



Human Paladin level 2

One Unique Thing: What sets you apart from all the rest?

Icon Relationships: 3 points to spend

	Ability	Modifier	Armor Class	Physical Def.	Mental Def.
STR	15	2	AC 19	PD 14	MD 14
CON	16	3	Hit Points		
DEX	12	1	HP Current /45 Max		
INT	10	0	Recoveries		
WIS	11	0	Current /8 Max		
CHA	14	2	Recovery Roll 2d10+3		
			Initiative: +3		
			Equipment: Longsword, Shield (+1 AC if used), Armor, Lance, Etc...		

Backgrounds: 8 points to spend on max. +5 in 1 skill

1st lvl: Lay on Hands & Paladin's Challenge Feat
2nd lvl: Smite Evil Feat

Basic Melee Attack



Attack: +4 vs. AC

Hit: 2d8+2 Damage

Miss: 2

Basic Ranged Attack



Attack: +4 vs. AC

Hit: 2d4+1 Damage

Miss: -

Smite Evil / Battle



Once per battle, +3x a day. As a free action before you make a paladin melee attack roll +4, you can declare that you're using a smite evil attack. Add +1d12 to the damage roll and deal half damage with the attack if it misses.

Bastion / Battle



You gain +1 AC. Once per battle when a nearby ally is hit by an attack, you can choose to lose hit points equal to half of that damage, and have your ally take half of the damage instead. You can't use temporary hit points, damage resistance, or any other tricks to avoid the damage.

Paladin's Challenge / Battle



Twice per battle, after you resolve a melee attack against an enemy, challenge that enemy as a free action. Until the end of your next turn, provided that both you and the enemy you've challenged are conscious, you both take a -4 attack penalty against all other targets.

Lay on Hands



Twice per day as a quick action, you can heal yourself or an ally next to you with a touch. You spend a recovery while the ally gains the healing benefit with a +4 bonus to the recovery value. Recovery value is based on targets recovery value, not yours.

Quick To Fight



At the start of each battle, roll initiative twice and choose the result you want.

Incremental Advances

Ability Score Bonus
4th / 7th / 10th level
(+1 to 3 abilities)

Extra Magic Item ☐

Power/Spell ☐☐☐☐

Feat: ☐

Skills (+1) ☐

Hit Points: ☐