

PALADIN CARD DECK



CLASS FEATURE + TALENTS

*Customizable Character Class Deck
compatible with 13th Age™, and The Archmage Engine™*

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PALADIN CLASS FEATURE

SMITE EVIL

TALENT

ONCE PER BATTLE

PLUS

DAILY

CHARISMA MOD PER DAY

FREE ACTION

EFFECT

You can use this talent once per battle, plus an additional number of times per day equal to your Charisma modifier.

As a free action before you make a paladin melee attack roll, 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.

ADVENTURER FEAT

LEARNED ✦

Your *Smite Evil* attacks gain a +4 attack bonus.

CHAMPION FEAT

LEARNED ✦

Add 2d12 to the damage roll instead of 1d12.

EPIC FEAT

LEARNED ✦

Add 4d12 to the damage roll instead of 2d12.

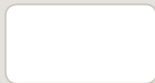
PALADIN CLASS FEATURE

SMITE EVIL

TALENT USED

ONCE PER BATTLE

CHARISMA MOD



DAILY USES

USED



BASTION

TALENT

ONCE PER BATTLE

Trigger: A nearby ally is hit by an attack.

EFFECT

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 only half of the damage** instead. The damage you lose can come from temporary hit points, but isn't affected by damage resistance and other tricks to avoid the damage.

PERMANENT EFFECT

In addition, you gain +1 AC.

ADVENTURER FEAT

LEARNED ✦

Increase your total number of *recoveries* by 1.

CHAMPION FEAT

USED ✦ LEARNED ✦

Once per day, you can use *Bastion* twice in the same battle.

EPIC FEAT

LEARNED ✦

When you use *Bastion* now, your ally takes no damage. You still lose hit points equal to half the damage.

BASTION

TALENT USED

ONCE PER BATTLE

CLERIC TRAINING

TALENT

EFFECT

Choose **one cleric spell of your level or lower**. That spell is now part of your powers. (You can change out the spell normally.)

ADVENTURER FEAT

LEARNED ✧

You can use your Charisma as the attack ability for cleric spells you can cast.

CHAMPION FEAT

USED ✧ ✧ LEARNED ✧

You can now cast the cleric class feature *heal* spell twice per day.

EPIC FEAT

LEARNED ✧

Choose two cleric spells instead of one.

CLERIC TRAINING

TALENT

DIVINE DOMAIN

TALENT

Special: You can choose Divine Domain a second time, if you wish, at 5th level or at 8th level.

EFFECT

Choose one of the domains listed in the cleric's class talent list. You gain all the domain's advantages, including the ability to use the domain's invocation once per day.

If the domain you choose is designed to help cleric spells and attacks, reinterpret the talent to help your paladin powers. You can use the domain's feats if you wish; reinterpret them similarly if necessary.

FIRST DIVINE DOMAIN

SECOND DIVINE DOMAIN

PALADIP TALENT

DIVINE DOMAIN

TALENT

FEARLESS

TALENT

EFFECT

You are **immune to fear** abilities and to any non-damage effects of attacks named or described as fear attacks.

In addition, you gain a **+1 melee attack bonus against enemies that are not engaged by any of your allies**. The bonus increases to **+2 against enemies with fear abilities**.

ADVENTURER FEAT

LEARNED ✦

You gain a **+1 bonus to death saves**.

CHAMPION FEAT

LEARNED ✦

You gain a **+1 bonus to all saves except death saves**.

EPIC FEAT

LEARNED ✦

Your nearby allies gain a **+1 bonus to death saves**.

FEARLESS

TALENT

IMPLACABLE

TALENT

EFFECT

You can **roll saves at the start of your turn** instead of at the end of your turn. A successful save against ongoing damage, for example, means that you will not take the ongoing damage that turn.

ADVENTURER FEAT

LEARNED



You gain a +1 bonus to saves.

CHAMPION FEAT

LEARNED



Once during your turn as a free action, you can choose to lose hit points equal to your level to reroll a save.

EPIC FEAT

LEARNED



You gain a +1 bonus to Physical Defense and Mental Defense.

PALADIN TALENT

IMPLACABLE

TALENT

LAY ON HANDS

TALENT

DAILY

QUICK ACTION

2 × PER DAY

epic feat: 4 × per day

EFFECT

Twice per day as a quick action, you can **heal yourself or an ally next to you with a touch**. You spend the recovery while the recipient heals as if they had spent the recovery.

ADVENTURER FEAT

LEARNED ✧

Add twice your Charisma modifier to the healing provided by *Lay on Hands*.

CHAMPION FEAT

LEARNED ✧

Lay on Hands healing uses a *free recovery* instead of one of your own.

EPIC FEAT

LEARNED ✧

You can now use *Lay on Hands* four times per day instead of two.

LAY ON HANDS

TALENT USED

DAILY

2 × PER DAY

USED



USED

*epic feat: 4 × per day*

USED



USED



HEAL USING A RECOVERY

The character targeted with a healing effect uses one of their *recoveries* and rolls their own *recovery dice*.

FREE RECOVERY

The cleric can recover hit points as if they were using a *recovery* (without actually spending the *recovery*).

PALADIN'S CHALLENGE

TALENT

FREE ACTION

Trigger: You hit an enemy with a melee attack.

EFFECT

When you hit an enemy with a melee attack, you can choose to challenge that enemy as a free action.

Until the end of the battle, provided that both you and the enemy you've challenged are conscious and capable of making an attack, **you each take a –4 attack penalty against all other creatures and a –4 penalty to disengage checks from each other.**

The attack penalty temporarily deactivates for the attacker when they make an attack roll against their rival, but only until the end of the attacker's turn. For example, if a creature with more than one attack attacks you first, its subsequent attacks against your allies are without the challenge penalty. The attack penalty resets at the end of its turn, so it does not help with opportunity attacks against your allies later in the round.

You can only have one enemy challenged at a time.

An enemy can only be the subject of one *Paladin's Challenge* at a time; a new challenge overrides the previous one.

PALADIN'S CHALLENGE

TALENT

Your Paladin's Challenge ends when:

- you or the creature you are challenging falls unconscious or drops to 0 hp.
- you hit a different enemy with an attack (assuming you hit with the -4 penalty).
- the creature flees far away and you choose to end the challenge.

ADVENTURER FEAT

LEARNED



The attack and disengage penalty for challenged enemies (but not for you) is equal to -4 or to the escalation die, whichever is higher.

CHAMPION FEAT

LEARNED



You can have two challenges active at the same time against different enemies.

EPIC FEAT

LEARNED



Enemies you challenge are *vulnerable* to your attacks.

VULNERABLE

Attacks against you have their crit range expanded by 2 (normally 18+).

PATH OF UNIVERSAL
RIGHTEOUS ENDEAVOR

TALENT

Special: You can't take this talent if you take the *Way of Evil Bastards* talent.

EFFECT

Your nearby allies gain a +1 bonus to all saves.

ADVENTURER FEAT

USED  LEARNED 

Once per day, you can reroll your relationship dice with a heroic or ambiguous icon.

CHAMPION FEAT

LEARNED 

All of your melee and ranged attacks deal holy damage.

EPIC FEAT

LEARNED 

You gain an additional relationship point with a heroic or ambiguous icon.

PALADIN TALENT

PATH OF UNIVERSAL RIGHTEOUS ENDEAVOR

TALENT

WAY OF EVIL BASTARDS

TALENT

Special: You can't take this talent if you take the *Path of Universal Righteous Endeavor* talent.

EFFECT

When one of your *Smite Evil* attacks drops a non-mook enemy to 0 hp, that use of *Smite Evil* is not expended.

ADVENTURER FEAT

USED



LEARNED



Once per day, you can reroll your relationship dice with a villainous or ambiguous icon.

CHAMPION FEAT

LEARNED



When one of your *Smite Evil* attacks drops three or more mooks, it is not expended.

EPIC FEAT

LEARNED



You gain an additional relationship point with a villainous or ambiguous icon.

PALADIN TALENT

WAY OF EVIL BASTARDS

TALENT

PALADIN POWER PROGRESSION

POWER PROGRESSION

PALADIN	TALENTS
Level 1	3
Level 2	3
Level 3	3
Level 4	3
Level 5	4
Level 6	4
Level 7	4
Level 8	5
Level 9	5
Level 10	5

PALADIN POWER PROGRESSION

POWER PROGRESSION

PALADIN BASIC ATTACKS

MELEE ATTACK

BASIC ATTACK

AT-WILL

Target: One enemy

Attack: Strength + Level vs. AC

HIT

Weapon + Strength damage

MISS

Damage equal to your level

RANGED ATTACK

BASIC ATTACK

AT-WILL

Target: One enemy

Attack: Dexterity + Level vs. AC

HIT

Weapon + Dexterity damage

MISS

—

ARMOR AND AC

<i>Armor Type</i>	None	Light	Heavy	Shield
<i>Base AC</i>	10	12	16	+1
<i>Attack Penalty</i>	—	—	—	—

MELEE WEAPONS

ONE-HANDED

TWO-HANDED

SMALL

1d4 dagger

1d6 club, staff

LIGHT OR SIMPLE

1d6
scimitar, short sword1d8
spear

HEAVY OR MARTIAL

1d8
longsword, battleaxe1d10
greatsword, halberd

RANGED WEAPONS

THROWN

CROSSBOW

BOW

SMALL

1d4
dagger1d4
hand crossbow

—

LIGHT OR SIMPLE

1d6
javelin, axe1d6
light crossbow1d6
shortbow

HEAVY OR MARTIAL

—

1d8
heavy crossbow1d8
longbow