

Character Name

Human

Race

Paladin 1

Class & Level

Height & Weight

Age & Sex

18 STR +4

14 CON +2

10 DEX +0

Initiative

+1

Level + Dex

8 INT -1

12 WIS +1

16 CHA +3



Hit Points

30

Maximum

Current

Recoveries

8

1d10+2



Death Saves



PD

13

10 + Level + Str/Con/Dex

AC

19

17 + Level + Con/Dex/Wis

MD

14

12 + Level + Int/Wis/Cha

Guild Relationships

Boros Legion

One Unique Thing

Backgrounds

Boros Elite Commander +4

Baker's Daughter +4

Talents & Features

Burning Vengeance (Guild Power)

Once per battle, when you take damage from an attack by a nearby enemy, deal 1d6 fire damage to your attacker as an interrupt action.

Smite Evil (Class Feature)

Close-quarters power; Once per battle plus 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.

Conviction (Talent)

Define three moral convictions for your character, such as "protect the innocent," "speak the truth," and "never turn down a challenge." When you make a skill check while acting based on one of your convictions, you add a d6 conviction die to the roll.

However, whenever you act against one of your convictions, you lose the use of the conviction die until the next full heal-up.

Smite of Conviction (Smite Power): If you have entered the battle based on your convictions, add your conviction die to the attack roll. In addition, the first time you miss with Smite of Conviction this battle, the smite is not expended.



Basic Attacks

Longsword (Melee attack)

Attack: 1d20+5 vs. AC

Hit: 1d8+4 damage

Miss: 1 damage

Heavy Crossbow (Ranged attack)

Attack: 1d20+1 vs. AC

Hit: 1d8 damage

Miss: —

Talents

Implacable (Talent)

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: You gain a +1 bonus to saves.

Conduit Smite (Smite Power): Choose an effect that you have successfully saved against at the start of your turn (if any). On a hit, impose that effect on the target.

Glory of the Legion (Talent)

Choose one tactic from the Commander list up to your level and add it to your powers. You can change this tactic during a full heal-up.

Glorious Smite (Smite Power): On a hit, the target has disadvantage on their next attack roll if that attack does not target you.

Offensive Formation (Tactic)

Quick action; Once per battle

Target: Each nearby ally who is engaged with an enemy together with at least one other ally

Effect: The targets gain a +3 bonus to attack rolls against enemies they are engaged with, until the end of your next turn.

Feats

Adventurer: Smite Evil, Paladin Special Mount
x2

Gear, Equipment & Money

Magic Items

Additional Spells