

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

Great Dragon See *FEATURES POWERS & SPELLS* HH131

BACKGROUNDS

BACKGROUND BONUS

SKILL CHECK = **8** (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 21 +5 MODIFIER	SCORE 15 +2 MODIFIER	SCORE 19 +4 MODIFIER	SCORE 12 +1 MODIFIER	SCORE 10 +0 MODIFIER	SCORE 15 +2 MODIFIER
STRENGTH	DEXTERITY	CONSTITUTION	WISDOM	INTELLIGENCE	CHARISMA

PHYSICAL DEFENSE

MENTAL DEFENSE

DEFENSES & INITIATIVE

INITIATIVE +10	ARMOR CLASS 27	PHYSICAL DEFENSE 22 Resist 16+	MENTAL DEFENSE 21
	Champion of the Light: +2 to all defences in the first round, and when ESC DIE 4+		

BASIC MELEE ATTACK

Warhammer
WEAPON
8d8+25 holy damage / 61 / 8
HIT DAMAGE AVG MISS

BASIC RANGED ATTACK

Longbow
WEAPON
8d8+13 holy damage / 49 / -
HIT DAMAGE AVG MISS

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 +16 extra hp.	HH125
Free	Smite	Add +2 to hit and damage bonus of +33 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	Adventurer Feat	The triggering enemy is vulnerable (save ends) to attacks by you and this ally.	
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 +45 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.	

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

88 STAGGERED	176 MAX HP	-88 DEAD	9 MAX RECOVERIES
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CURRENT HP	RECOVERY DICE
	8d12+33 AVERAGE 85

TEMP HP	
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ONGOING DAMAGE TYPE SAVE

CONDITIONS & OTHER EFFECTS SAVE

USAGE

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

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



POTIONS & RITES

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 <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			HH128
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.			
Great Dragon			HH131
- 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.			
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 89 , your average <i>Warhammer</i> damage becomes 69 and your average <i>Longbow</i> damage becomes 57 .			
- Dragon Tricks: Gain extra uses of Dragon Tricks at <i>ESC DIE</i> 3+ and 5+.			
- Golden Shield: You have access to the spell Golden Shield, below.			
Std	Golden Shield	Special: If the <i>ESC DIE</i> is 2+ you can cast this spell as a quick action. Add the <i>ESC DIE</i> to crit range. Close-Quarters Spell. Target: One nearby or far-away enemy, or two engaged enemies. +10 vs PD. Hit: 40 fire damage. Miss: 8 damage. Effect: Your maximum hp increases to 226 and then you gain 50 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	GOLD
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			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)					

 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
Lay on Hands	C	Smite	C
Undaunted	C	Bastion	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	