

PALADIN

MAJOR CLASS

LEVEL 1 FEATURES

Paladin's Credo. Your Credo represents a tenant of faith or other principle that you stand for as a Paladin. At level 1, choose one option from the Credo Fundamenta list, and one from the Credo Minoris list at the bottom of this page. The Credo you assemble for your character will affect many of your Paladin abilities, or grant additional bonuses and skills. The exact nature of each Creed is subjective; it's up to you to decide how your character interprets and applies them. Characters who make Paladin their Major Class can add to their Credo as they level up.

Credo Choices and effects:

CLASS SKILLS

Strike Down (2+X)

Range: Self

Type: Magic

Use: Free Action (while Attacking)

Activation Cost: 2 Stamina + 1 or more Mana

Sustaining Cost:

Tags: Attack Buff

You may activate this ability when you strike a target with a Weapon Attack. When you do, spend any amount of Mana, and add that much Kinetic Damage to the total. This ability may be combined with Careful and Power attacks.

Empowered: If the strike was a Critical Hit, you may instead add +1d4 Kinetic Damage for each Mana spent on this ability.

Share Suffering (3+X)

Range: Self

Type: Magic

Use: Reaction

Activation Cost: 3 Mana + 1 or more Stamina

Tags: Defense, Affliction

You may use your Reaction to activate this ability when a creature within 5ft. of you, or within your Paragon's Aura, would suffer an Affliction. Spend any amount of Stamina before the target rolls on the Affliction table. The target's Affliction result is reduced by that amount.

If the target's resulting Affliction roll would be less than 1, you may opt to prevent the Affliction, and instead accept the Exhaustion Affliction for yourself. If you choose not to take the Exhaustion, the target suffers the lowest viable Affliction they could.

Exorcise (5/2 & 2)

Range: 15ft.

Type: Magic

Use: Two Actions

Activation Cost: 5 Mana

Sustaining Cost: 2 Mana and 2 Stamina

Tags: Disable, Debuff

You attempt to cast a being from the material plane. Target one Creature you can see within range and force it to make a Contested Willpower Check. If it fails, it vanishes from the material world for as long as you Sustain this spell, returning to the space from which it vanished when this effect ends.

Exorcise Outsiders: If you use this ability on an Aberration, Celestial,

or Fiend, and Sustain it for at least 1 minute (10 Rounds), it does not return when you end the effect.

Paragon's Aura (2/4+)

Range: 5ft.+ Radius

Type: Magic

Use: Action

Activation Cost: 2 Mana

Sustaining Cost: 4+ Mana

Tags: Aura, Buff, Debuff

So long as you are Sustaining your Aura, you and any allies within range may add your 1/2 of your Willpower bonus to any Check you make against a hostile effect.

Upcast: For every additional 4 Mana spent to Sustain your Aura, its radius increases by 5ft. You may reallocate how much you are spending to Sustain it at the end of your Recovery Step as a Free Action.

Abjure (4)

Range: 15ft.

Type: Magic

Use: Action

Activation Cost: 4 Mana

Tags: Frighten

You force one Creature you can see within range to make a Willpower Check against your Spell Save (Willpower+Might). If it fails, it is Frightened until the end of your next turn.

Abjure Outsiders: Aberrations, Celestials, Fae, Fiends, and Undead creatures make this Check with 1d10 instead of 1d12, and are additionally Knocked Down if they fail.

HYBRID CLASS | CASTING: VERBAL
PRIMARY STAT: WILLPOWER
SECONDARY STAT: MIGHT
TOUGHNESS: 5

PALADIN MAJOR CLASS

SPECIALIZATIONS

Level 1

Credo Majoris. Choose one option from the Credo Majoris list.

Acolyte Training.

- **Choose either:** Medium Armor Training or Heavy Armor Training perks.
- **Choose one:** Medium Weapon Training, Bow Training, or Crossbow Training perks.
- **Choose either:** Large Weapon Training, or Shield Training perks.

Level 2

Choose one:

- Increase **Mana** OR **Stamina** Regeneration by 1.
- Increase **Mana** AND **Stamina** Capacity by 1.
- Choose a **Perk**.

Level 3

Sanctuary. You may perform a ritual to establish a Sanctuary, infused with the power of your Creeds.

- The ritual takes 7 days to complete, and may be performed during the course of a Full Rest so long as you perform no other Downtime activities. You may have no more than one Sanctuary at a time. Any existing Sanctuary is dispelled once you begin the ritual at a new location.
- Your Sanctuary must be an enclosed space or otherwise demarcated area (such as a clearing in a grove of trees, a circle of stones, an island, etc.), and must be free of other creatures while you perform the ritual.
- Your Sanctuary can be no larger than your Character Level x100 in square feet (roughly CL x 10 meters squared). It cannot be a space smaller than 100 square feet (four 5' grid squares) / 9-10 square meters.
- If you make your Sanctuary in a Place of Power, the maximum size per Character Level is doubled.
- Your Sanctuary must be renewed every twelve months, or its power fades. If you do not renew it, die, or leave the mortal plane for more than a month, the Sanctuary will last 1 month per Character Level before it fades completely.
- If the Sanctuary is mobile (such as on a ship), the Ritual must be repeated every month to maintain it.

While you are within your Sanctuary:

- All Creatures within the Sanctuary that you designate are under the influence of your Paragon's Aura. You do not need to Activate or Sustain the ability.
- Once per Round, you may use an Action to designate one Creature within the Sanctuary. Every instance of Damage it would take that round is reduced to 1.

Level 4

Choose one:

- Select a Spell or activated Ability from either your Minor or Influence Class. It no longer has a cost multiplier (2x or 4x).
- Choose a **Perk**.

Level 5

Choose one:

- Increase your **Willpower** and **Might** by 1.
- Increase **Mana** AND **Stamina** Capacity by 1.

Level 6

Expanded Tenants. Choose two items from the Credo Minoris list, or one item from the Credo Majoris list.

Level 7

Choose one:

- Increase the **Core Stat** of your choice by **I**.
- Choose a **Perk**.

Level 8

Choose one:

- Select a Spell or activated Ability from either your Minor

or Influence Class. It no longer has a cost multiplier (2x or 4x).

- Pick any unchosen specialization option from Levels 2, 4, 5, or 7.

Level 9

Supreme Insight. Choose one item from the Credo Superior list.

Level 10

Choose one:

- Select a Spell or activated Ability from either your Minor or Influence Class. It no longer has a cost multiplier (2x or 4x).
- Increase the **Core Stat** of your choice by **2**.

Level 11

Pick any two unchosen specialization options from Levels 2, 4, 5, 7, 8, or 10.

Level 12

Bearer of the Word. Choose one item from the Credo Superior list, or two items from the Credo Majoris list.

Level 13

Choose one:

- Increase the **Core Stat** of your choice by **2**, or any **two stats** by **I**.
- Choose a **Perk**.

Level 14

Choose one:

- Increase your **Mana Regeneration** by **2**.
- Increase your **Stamina Regeneration** by **2**.
- Choose a **Perk**.

Level 15

Speaker of Truths. Choose one item from any Credo list (including Fundamenta).

Level 16

Choose one:

- Select a Spell or activated Ability from either your Minor or Influence Class. It no longer has a cost multiplier (2x or 4x).
- Increase the **Core Stat** of your choice by **2**.
- Choose a **Perk**.

Level 17

Choose one:

- Increase **Mana** OR **Stamina** Capacity by 2.
- Increase **Mana** AND **Stamina** Capacity by 1.
- Choose a **Perk**.

Level 18

Apex Doctrine. Choose one item each from the Credo Minoris, Credo Majoris, and Credo Superior lists.

Level 19

Choose two:

- Increase your **Willpower** by **3**.
- Increase your **Might** by **2**.
- Choose a **Perk**.

Level 20

Choose two. You may select the same option twice:

- Select a Spell or activated Ability from either your Minor or Influence Class. It no longer has a cost multiplier (2x or 4x).
- Choose a **Perk**.
- Increase the **Core Stat** of your choice by **I**.
- Pick any unchosen specialization option from Levels 2, 4, 5, 7, 8, 10, 13, 14, 16, 17, or 19.

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CREDOS

Credo Fundamenta

- Creed of Balance. As an Action, you may transfer up to half of your maximum Stamina to your Mana, or vice versa. If you exceed your Capacity, the excess is lost.
- Creed of Fate. You cannot have more Fate Points than your Character Level, but you gain +1 every time you complete a Rest. This increases to +1d6 if you Rest in your Sanctuary.
- Creed of Freedom. You gain a +1d12 bonus on any Check to escape from restraints, and you cannot suffer a Speed penalty worse than -10ft. for any reason.
- Creed of Mercy. When you heal Damage from another Creature, you heal 1 point of Damage from yourself.
- Creed of Order. While you are out of Initiative, before you make a Check, you may opt to make the dice result a 6 instead of rolling.
- Creed of Solitude. So long as no other creature is within 10ft. of you, you gain +1 Armor.
- Creed of Unity. At the start of your turn, you may designate one Creature you can see. Its Armor increases by +1 until the start of your next turn.

Credo Minoris

- Creed of Justice. Once per Rest, when a Creature you can see deals damage to another you can see, you may force it to make a Willpower Check against your Spell Save (Willpower + Might). If it fails, it takes half as much damage as it dealt as Ardent Damage.
- Creed of Sanctity. So long as you have no points of Damage, you gain +2 Mana Regeneration during your Recovery Step.
- Creed of Stoicism. You may use Verbal or Focus spellcasting for your Paladin spells. Designate a holy symbol or other object of significance as your focus.
- Creed of Strength. Once per day, you may choose to succeed on a Might Check that you would have failed.
- Creed of Toil. When you deliver the final blow to an enemy, you regain 1d4 Mana and 1d4 Stamina.
- Creed of Victory. The first time you roll to deal Damage each day, you may roll an additional damage die.

Credo Majoris

- Creed of the Destroyer. Whenever you deal damage with Strike Down, add +1d6 to the total.
- Creed of the Furious. Whenever you deal damage with Strike Down, add +1d6 to the total.
- Creed of the Inevitable. Once per Rest, for two Actions, you may raise a humanoid corpse you touch as a Skeleton or Zombie. It goes immediately after your turn in initiative, has two Actions, and cannot speak. If it strays more than 100ft. from you at any time, it is destroyed, and you may dismiss it at any time. You may only have one undead created by this ability at a time.
- Creed of the Penitent. As an Action, you may inflict the Exhaustion Affliction on yourself. If you do, remove all Damage and Conditions from a creature you can touch.
- Creed of the Phantom. Once per Rest, you may use an Action to become Invisible (attacks against you are made with die two sizes smaller than normal, you are considered Hidden until detected, and other creatures have a -1d10 penalty on Search Checks to find you). This effect lasts until you take or deal damage.
- Creed of the Shelter. Whenever a creature completes a Rest within your Sanctuary, it removes 1 Affliction.
- Creed of the Sanguine. You gain +1 Mana whenever a creature within your Paragon's Aura suffers Slashing Damage, or gains a Round of Bleeding.

Credo Superior

- Creed of the Martyr. Over the course of a Rest, you may remove 1d4 Afflictions from another Creature. You suffer half as many instances of the Exhaustion Affliction.
- Creed of Duty. If you would be Incapacitated or Killed, you may invoke this ability as a Reaction. The incapacitating or lethal effect is suspended until your next end-of-turn step. In the meantime, you can take no further damage, and cannot heal.
- Creed of Loss. When a player character you can see is Incapacitated or killed, you may designate any number of creatures within your Paragon's Aura. They heal Damage equal to twice your Character Level, in any combination of types they choose.
- Creed of Ambition. Once per rest, you may activate this ability as a Free Action. Take an additional turn immediately after this one. At the end of the second turn, take one instance of the Exhaustion Affliction.
- Creed of Wrath. When you suffer an Affliction, you may make a Spell Attack (1d12+Willpower) against a creature you can touch. If you hit, you deal Ether Damage equal to twice your Character Level.
- Creed of Truth. You always know when a creature you can touch is lying to you, whether directly or by omission.
- Creed of Discovery. You may use your Willpower score in place of your Knowledge score for Checks.