

**PALADIN  
CARD DECK**



**CLASS FEATURE + TALENTS**

*Customizable Character Class Deck  
compatible with 13<sup>th</sup> Age™, and The Archmage Engine™*

**PALADIN CARD DECK**

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**PALADIN CLASS FEATURE**

**SMITE EVIL**

**TALENT** **ONCE PER BATTLE**

**PLUS** **DAILY**  
**CHARISMA MOD PER DAY**

**FREE ACTION**

**EFFECT**

You can use this talent once per battle, plus an additional number of times per day equal to your Charisma modifier.

As a free action before you make a paladin melee attack roll, you can declare that you're using a *Smite Evil* attack. **Add +1d12 to the damage roll AND deal half damage with the attack if it misses.**

**ADVENTURER FEAT** LEARNED ✨

Your *Smite Evil* attacks gain a +4 attack bonus.

**CHAMPION FEAT** LEARNED ✨

Add 2 d12 to the damage roll instead of 1 d12.

**EPIC FEAT** LEARNED ✨

Add 4 d12 to the damage roll instead of 2 d12.

**PALADIN CLASS FEATURE**

**SMITE EVIL**

**TALENT USED**

**ONCE PER BATTLE**

**CHARISMA MOD**

**DAILY USES**

USED ✨ ✨ ✨ ✨ ✨ ✨ ✨

Print on card-stock paper, and cut along the black crop marks (works best with a sharp utility knife or paper/photo trimmer). Fold at the grey dash line, and glue them back-to-back.

You can also laminate the cards using *laminating pouches* in **A7 format** (card size: 74 mm × 105 mm). But then please use normal paper, and don't glue them, because this would kill your laminator!

PALADIN TALENT

## BASTION

**TALENT** ONCE PER BATTLE

*Trigger:* A nearby ally is hit by an attack.

**EFFECT**

Once per battle when a nearby ally is hit by an attack, you can choose to **lose hit points equal to half of that damage, and have your ally take only half of the damage** instead. The damage you lose can come from temporary hit points, but isn't affected by damage resistance and other tricks to avoid the damage.

**PERMANENT EFFECT**

In addition, you gain +1 AC.

**ADVENTURER FEAT** LEARNED ✦

Increase your total number of *recoveries* by 1.

**CHAMPION FEAT** USED ✦ LEARNED ✦

Once per day, you can use *Bastion* twice in the same battle.

**EPIC FEAT** LEARNED ✦

When you use *Bastion* now, your ally takes no damage. You still lose hit points equal to half the damage.

PALADIN TALENT

## BASTION

**TALENT USED**

ONCE PER BATTLE

PALADIN TALENT

## CLERIC TRAINING

**TALENT**

**EFFECT**

Choose **one cleric spell of your level or lower**. That spell is now part of your powers. (You can change out the spell normally.)

**ADVENTURER FEAT** LEARNED ✦

You can use your Charisma as the attack ability for cleric spells you can cast.

**CHAMPION FEAT** USED ✦ LEARNED ✦

You can now cast the cleric class feature *heal* spell twice per day.

**EPIC FEAT** LEARNED ✦

Choose two cleric spells instead of one.

PALADIN TALENT

## CLERIC TRAINING

**TALENT**

PALADIN TALENT

## DIVINE DOMAIN

**TALENT**

*Special:* You can choose Divine Domain a second time, if you wish, at 5<sup>th</sup> level or at 8<sup>th</sup> level.

**EFFECT**

Choose one of the domains listed in the cleric's class talent list. You gain all the domain's advantages, including the ability to use the domain's invocation once per day.

If the domain you choose is designed to help cleric spells and attacks, reinterpret the talent to help your paladin powers. You can use the domain's feats if you wish; reinterpret them similarly if necessary.

**FIRST DIVINE DOMAIN**

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**SECOND DIVINE DOMAIN**

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PALADIN TALENT

## DIVINE DOMAIN

**TALENT**

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PALADIN TALENT

## FEARLESS

**TALENT**

**EFFECT**

You are **immune to fear** abilities and to any non-damage effects of attacks named or described as fear attacks.

In addition, you gain a **+1 melee attack bonus against enemies that are not engaged by any of your allies**. The bonus increases to **+2 against enemies with fear abilities**.

**ADVENTURER FEAT** LEARNED ✦

You gain a +1 bonus to death saves.

**CHAMPION FEAT** LEARNED ✦

You gain a +1 bonus to all saves except death saves.

**EPIC FEAT** LEARNED ✦

Your nearby allies gain a +1 bonus to death saves.

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PALADIN TALENT

## FEARLESS

**TALENT**

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PALADIN TALENT

## IMPLACABLE

**TALENT**

**EFFECT**

You can **roll saves at the start of your turn** instead of at the end of your turn. A successful save against ongoing damage, for example, means that you will not take the ongoing damage that turn.

**ADVENTURER FEAT** LEARNED ✦

You gain a +1 bonus to saves.

**CHAMPION FEAT** LEARNED ✦

Once during your turn as a free action, you can choose to lose hit points equal to your level to reroll a save.

**EPIC FEAT** LEARNED ✦

You gain a +1 bonus to Physical Defense and Mental Defense.

PALADIN TALENT

## IMPLACABLE

**TALENT**

PALADIN TALENT

## LAY ON HANDS

**TALENT** DAILY

**QUICK ACTION** 2 × PER DAY  
*epic feat: 4 × per day*

**EFFECT**

Twice per day as a quick action, you can **heal yourself or an ally next to you with a touch**. You spend the recovery while the recipient heals as if they had spent the recovery.

**ADVENTURER FEAT** LEARNED ✦

Add twice your Charisma modifier to the healing provided by *Lay on Hands*.

**CHAMPION FEAT** LEARNED ✦

*Lay on Hands* healing uses a *free recovery* instead of one of your own.

**EPIC FEAT** LEARNED ✦

You can now use *Lay on Hands* four times per day instead of two.

PALADIN TALENT

## LAY ON HANDS

**TALENT USED** DAILY 2 × PER DAY

USED ✦    USED ✦

*epic feat: 4 × per day*

USED ✦    USED ✦

**HEAL USING A RECOVERY**

The character targeted with a healing effect uses one of their *recoveries* and rolls their own *recovery dice*.

**FREE RECOVERY**

The cleric can recover hit points as if they were using a *recovery* (without actually spending the *recovery*).

PALADIN TALENT

## PALADIN'S CHALLENGE

**TALENT** **FREE ACTION**

*Trigger:* You hit an enemy with a melee attack.

**EFFECT**

When you hit an enemy with a melee attack, you can choose to challenge that enemy as a free action.

**Until the end of the battle**, provided that both you and the enemy you've challenged are conscious and capable of making an attack, **you each take a -4 attack penalty against all other creatures and a -4 penalty to disengage checks from each other.**

The attack penalty temporarily deactivates for the attacker when they make an attack roll against their rival, but only until the end of the attacker's turn. For example, if a creature with more than one attack attacks you first, its subsequent attacks against your allies are without the challenge penalty. The attack penalty resets at the end of its turn, so it does not help with opportunity attacks against your allies later in the round.

You can only have one enemy challenged at a time. An enemy can only be the subject of one *Paladin's Challenge* at a time; a new challenge overrides the previous one.

PALADIN TALENT

## PALADIN'S CHALLENGE

**TALENT**

**Your Paladin's Challenge ends when:**

- you or the creature you are challenging falls unconscious or drops to 0 hp.
- you hit a different enemy with an attack (assuming you hit with the -4 penalty).
- the creature flees far away and you choose to end the challenge.

**ADVENTURER FEAT** LEARNED ✦

The attack and disengage penalty for challenged enemies (but not for you) is equal to -4 or to the escalation die, whichever is higher.

**CHAMPION FEAT** LEARNED ✦

You can have two challenges active at the same time against different enemies.

**EPIC FEAT** LEARNED ✦

Enemies you challenge are *vulnerable* to your attacks.

**VULNERABLE**

Attacks against you have their crit range expanded by 2 (normally 18+).

PALADIN TALENT

## PATH OF UNIVERSAL RIGHTEOUS ENDEAVOR

**TALENT**

*Special:* You can't take this talent if you take the *Way of Evil Bastards* talent.

**EFFECT**

Your nearby allies gain a +1 bonus to all saves.

**ADVENTURER FEAT** USED ✦ LEARNED ✦

Once per day, you can reroll your relationship dice with a heroic or ambiguous icon.

**CHAMPION FEAT** LEARNED ✦

All of your melee and ranged attacks deal holy damage.

**EPIC FEAT** LEARNED ✦

You gain an additional relationship point with a heroic or ambiguous icon.

PALADIN TALENT

## PATH OF UNIVERSAL RIGHTEOUS ENDEAVOR

**TALENT**

**PALADIN TALENT**

## WAY OF EVIL BASTARDS

**TALENT**

*Special:* You can't take this talent if you take the *Path of Universal Righteous Endeavor* talent.

**EFFECT**

When one of your *Smite Evil* attacks drops a non-mook enemy to 0 hp, that use of *Smite Evil* is not expended.

**ADVENTURER FEAT** USED  LEARNED

Once per day, you can reroll your relationship dice with a villainous or ambiguous icon.

**CHAMPION FEAT** LEARNED

When one of your *Smite Evil* attacks drops three or more mooks, it is not expended.

**EPIC FEAT** LEARNED

You gain an additional relationship point with a villainous or ambiguous icon.

**PALADIN TALENT**

## WAY OF EVIL BASTARDS

**TALENT**

**PALADIN POWER PROGRESSION**

## POWER PROGRESSION

PALADIN	TALENTS
Level 1	3
Level 2	3
Level 3	3
Level 4	3
Level 5	4
Level 6	4
Level 7	4
Level 8	5
Level 9	5
Level 10	5

**PALADIN POWER PROGRESSION**

## POWER PROGRESSION

## PALADIN BASIC ATTACKS

## MELEE ATTACK

BASIC ATTACK AT-WILL

Target: One enemy

Attack: Strength + Level vs. AC

HIT

Weapon + Strength damage

MISS

Damage equal to your level

## RANGED ATTACK

BASIC ATTACK AT-WILL

Target: One enemy

Attack: Dexterity + Level vs. AC

HIT

Weapon + Dexterity damage

MISS

—

## ARMOR AND AC

Armor Type	None	Light	Heavy	Shield
Base AC	10	12	16	+1
Attack Penalty	—	—	—	—

## PALADIN WEAPONS

## MELEE WEAPONS

ONE-HANDED

TWO-HANDED

SMALL

1d4 dagger

1d6 club, staff

LIGHT OR SIMPLE

1d6

scimitar, short sword

1d8

spear

HEAVY OR MARTIAL

1d8

longsword, battleaxe

1d10

greatsword, halberd

## RANGED WEAPONS

THROWN

CROSSBOW

BOW

SMALL

1d4

dagger

1d4

hand crossbow

—

LIGHT OR SIMPLE

1d6

javelin, axe

1d6

light crossbow

1d6

shortbow

HEAVY OR MARTIAL

—

1d8

heavy crossbow

1d8

longbow