

Starting moves

Bound By A Higher Law

Choose 3 oaths that guide your behaviour:

- I shall not cheat, nor utter falsehood, nor deceive others with my words
- I shall protect the weak and give aid to any innocent who asks it of me
- I shall not let a crime go unpunished
- I shall not flee, nor deny a call to battle
- I shall offer mercy to any I defeat, even the most unworthy
- I shall never refuse a superior's order

When you violate an oath, choose two of your Paladin moves. You lose these moves until you atone. The GM will say what's needed to atone.

Smite

When you strike a thing of supernatural evil, roll+STR. On 10+, deal damage and pick 1. On 7-9, the same, but you also expose yourself to harm or unwanted attention:

- ▶ Deal +1d6 damage
- ▶ Ignore its armour or other defences
- ▶ Suppress one of its unnatural powers
- ▶ Force it from its host

Divine Grace

When you Defend, roll+CHA instead of +CON. Add these options to the list:

- ▶ Blaze with righteousness, making all demons and undead recoil from your presence
- ▶ Stand fast, holding your position despite what befalls you

Eyes Unclouded

When you pray for guidance, even for a moment, you can ask the GM 'What here is evil?'

Fear No Evil

When you make any move to resist fear or act in spite of it, don't roll: you automatically get 10+.

Armoured

When you wear armour, ignore the *clumsy* tag.

Choose one background:

Anointed By The Gods

When you invoke your divine authority to issue an order or warning, roll+CHA. On 7-9, they choose 1. On 10+, the same, but you can tell what they are going to do and act first, with advantage:

- ▶ Do what you say
- ▶ Back away slowly, then flee
- ▶ Attack you

When you lay hands on someone as they Recover, they regain extra hit points equal to your CHA and you can mark a debility to avoid spending supplies.

Hero Reborn

When you Spout Lore by consulting the memory of your past lives, gain advantage.

When you Make Camp and dream prophetic dreams, ask the GM what you dream about. Their answer will give truthful, but perhaps clouded or cryptic, guidance about the perils you face or your future fate.

Paragon Of Virtue

When you approach an enemy to negotiate in good faith, even the most savage and debased foe, they will delay violence until they have heard what you have to say.

When you spend the night in prayer and vigilance, you do not need to sleep. You still get the benefits of Make Camp, but you remain alert to danger.

Sacred Order

Your order is known for (pick 3):

- chapters everywhere fanatical zeal
- holy relics honour influence
- mystical rites popularity wealth
- skilled warriors troves of lore

When you Parley and leverage your order's reputation, you gain advantage. When you Spout Lore about your order, treat a 6 or less as a 7-9. When you convert Undefined gear to something specific, you can produce an item related to your order's traits.

Advances

Spend 5 experience at any time to choose one.

Improved Stat

Increase any stat by 1 (max +2).

Superior Stat

Increase any stat by 1 (max +3). (Requires Improved Stat and at least 1 other advance.)

Aura Of Courage

When you stand fast in battle, allies who see or hear you are unaffected by fear or doubt.

Charge!

When you charge into battle, gain +1 armour and deal +1d4 damage for the first few moments. Anyone who follows your lead also gains this benefit.

Staunch Defender

When you Defend, gain +1 Readiness. Even if you roll 6 or less, gain 1 Readiness in addition to whatever the GM says.

Walk Through The Valley

You are unaffected by poison or disease.

Windows To The Soul

When you gaze into the eyes of another person and glimpse their soul, roll+WIS. On 10+, ask 2. On 7-9, ask 1:

- ▶ Are you lying or trying to deceive me?
- ▶ What are you really feeling?
- ▶ What sin holds sway in your heart?

You will always get honest answers.

Stats

Assign +2, +1, +1, +0, +0, -1.

Hint: Paladins do well with high STR and CHA.

Strength

Weakened

disadvantage to STR and DEX

Dexterity

Intelligence

Dazed

disadvantage to INT and WIS

Wisdom

Constitution

Miserable

disadvantage to CON and CHA

Charisma