

PALADIN

MINOR 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 (×2 BASE COSTS)

Strike Down (4+X)

() **Specialized** (halve all costs)

Range: Self

Type: Magic

Use: Free Action (while Attacking)

Activation Cost: 4 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 (6+X)

() **Specialized** (halve all costs)

Range: Self

Type: Magic

Use: Reaction

Activation Cost: 6 Mana + 1 or more Stamina

Tags: Defenses, 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 (10/4 & 4)

() **Specialized** (halve all costs)

Range: 15ft.

Type: Magic

Use: Two Actions

Activation Cost: 10 Mana

Sustaining Cost: 4 Mana and 4 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 (4/8+)

() **Specialized** (halve all costs)

Range: 5ft.+ Radius

Type: Magic

Use: Action

Activation Cost: 4 Mana

Sustaining Cost: 8+ 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 8 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 (8)

() **Specialized** (halve all costs)

Range: 15ft.

Type: Magic

Use: Action

Activation Cost: 8 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: UERBAL
PRIMARY STAT: WILLPOWER
SECONDARY STAT: MIGHT
TOUGHNESS: 5

PALADIN
MINOR OR INFLUENCE CLASS
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.