

# NAME

# LOOK

Thaddeus, Augustine, Lux, Cassius, Hadrian, Lucia, Octavia, Regulus, Valeria, Sanguinus, Titanius

Kind Eyes, Fiery Eyes, or Glowing Eyes  
Helmet, Styled Hair, or Bald  
Worn Holy Symbol or Fancy Holy Symbol  
Fit Body, Bulky Body, or Thin Body

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

|           |            |              |              |               |              |
|-----------|------------|--------------|--------------|---------------|--------------|
| STRENGTH  | DEXTERITY  | CONSTITUTION | INTELLIGENCE | WISDOM        | CHARISMA     |
| ■ WEAK -1 | ■ SHAKY -1 | ■ SICK -1    | ■ STUNNED -1 | ■ CONFUSED -1 | ■ SCARRED -1 |
| STR       | DEX        | CON          | INT          | WIS           | CHA          |

DAMAGE



ARMOR



HP



CURRENT MAX YOUR MAX HP IS 10+CONSTITUTION

## ALIGNMENT

LAWFUL

Deny mercy to a criminal or unbeliever.

GOOD

Endanger yourself to protect someone weaker than you.

## STARTING MOVES

### LAY ON HANDS (CHA)

When you touch someone, skin to skin, and pray for their well-being, roll+CHA. \*On a 10+ you heal 1d8 damage or remove one disease. \*On a 7-9, they are healed, but the damage or disease is transferred to you.

### ARMORED

You ignore the clumsy tag on armor you wear.

### I AM THE LAW

When you give an NPC an order based on your divine authority, roll+CHA. \*On a 7+, they choose one:

- Do what you say
- Back away cautiously, then flee
- Attack you

\*On a 10+, you also take +1 forward against them. \*On a miss, they do as they please and you take -1 forward against them.

### QUEST

When you dedicate yourself to a mission through prayer and ritual cleansing, state what you set out to do:

- Slay \_\_\_\_\_, a great blight on the land
- Defend \_\_\_\_\_ from the iniquities that beset them
- Discover the truth of \_\_\_\_\_

Then choose up to two boons:

- An unwavering sense of direction to \_\_\_\_\_.
- Invulnerability to \_\_\_\_\_ (e.g., edged weapons, fire, enchantment, etc.)
- A mark of divine authority
- Senses that pierce lies
- A voice that transcends language
- A freedom from hunger, thirst, and sleep

The GM will then tell you what vow or vows is required of you to maintain your blessing:

- Honor (forbidden: cowardly tactics and tricks)
- Temperance (forbidden: gluttony in food, drink, and pleasure of the flesh)
- Piety (required: observance of daily holy services)
- Valor (forbidden: suffering an evil creature to live)
- Truth (forbidden: lies)
- Hospitality (required: comfort to those in need, no matter who they are)

## RACE

You are human, so you get this move.

HUMAN

When you pray for guidance, even for a moment, and ask, "What here is evil?" the GM will tell you, honestly.

## BONDS

Fill in the name of one of your companions in at least one:

\_\_\_\_\_’s misguided behavior endangers their very soul!

\_\_\_\_\_ has stood by me in battle and can be trusted completely.

I respect the beliefs of \_\_\_\_\_ but hope they will someday see the true way.

\_\_\_\_\_ is a brave soul, I have much to learn from them.



# THE PALADIN

LEVEL

XP

# GEAR

Your Load is 12+STR. You start with dungeon rations (5 uses, 1 weight), scale armor (2 armor, 3 weight), and some mark of faith, describe it (0 weight). Choose your weapon:

- Halberd (reach, +1 damage, two-handed, 2 weight)
- Long sword (close, +1 damage, 1 weight) and shield (+1 armor, 2 weight)

Choose one:

- Adventuring gear (1 weight)
- Dungeon rations (1 weight) and healing potion (0 weight)

# ADVANCED MOVES

When you gain a level from 2–5, choose from these moves.

## DIVINE FAVOR

Dedicate yourself to a deity (name a new one or choose one that's already been established). You gain the commune and cast a spell cleric moves. When you select this move, treat yourself as a cleric of level 1 for using spells. Every time you gain a level thereafter, increase your effective cleric level by 1.

## BLOODY AEGIS

When you take damage you can grit your teeth and accept the blow. If you do you take no damage but instead suffer a debility of your choice. If you already have all six debilities you can't use this move.

## SMITE

While on a quest you deal +1d4 damage.

## EXTERMINATUS

When you speak aloud your promise to defeat an enemy, you deal +2d4 damage against that enemy and -4 damage against anyone else. This effect lasts until the enemy is defeated. If you fail to defeat the enemy or give up the fight, you can admit your failure, but the effect continues until you find a way to redeem yourself.

## CHARGE!

When you lead the charge into combat, those you lead take +1 forward.

## STAUNCH DEFENDER

When you defend you always get +1 hold, even on a 6-.

## SETUP STRIKE

When you hack and slash, choose an ally. Their next attack against your target does +1d4 damage.

## HOLY PROTECTION

You get +1 armor while on a quest.

## VOICE OF AUTHORITY

Take +1 to order hirelings.

## HOSPITALLER

When you heal an ally, you heal +1d8 damage.

When you gain a level from 6–10, choose from these moves or the level 2–5 moves.

## EVIDENCE OF FAITH

*Requires: Divine Favor*

When you see divine magic as it happens, you can ask the GM which deity granted the spell and its effects. Take +1 when acting on the answers.

## HOLY SMITE

*Replaces: Smite*

While on a quest you deal +1d8 damage.

## EVER ONWARD

*Replaces: Charge!*

When you lead the charge into combat, those you lead take +1 forward and +2 armor forward.

## IMPERVIOUS DEFENDER

*Replaces: Staunch Defender*

When you defend you always get +1 hold, even on a 6-. When you get a 12+ to defend instead of getting hold the nearest attacking creature is stymied giving you a clear advantage, the GM will describe it.

## TANDEM STRIKE

*Replaces: Setup Strike*

When you hack and slash, choose an ally. Their next attack against your target does +1d4 damage and they take +1 forward against them.

## DIVINE PROTECTION

*Replaces: Holy Protection*

You get +2 armor while on a quest.

## DIVINE AUTHORITY

*Replaces: Voice of Authority*

Take +1 to order hirelings. When you roll a 12+ the hireling transcends their moment of fear and doubt and carries out your order with particular effectiveness or efficiency.

## PERFECT HOSPITALLER

*Replaces: Hospitaller*

When you heal an ally, you heal +2d8 damage.

## INDOMITABLE

When you suffer a debility (even through Bloody Aegis) take +1 forward against whatever caused it.

## PERFECT KNIGHT

When you quest you choose three boons instead of two.