# THE PAGE

## Human Paladin level 2

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

Icon Relationships: 3 points to spend

	Ability	Modifier	
STR	15	2	
CON	16 3		
DEX	10	0	
INT	10	0	
WIS	11	0	
CHA	16	3	

Armor Class		Physical Def.		Mental Def.			
AC	20	PD	14	MD	14		
Hit Points							
HP	Current /44 Max			Max			
Recoveri	ies			Recovery			
Current	/8	2		Roll			
	/(	Ma	<u>Max</u> 2d10		}		
Initiative: +3							
Equipment: Longsword, Shield (-1							

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

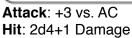
1st IvI: Lay on Hands & Paladin's Challenge Feat
2nd IvI: Smite Evil Feat

#### Basic Melee Attack



Miss: 2

Basic Ranged Attack



Miss: -

#### Smite Evil / Battle

Once per battle, plus 3 additional times/day: as a free action before you make a paladin melee attack roll you can declare that you're using a smite evil attack. Add +4 to the attack roll, +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

AC if not used), Armor, Etc...

When you hit an enemy with a melee attack you can challenge that enemy as a free action. Until the end of the battle, as long as both you and the enemy you've challenged are conscious you both take a -4 (the enemy takes a -4 or the escalation die which is higher) to attack against all other targets & disengage.

## 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	Extra Magic Item		
(+1 to 3 abilities)	Power/Spell		
Feat:	Skills (+1)		
Hit Points:			