



EQUIPMENT

MAX LOAD (12+STR)



NOTES

PALADIN

Hell awaits. An eternity of torment in fire or ice or whatever best suits the sins of the damned throngs of Dungeon World. All that stands between the pits of that grim torture and salvation is you. Holy man, armored war machine, templar of the Good and the Light, right? The cleric may say his prayers at night to the gods, dwelling in their heavens. The fighter may wield his sharp sword in the name of "good" but you know. Only you. Eyes, hands, and sweet killing blow of the gods, you are. Yours is the gift of righteousness and virtue—of justice, of vision, too. A purity of intent that your companions do not have. So guide these fools, paladin. Take up your holy cause and bring salvation to the wastrel world. Vae victis, right?

NAME

LEVEL

XP



CHARACTER SKETCH

ALIGNMENT | CHOOSE ONE OR WRITE YOUR OWN

- Vindictive**
Deny mercy to someone who has done too much to deserve it
- Honorable**
Make a promise and keep it
- Righteous**
Take the law into your own hands
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BACKGROUND | CHOOSE ONE OR WRITE YOUR OWN

- Inquisitor**
You are sworn to seek out evil and corruption, wherever it hides. When a **Paladin move** calls for you to **roll+CHA**, you may instead roll+INT.
- Knight Errant**
You travel across the land, helping those in need and righting wrongs. Any time you **enter a settlement**, you may ask the GM "what isn't right here?" They will tell you. Take +1 Forward acting on this knowledge.
- Vigilante**
You lived under the boot of some tyrant, or were raised in an unjust society. But no more! Take +1 Forward whenever you **defy social customs** to do what is right.
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BONDS

STARTING GEAR

ADVENTURING GEAR (5 USES, 1 WEIGHT)

SCALE ARMOR (2 ARMOR, CLUMSY, 3 WEIGHT)

A SYMBOL REMINDING YOU OF YOUR OATH




CHOOSE YOUR WEAPON

- HALBERD (REACH, +1 DAMAGE, TWO-HANDED, 2 WEIGHT)
- LONGSWORD (CLOSE, +1 DAMAGE, 1 WEIGHT)
- +SHIELD (+1 ARMOR, 2 WEIGHT)

CHOOSE ONE

- ADVENTURING GEAR (5 USES, 1 WEIGHT)
- BANDAGES (3 USES, SLOW, 0 WEIGHT)
- POULTICES AND HERBS (2 USES, SLOW, 1 WEIGHT)
- PERSONAL FEAST (RATION, 1 USE, 1 WEIGHT)
- BAG OF BOOKS (5 USES, SLOW, 2 WEIGHT)

Starting Attributes: 8(-1), 9, 12, 13(+1), 15(+1), 16(+2)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLECT	WISDOM	CHARISMA
STR	DEX	CON	INT	WIS	CHA
<input type="checkbox"/> WEAK	<input type="checkbox"/> SHAKY	<input type="checkbox"/> SICK	<input type="checkbox"/> DAZED	<input type="checkbox"/> CONFUSED	<input type="checkbox"/> SCARRED
 <p>HIT POINTS Max = 10+CONSTITUTION</p>		 <p>ARMOR</p>		 <p>DAMAGE D10</p>	
MODIFIERS					

STARTING MOVES

SWORN OATH

You follow a strict code of ethics that defines your very being, and which grants you strength beyond your mortal means. What is it? (Pick one)

Justice: Do not let a crime go unpunished.
At any time you may ask the GM "is this person lying?" The GM will tell you the truth.

Compassion: Let no innocent suffer in your presence.
You may roll+CHA when you Aid another. Take +1 to Recruit.

Courage: Refuse to let those who have power abuse it, even if they are your friends.
When you Defend someone or something else, you gain an extra Hold regardless of your roll.

Purity: Abstain from mortal pleasures and finery.
You are totally immune to poison, illness, and the effects of hunger and exhaustion.

Loyalty: Remain true to your allies, never go back on your word.
As long as you speak what you honestly believe to be the truth, none will doubt you. Take +1 to Give Orders to Followers.

Mercy: Do not allow the needless death of any creature. Even those who deserve it.
When you heal someone, you gain half the healing yourself.

Honor: Abstain from cowardly tactics and lies. You don't need them.
You bear a clear and visible mark of your divine authority. Deal +1 damage.

WILL TO ACTION

When **your dedication to your Sworn Oath is tested**, roll+WIS. On a hit, you are filled with resolve and take +1 Forward acting however you see fit. But on a 9-, there is lingering doubt, and you lose the benefit of your Oath until you demonstrate your clear dedication to it, either now or later.

LAY ON HANDS

When you **touch someone, skin to skin, and pray for their well-being**, roll+CHA. On a hit they heal for 1D8 or may remove one debility. But on a 7-9, the debility or damage is transferred to you.

THE BEST OFFENSE

You ignore the Clumsy tag on armor you wear.

I AM THE LAW!

When you **give an NPC an order based on your righteous authority**, roll+CHA. On a hit the GM chooses one:

- They do what you say.
- They back away cautiously, then flee.
- They attack you right here and now.

On a 10+ you also take +1 Forward with them. On a miss they are unimpressed, and you take -1 Forward with them.

LEVEL 2+ ABILITIES

HOSPITALLER
When you **heal an ally**, they regain an extra D6 HP.

SHOW OF MIGHT
When you **intimidate an intelligent foe**, you may roll+STR. On a hit, they will be willing to talk things out. On a 10+ they will consider violence a last resort.

EXTERMINATUS
When you **call out a single enemy and vow to defeat them**, you may spend one Vigor and take +d10 damage Forward against them.

QUEST
When you **dedicate yourself to a singular goal through meditation and rituals**, state your mission:

The GM will grant you a boon in aid of this quest (unerring sense of direction, a voice that transcends language, etc). As long as you remain true to your quest, this blessing remains yours.

SAVIOR
When an **ally fails at something important**, you may come to their aid. Roll (+nothing) to replace their roll, but share in any danger incurred, should you too fail.

BELOVED OF THE WORLD
You have armor equal to your CHA if you wear no armor and carry no shield.

DIVINE FAVOR
Gain the Enlightenment and Channel Divinity Cleric moves. Your deity is your Oath. When choosing spells, treat your level as 2 lower.

BLOODY AEGIS
When you **take damage**, you can grit your teeth and accept the blow. If you do, you take no damage, but take a debility of your choice instead. Any other effects of the attack still apply. If you already have all six debilities, you cannot use this move.

CHARGE!
When you **rush boldly into danger**, your allies take +1 Following your example.

RESOLUTION Resolve
When you **lose your Oath benefit**, you gain Resolve. You may spend Resolve to turn a 6- into a 7-9. Resolve is lost when you regain your Oath benefit.

TRUE HERO
Grant one of your Oaths an additional benefit. Pick the benefit of a different Oath, or ask the GM for a new one. If you **roll a 9- on Will to Action** you lose both benefits until you demonstrate your dedication.

GRIM DETERMINATION
When you **are afflicted by some debility or other hardship**, you may roll+WIS to ignore it. On a hit, you do, becoming immune to its effects for a while. But on a 7-9 you've pushed yourself too hard and there will be consequences.

LEVEL 6+ ABILITIES

SCOURGE OF GOD
Requires Exterminatus
When you **declare Exterminatus**, your weapons burst into righteous flames, blinding allies of your target. Your next successful attack ignores armor and is Brutal, Forceful, and Messy.

CALL OF GLORY
Requires Quest
When you **embark on a Quest**, gain another boon. If you complete your quest, mark XP and choose one of your boons to keep permanently.

JUDGE AND JURY
When you **succeed on I Am The Law**, on a 10+ you may veto one of the options. The GM must choose from the other 2.

PERFECT HOSPITALLER
Requires Hospitaller
When you **heal an ally**, choose one:

- They heal an extra D8 HP
- They remove an extra debility

Whichever you choose, the extra damage or debility is transferred to you.

FALL FROM GRACE
When you **lose your Oath benefit**, you may choose to abandon your Oath. If you do, mark 3 XP. When you prove your dedication to a new code of ethics, you may take it as a replacement Oath. You may only do this once.

PARAGON
Choose an additional Sworn Oath.

INDOMITABLE
When you **suffer a debility** (even from Bloody Aegis), take +1 Forward against whatever caused it.

WE HAPPY FEW
When you **make an inspiring speech to your allies before a battle**, Roll+CHA. On a 10+ each ally takes Valor 2. On a 9- each ally takes Valor 1. On a 6- you take -1 Ongoing until can confide in someone about your plaguing doubts. When you **enter the fray**, your allies may spend valor

- To ignore any fear, pain, or mental control
- To make an attack ignore armor, or leave the target vulnerable
- To remain at 1 HP when an attack would reduce them to 0 HP