13th Age

Name		Race	Aasimar
Class	Paladin	Level	5th

	STR	CON	DEX	INT	WIS	CHA
	17	15	15	10	10	16
Modifier	+3	+2	+2	0	0	+3
Modifier + Level	+8	+7	+7	+5	+5	+8
			Initiative			

HALO INCREASES DEFENCES BY +2 UNTIL YOU ARE HIT

Armor Class	Physical Defense	Mental Defense	Save Bonuses
AC 26/24	PD 19/17	MD 19/17	

Hit Points	Recoveries	Recovery Roll
current / 88 maximum	current / 8 maximum	5D8+ 4

One Unique Thing

Icon Relationships

Backgrounds

Class Features (if any)

Talents

1. CLERIC TRAINING
   one cleric spell up to 5th level
2. LAY ON HANDS
   2/quick action day healing
3. DIVINE DOMAIN: SUN
4. DIVINE DOMAIN: ILLUSION
5.

Racial Power

HALO

Powers & Spells

SMITE

(3/day & 1/battle)

isn't expended if it drops a non-mook

INVOCATION OF THE SUN

roll d6 below esc die to regain daily spell just cast

DOMAIN OF ILLUSION

roll trick die & give to ally. INVOC.=Miss chance for some enemies

LAY ON HANDS quick action 2/day

you or ally you touch heal using one of your recoveries

you: 5D8+8 healing, them: their recovery+6

Feats

1. TOUGHNESS
2. SMITE EVIL
3. CLERIC TRAINING
4. LAY ON HANDS
5. SMITE EVIL (champion)
6.
7.
8.
9.
10.
11.

Basic Melee Attack

Attack	Hit	Miss
+8	HOLY DAMAGE 5D8+6	5

~~Basic Ranged Attack~~ SMITE ATTACK

Attack	Hit	Miss
+12	HOLY DAMAGE 5d8+6+2D12	1/2 DAM

Equipment

GP

Longsword, shield, heavy armor

Magic Items

Incremental Advances

- Ability Score Bonus ☐ — 4th / 7th / 10th level (+1 to 3 abilities)
- Feat ☐
- Hit Points ☐
- Extra Magic Item ☐
- Power/Spell ☐☐☐☐
- Skills (+1) ☐

© 2012 FIRE OPAL MEDIA, PERMISSION GRANTED TO PHOTOCOPY FOR PERSONAL USE ONLY