

Character Name

Dark Elf

Race

Paladin N1

Class & Level

Height & Weight

Age & Sex

15 STR **+2**

11 CON **+0**

11 DEX **+0**

Initiative

+0

Level + Dex

8 INT **-1**

11 WIS **0**

17 CHA **+3**



Hit Points

12	Current
Maximum	Current

Recoveries

4

1d10



Death Saves



PD



10 + Level + Str/Con/Dex

AC



16 + Level + Con/Dex/Wis

MD



12 + Level + Int/Wis/Cha

Icon Relationships

Elf Queen (conflicted 1)

One Unique Thing

Backgrounds

Member of a Failed Northland Expedition +2

Devotee of the Moonmaiden +4

Talents & Features

Smite Evil

Close-quarters power; Once per battle AND 3 times per day; Free Action
Effect: Your next paladin melee attack deals 1d12 extra damage, and you can activate a smite power of your choice.

True Smite (Smite power): Deal half damage on a miss.

Death Knight

When you take this talent, you are *Sorta Dead*, as per the necromancer talent (13 True Ways p. 84). In addition, you learn three runes

Activate Rune

Close quarters power; At-will; Quick action
Effect: Gain the rune benefit of either the Blood, Death, or Frost rune until the end of the battle. You can only have one rune active at a time.

Blood Rune

Rune Benefit: When you hit with a melee attack, heal 1 hit point.

Blood Smite (Smite power): On a hit, heal hit points equal to the smite extra damage.

Frost Rune

Rune Benefit: When you hit with a melee attack, deal 1 extra cold damage.

Frost Smite (Smite power): Deal cold damage with the smite attack. On a hit, the target is dazed until the end of your next turn.

Death Rune

Effect: When you miss with a melee attack, deal 1 extra negative energy damage.

Death Smite (Smite power): On a hit, increase your critical threat range against the target by 2 until the end of the battle (including with the smite attack itself).



Talents

Sorta Dead

You don't need to eat or sleep or breathe. You can't drown in normal water/liquid, though magical gas will still affect you.
When a spell or effect targets or applies to undead, you can decide whether you want to count as undead for that specific effect.
The first time you die each level, roll a normal save, adding your Charisma modifier (3). If you succeed, you heal using a free recovery instead of dying. If you were dying because of last gasp saves, consider yourself saved from the last gasp problem also.

Basic Attacks and Maneuvers

Cruel (Racial Power)

Once per battle, deal 5 ongoing damage to a target you hit with a natural even attack roll as a free action. A critical hit doesn't double this ongoing damage.

Two-handed Sword (Melee attack)

Attack: 1d20+2 vs. AC

Hit: 1d10+2 damage

Miss: —

Longbow (Ranged attack)

Attack: 1d20 vs. AC

Hit: 1d8 damage

Miss: —