

Vallior

Indir  
RACE

Paladin  
PROFESSION

132

7

XP

LEVEL

Strength  
11  
102

Agility  
1  
5

Intuition  
2  
11

Charisma  
4  
40

Perception  
2  
11

HP	Armor
476	16

Weapon Skill	1d20 + 26
Unarmed Skill	1d20 + 0
Dodge	1d20 + 4
Ballistic Skill	1d10 + 0
Tactics	1d20 + 17
Acrobatics	1d10 + 0
Magic Skill	1d10 + 0
Arcane Lore	1d10 + 0
Religious Magic	1d10 + 0
Religion	1d10 + 0
History	1d10 + 0
Animal Handler	1d10 + 0
Insight	1d10 + 0
Slight of Hand	1d10 + 0
Deception	1d10 + 0
Charm	1d10 + 0
Interrogate	1d10 + 0
Haggle	1d10 + 0
Inspire	1d10 + 0
Stealth	1d10 + 0
Guard	1d10 + 0
Law	1d10 + 0
Wilderness Surv.	1d10 + 0
Concoct Poison	1d10 + 0
Medicine	1d10 + 0
Language	1d10 + 0
Culture	1d10 + 0

Skills

Aura	Expertise	Movement	Initiative	INT Role	AP
0	8	6	16	-4	6

DMG	+12
Stamina	+37
Crit	15
Crit DMG	+0d4
Spash	0%
Splash DMG	+0d4
Expertise	+5
Movement	-4ft
Extra Attack	220%
Armor	+16
Aura	+0
Directed Strike	0
Initiative (INI)	-4
AP	3

Feats

Ice & Cold	AGI	1d20 + 0
Fire & Heat	STR	1d10 + 0
Holy	CHA	1d10 + 0
Death	STR	1d20 + 0
Radiant	PER	1d10 + 0
Poison	STR	1d20 + 0
Disease	STR	1d20 + 0
Illusion	PER	1d10 + 0
Mental	INU	1d20 + 2
Arcane	INU	1d20 + 0

Resistances

Weapons

Great Warhammer: 3d20+5+11+12 INI:15

Specials

- \* Walled Up: +2 Armor
- \* Bloodbath: +2 DMG
- \* Boon of the warbringer: +2 DMG
- \* Master Tacticion: Tactics / 4 (instead of 5)

Stat Rolls

Strength: 1d20 + 7  
Agility: 1d10 + 0  
Intuition: 1d20 + 0  
Charisma: 1d10 + 7  
Perception: 1d10 + 0

Spells

Holy Restitution	On hit have a 20% chance of gaining Inate Healing as health. (Passive)
Holy Protection	Shield the target of one incoming attack, reducing the DMG to 1, you can choose when to use this. 3AP
Heal	Heal target for their Inate Healing 3 AP
Holy Radiance	Heal everyone in Intuition meters for 1d8 health, 1 AP
Bolster	Everyone in an Intuition meters radius gets +2 Armor and +2 Aura
Protected	For 1 AP, get +1d4 armor until your next round
Cleanse	Get +2 DMG against undead or deamons
Crusader	Get +2 weapon skill when fighting undead or deamons
Summon Protector	Summon a protector with 70 HP, 10 Armor, who will heal for 1d10 + 2 HP per round