

The Paladin

Level:

Name: _____

Human: Thaddeus, Augustine, Lux, Cassius, Hadrian, Lucia, Octavia, Regulus, Valeria
Dwarf: Brom, Iglin, Drikka, Hromund, Olyn, Jurgan, Hildur, Ulla, Gjurd
Elf: Callemwyr, Idreth, Tredaeus, Eirthel, Amanor, Galfenol, Bellamwe, Oliash, Lanethiir
Halfling: Kendrick, Errol, Avery, Jeridoc, Rhona, Lefred, Seamus, Angelica, Kyra

Alignment

- ☐ **Lawful**
Deny mercy to a criminal or unbeliever.
- ☐ **Good**
Endanger yourself to protect someone weaker than you.
- ☐ **Evil**
Punish the innocent for your own gain or the sake of your quest.
- ☐

- ☐

Starting Moves

Lay On Hands
When you **touch someone, skin to skin, and pray for their well-being**, roll+CHA. *On a 10+ you heal 1d8 damage or remove one disease. *On a 7–9, they are healed, but the damage or disease is transferred to you.

I am the Law
When you **give an NPC an order based on your divine authority**, roll+CHA. *On a 10+, you take +1 forward against them, and they choose one:

- Do what you say
- Back away cautiously, then flee
- Attack you

*On a 7-9, they choose one of the above. *On a 6-, they do as they please and you take -1 forward against them.

Armored
You ignore the clumsy tag on armor you wear.

Quest
When you **dedicate yourself to a mission through prayer and ritual cleansing**, state what you set out to do:

☐ Slay _____, a great blight on the land

☐ Defend _____ from the iniquities that beset them

☐ Discover the truth of _____

☐ _____

Then choose up to two boons:

☐ An unwavering sense of direction to _____

☐ Invulnerability to _____
(e.g., edged weapons, fire, enchantment, etc.)

☐ A mark of divine authority

☐ Senses that pierce lies

☐ A voice that transcends language

☐ A freedom from hunger, thirst, and sleep

☐ _____

☐ _____

The GM will then tell you what vow or vows is required of you to maintain your blessing (*if evil, flip the vows, e.g. Lies (forbidden: truth), or write new ones*):

☐ Honor (forbidden: cowardly tactics and tricks)

☐ Temperance (forbidden: gluttony in food, drink, and pleasure of the flesh)

☐ Piety (required: observance of daily holy services)

☐ Valor (forbidden: suffering an evil creature to live)

☐ Truth (forbidden: lies)

☐ Hospitality (required: comfort to those in need, no matter who they are)

☐ _____

☐ _____

☐ _____

XP:

(Next level at __current level)

Look

EYES: Kind, Fiery, Glowing, or _____
HAIR: Bald, Styled, Helmet, or _____
BODY: Fit, Bulky, Thin, or _____
HOLY SYMBOL: Worn, Fancy, Bloodstained, or _____

Assign to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STR

Strength:

Weak ☐ -1

DEX

Dexterity:

Shaky ☐ -1

CON

Constitution:

Sick ☐ -1

INT

Intelligence:

Stunned ☐ -1

WIS

Wisdom:

Confused ☐ -1

CHA

Charisma:

Scarred ☐ -1

HP Max: **HP:**
Max HP = 10 + Constitution

Damage: D10 + **Armor:**
Tags:

Race

☐ **Human**
When you **pray for guidance**, even for a moment, and ask, “What here is evil?” the GM will tell you, honestly.

☐ **Dwarf**
When you **spend hold while Defending someone**, in addition to whatever you choose, also reduce the attacker's damage by 1.

☐ **Elf**
You have the dedication of the long lived. When you **Quest**, you may ask for an extra vow. If you do, choose another boon.

☐ **Halfling**
When an **ally Aids you to pursue your Quest**, they take +1 to the roll.

☐

Bonds

Max Bonds: 4

I will expose the falsehood of _____’s beliefs.
_____ has stood by me in battle, so I will stand by them in their time of need.
I will help _____ atone for their past misdeeds.
My brave example will inspire _____ to perform great deeds.

