

Basic Ranged Attack

Longbow
Weapon
7d8+4 holy damage (Hit Damage) / 36 (Avg) / – (Miss)
vs AC: Near +9 / Far +9

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 +2 to hit and damage bonus of +26 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 0hp, 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
Free	*Undaunted Champ*	You can lose 8 hp in order to reroll a save.	
-	**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

Hit Points & Recoveries

Staggered	Max HP	Dead
66	132	-66

Recoveries: 9 Max Recoveries

Current HP

Dead

Average: 60
Recovery Dice: 7d12+14

Temp HP

Ongoing Damage	Type	Save

Conditions & Other Effects	Save

Usage

At-Will & Recharge	Per Battle	Per Arc
	☐ Smite	☐☐ Smite*
	☐☐ Bastion	☐☐ Lay On Hands
	☐ Challenge *Adv Feat*	☐☐ Bastion
	☐ Undaunted *Adv Feat*	
	☐ Undaunted *Champ Feat*	

* You can use Smite once per battle, plus an additional number of times per arc equal to your CHA modifier.

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Magic Items

7
MAX ATTUNED

Potions & Runes

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.

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 *disengage check* (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

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 (Armor)	16 (Armor AC)	1 (+Shield)	17 (=Base AC)
Warhammer (Melee Weapon)	Longbow (Ranged Weapon)		

Gold

Usage

At-Will & Recharge	Per Battle	Per Arc
Assist	☐ Rally	
Disengage		
Intercept		

Feats

Feature	Tier	Feature	Tier
Undaunted	A	Strong Recovery	A
Paladin's Challenge	A	Rugged	A
Lay on Hands	C	Smite	C
Undaunted	C		

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

Incremental Advances

- △ Gain next level feat
- △ Increase max HP to next level
- △ +1 magical item attunement
- △ Gain next level power or spell
- △ +1 to skill & initiative checks
- △ +1 to physical defense
- △ +1 to 3/4/5 ability scores at level 3/6/9
- △ Gain 2x/4x ability multipliers at level 4/7
- △ Gain next level talent at level 4/7
- △ Gain next level smite
- △ +1 to mental defense

Smite Damage

Level	Damage	Avg	Level	Damage	Avg
1st	+1d10	+6	7th	+4d12	+26
2nd	+2d8	+9	8th	+5d12	+33
3rd	+2d10	+11	9th	+6d12	+39
4th	+2d12	+13	10th	+8d12	+52
5th	+3d10	+17	11th	+10d12	+65
6th	+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 (longswords, 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

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