

ONE UNIQUE THING

ABILITY SCORES

ARMOR CLASS



HIT POINTS & RECOVERIES



TALENTS

Undaunted When you gain a temporary effect, save against it immediately. HH128

Bastion HH126

Paladin's Challenge HH128

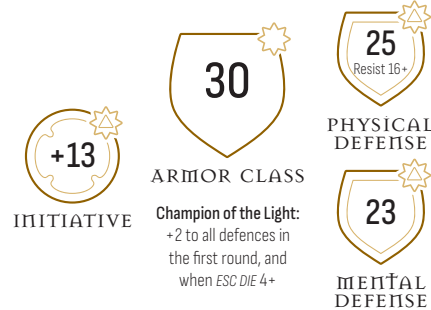
Champion of the Light HH128

Great Dragon HH131

God-Touched (Respite) HH128

See **FEATURES, POWERS & SPELLS**

DEFENSES & INITIATIVE



BASIC MELEE ATTACK

Warhammer
WEAPON
10d8+39 holy damage / 84 / 10
HIT DAMAGE AVG MISS

+16 VS AC

BASIC RANGED ATTACK


Longbow
WEAPON
10d8+27 holy damage / 72 / -
HIT DAMAGE AVG MISS

+13+13 VS AC NEAR-FAR

BACKGROUNDS

BACKGROUND BONUS

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 +24 extra hp.	HH125
-	CotL Epic Feat	If allied target has a +ve relationship with a heroic icon, use your recovery roll.	
Free	Smite	Add +2 to hit and damage bonus of +52  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 10 hp in order to reroll a save.	

SKILL CHECK = 10 (LEVEL) + ABILITY MODIFIER + BACKGROUND

ICON RELATIONSHIPS

#D6	+/-/*	ICON	5+	USED
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* + positive, ± conflicted, or - negative relationship.

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

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

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.

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			

- 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 successfully 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: <ul style="list-style-type: none"> - 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 <i>Warhammer</i> damage becomes 94 and your average <i>Longbow</i> damage becomes 82. - 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. 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.	
Int	Respite	CQ spell. When a nearby ally is hit by an attack, roll a normal save. On a success they take half damage. On a failure the next recharge roll automatically succeeds.	HH107

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			

- 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
Talent of the Gods	Z		

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	