




PALADIN

Name: _____ Kal Emdar
Race: _____ Centaur
Title: _____ Neophyte
Role: _____ Tank and Healing Hybrid
Play style: _____ Holy crit heal and
tanking hybrid

NAME: Kal Emdar		TITLE: Neophyte, Order of the Redhawk				LEVEL: 4	
RACE: Centaur		CLASS: Paladin				GENDER: Male	
MODIFIERS		HIT/CAST	CRIT MISS/FAIL	CRIT HIT/CAST	OTHER	+/-	AGE: 45
MELEE-All		-9	5%	1% 100+	Damage	0	HEIGHT: 8'2"
MELEE-Riding Hammer		-4	5%	1% 100+	Damage	+2	WEIGHT: 1850lbs.
FAITH-Holy		+4	5%	16% 85+	Diff Roll	+1	SIZE MODIFIER
FAITH-Healing		+4	0%	26% 75+	Diff Roll	+1	
							Large 2
							STATS +/-
COMBAT SPEC		Great Weapon					MOVEMENT 6
FAITH SPEC		Healing	+1 Faith when successful & reduce Faith by 1 less for failures				STRENGTH 12
PRIMARY LOAD OUT	MAIN HAND	Riding Hammer of Greater Haste (2H: 2d8 dam, Stun 10%, Crushing Blow 6)					AGILITY 4
	OFF HAND	(Greater Haste: gain an extra regular main hand attack 3 times per battle)					STAMINA 13
SECOND LOAD OUT	MAIN HAND						INTELLECT 10
	OFF HAND						WISDOM 14
BELT SLOTS		Light Healing Potion (1d10HP)				AVOIDANCE 7	
Light Belt		Light Healing Potion (1d10HP)				PERCEPTION 10	
3 slots		Light Healing Potion (1d10HP)				RESOLVE 11	
MONEY POUCH (GP.SP)		7.5					INITIATIVE 10
							CHARM 9
ARMOR & ITEMS (by slot)	BEAST CHEST	Sacred Plate Peytral (+2 Holy crit, already added)				5	DEFENSE
	TORSO	Sacred Plate Cuirass over Quilted Shirt (+2 Holy crit, already added)				9	AC 53
	SHOULDERS	Plate Pauldrons over Quilted Mantle				9	ARMOR 51
	BEAST LEGS	Plate Shinguards				5	DODGE 2
	HANDS	Leather Gloves				2	NOISY 0
	ARMS	Plate Vambraces over Quilted Bracers				9	STIFF 5
	HEAD	Sacred Close Helm (+2 Holy crit, already added)				7	DOUBLE 4
	CENTAUR BACK	Platemail Barding				5	TRIPLE 0
	NECK						RESISTANCES +/-
	TRINKET						ARCANE 30
OTHER						ELEMENTAL 36	
BACK PACK		Flint & Steel		#	#	NATURAL 37	
Standard		Heavy Blanket		#	#	HOLY 22	
10 Slot Pack		x		#	#	DEMONIC 25	
MAX CAPACITY		Trail Rations (10)		#	#	MENTAL 24	
10 slots		Sacred Holy Text		#	#	INIT. SCORE 10+1d12	
HP (MAX:71)							
HONOR (MAX:20)							
Current: 10							
At the start of each turn, if passing an Honor Test, may stack a code of your choice (must be conscious and in control of mental faculties)							
FAITH (MAX:20)							
MAX TIER: 2							
If passing Diff Roll gain up to 2 Faith							
If failing Diff Roll lose Faith equal to Diff+2							
EXPERIENCE: 160							
REPUTATION	COMMON: 14						
	ORDER OF THE RED HAWK: 13						
							

v1.4



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Kal Emdar

Honor (Primary) Skills - Oaths, Virtues, and Codes

Active	Skill Name	Discipline	Polarity	School	Required Honor	Use	Duration	Range	Description
OATHS (Effects Paladin and any friendly within 0.5" per current Honor)									
<input type="checkbox"/>	Service	None	Order	Oath	14	passive	battle	0.5"/honor radius	+2HP per level of caster
<input type="checkbox"/>	Excellence	None	Order	Oath	13	passive	battle	0.5"/honor radius	once per round may re-roll any miss (including a critical) but must abide by second roll
<input type="checkbox"/>	Protection	None	Order	Oath	12	passive	battle	0.5"/honor radius	grants +1 AC/level of caster to all friendlies w/in oath radius but reduces the casters AC by the same amount, any un-engaged enemy inside the oath radius must attack the caster if they are the closest target unless passing a Resolve test
<input type="checkbox"/>	Purity	None	Order	Oath	11	passive	battle	0.5"/honor radius	all resistances increased by 1 per level of caster
<input type="checkbox"/>	Valor	None	Order	Oath	10	passive	battle	0.5"/honor radius	Gain +0.5 damage/level when facing an enemy group or single opponent that has a higher Threat Rating than the party (where the parties Threat rating is equal to the combined level of all PCs +Threat Rating of any pets/minions), gain +0.5 damage/level
<input type="checkbox"/>	Voracity	None	Order	Oath	9	passive	battle	0.5"/honor radius	• recalculate the Threat Rating of both groups each time someone is knocked unconscious or killed +1 melee damage from level 1-5, +2 melee damage from level 6-10, +3 melee damage from level 11-20
<input type="checkbox"/>	Vitality	None	Order	Oath	8	passive	battle	0.5"/honor radius	+1 Vigor/round OR +1 Spirit/round OR +1 Fury/round, increases to +2 at level 6-10, +3 at level 11-20
<input type="checkbox"/>	Authority	None	Order	Oath	7	passive	battle	0.5"/honor radius	gain +1 /5 levels to Initiative Score when determining turn order and may re-roll failed Resolve tests (not including Focus reduction rolls)
<input type="checkbox"/>	Perseverance	None	Order	Oath	6	passive	battle	0.5"/honor radius	+1 hit per level for all types of damage
<input type="checkbox"/>	Purpose	None	Order	Oath	5	passive	battle	0.5"/honor radius	choose one enemy at start of battle, until that enemy is destroyed/incapacitated gain +1 movement
VIRTUES (self-cast only)									
<input type="checkbox"/>	Sacrifice	None	Order	Virtue	14	passive	battle	self	if a blow would put a friendly below 0, may move out of turn (up to 2x maximum movement on foot) to intercept and take the damage onto self • costs entire next turn • if this puts caster below 0, all enemies w/on 1"/lvl are stunned for two rounds
<input type="checkbox"/>	Patience	None	Order	Virtue	13	passive	battle	self	if no offensive instants or actions are taken for one round (including as a result of CC) on the next round caster has +1 damage/level and +1 hit/level
<input type="checkbox"/>	Resilience	None	Order	Virtue	12	passive	battle	self	negates all types of physical damage (at 0.5/level) does not stack with any other form of damage negation or absorption
<input type="checkbox"/>	Wisdom	None	Order	Virtue	11	passive	battle	self	choose one resistance before the battle begins, increase that resistance by 3 per level of caster
<input type="checkbox"/>	Courage	None	Order	Virtue	10	passive	battle	self	Gain +2HP/level and +3 Resolve whenever the combined Threat Rating of enemies within 3" is greater your level
<input type="checkbox"/>	Faithfulness	None	Order	Virtue	9	passive	battle	self	reduces difficulty of faith based abilities by 1 for level 1-10, 2 for level 10+ (can't reduce below 1) and increases all faith based healing effects used on you by 20%
<input type="checkbox"/>	Battle	None	Order	Virtue	8	passive	battle	self	+3 Initiative Score • while the virtue is active any 'strike', 'shot', or unarmed attack has +0.5 dam/level • if you did not attack with your main hand on the previous round may attack twice with your main hand, however the second attack cannot be a special ability/skill of any kind
<input checked="" type="checkbox"/>	Justice	None	Order	Virtue	7	passive	battle	self	while active, grants two mutually exclusive instant abilities against any humanoid target w/in 10" that attacked someone in your party (or a non-combatant) • Justice Demanded: an instant that treats the target as Taunted if failing a Resolve test • Justice Served: an instant that grants +0.5 hit/level on your next attack, and if hitting automatically stacks an honor code
<input type="checkbox"/>	Honor	None	Order	Virtue	6	passive	battle	self	+1 to hit per level for all types of damage and +5 Advantage on Honor tests when rolling to stack a Code • may also use an Instant to auto-stack a Code
<input type="checkbox"/>	Strength	None	Order	Virtue	5	passive	battle	self	+1 physical damage and +0.5 Advantage/level for Strength Stat rolls
FAITHSWORN, HOLY (CODE) - Must consume Faithsworn Code Stacks to activate									
Rank1	Divine Protection	Faithsworn (Holy)	Balance	Code	1	instant	1 rnd per stack	10"	Places a divine shield on a single target that mitigates all damage from a single successful hit or half the damage of a critical hit against the shielded target • shield lasts for one round per stack or until consumed
Rank1	Holy Devotion	Faithsworn (Holy)	Balance	Code	1	instant	battle	self	For the duration of the battle may re-roll one failed Faith difficulty roll per stack (must keep second roll)

Kal Emdar

FAITH POWERS (PRIMARY SKILLS)

Known	Spell Name	Tier	Domain	Discipline	Difficulty	Use	Range	Description
✓	Faith	0	Holy	Prayer	none	whole turn	self	Cannot move or take action (including instant abilities), Vulnerable until start of next turn, awards one Faith for every round spent in prayer
✓	Agreement	0	Holy	Prayer	none	OT instant	15	Use just prior to target making a hit roll or stat test/roll-off • Grants 2x the Caster's current Faith as +hit or 0.5x the Caster's current Faith as +success on a stat based roll
✓	Fervor	0	Holy	Prayer	none	instant	self	self cast only, consumes Faith, 10% chance per Faith consumed that next 'strike', 'shot' or unarmed attack will auto-hit • also increases fury gain by 10% per Faith consumed
✓	Discernment	0	Holy	Prayer	none	instant	15	detects all Faith based buffs, enhancements, and effects within 15" • also has a limited ability to detect lies or other hidden motives • costs 1 Faith then must pass a Faith test
✓	Thanksgiving	0	Holy	Prayer	none	action	self	once/day, may use next power without having enough Faith, must still roll Difficulty, does not result in any Faith gain but will still lose Faith if failing
✓	Smiting	1	Holy	Invocation	1/lvl	action	15	single target projectile LOS required, 1d4 damage +1 per level, counts as a 'strike'
✓	Remove Curse	1	Holy	Healing	3/remove	instant or action	20	removes 1 per 3 Difficulty curse/stolen blessing/omen against resist of level*4 of the curse caster, can use as instant at 5/remove
✓	Cure	1	Holy	Healing	3/cure	instant or action	20	removes 1 per 3 Difficulty disease/poison against resist of level*4 of the disease caster or 40 +10 per poison type, can use as instant at 5/cure
✓	Minor Heal	2	Holy	Healing	4	action	20	1d12 HP +1/level of target
✓	Regenerate	2	Holy	Healing	2+1/level	action	20	1d6HP/round for 1 round/level of caster, max 5 rounds, if using greater than level 5 distribute extra d6's evenly starting at 1st round
✓	Redirection	1	Holy	Protection	2	instant	10	forces target to move its focus to another target, once per target, if redirected to caster gain +1 Faith or 1d6HP next time they damage the caster • cannot be used to over ride Taunt effects