

# PALADIN

*A champion against the forces of evil, who can heal, protect, and battle.*

**Dice:**                      **Bonus Dice: none**

Battle	4
Magic	0
Make	1
Muscle	4
Notice	2
Resist	5
Shoot	0
Sneak	1
Stunt	2
Talk	4

Paladins are human champions of good who battle the forces of evil. They are skilled bargainers, seeking to forge agreements between warring parties, but can still defend themselves and their allies when words fail. Their selfless, pure hearts give them miraculous powers to heal the injured and protect the weak. Paladins can sense the presence of evil monsters nearby.

## POWERS

***Drive Away Undead*** — Force skeletons, zombies, and other undead creatures to keep their distance from you. Costs 4 Luck.

Roll your Resist dice. For each success, you can keep a single undead creature of your choice from attacking you or approaching you for one turn.

***Fist of Justice*** — Hit someone at a distance with a ghostly double of your fist. Costs 2 Luck.

Choose an opponent you can see. Roll your Resist dice, minus your opponent's Armor. Each success removes Luck from your opponent.

***Hand of Healing*** — You can transfer luck to a friend. Costs zero Luck.

Roll your Resist dice. For each success, you can transfer one of your Luck points to a friend you are able to touch.

***Inspire*** — Lend action dice to a friend. Costs zero Luck.

Roll your Talk dice. For each success, you can add one die to a friend's action roll (before the dice are rolled) between now and your next turn. You can also split the dice between two or more friends.

*Example: Sir Stalwart, a paladin, rolls his Talk dice (4). He rolls 2, 4, 5, 6, scoring two successes, earning two extra dice to lend. During Harley the dwarf's turn, Sir Stalwart gives her two dice to add to her Battle roll.*

***Sense Malice*** — You know when enemies are near. Costs 1 Luck.

Roll your Resist dice. One success tells you if there are enemies within 100 feet of you. Two successes tell you the direction they're in. Three successes tell you how far away. Four successes tell you how many creatures are present.

**Smite**— *Add your Resist dice to your Battle dice. Costs 2 Luck.*  
Add your Resist dice to your Battle dice and make a Battle roll.