

WHITE
BOX
CLASSES
THE PALIMOR

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The Palimor

You are a manifestation of the epitome and essence of Higher Powers of the referee's design that embody the theme of War, Justice and Bloodshed. You will serve on the front lines, battling the enemies of these Gods and Goddesses. With a potent Battle Cry, you fell the masses of evil beasts and strengthen the adventuring party.

Palimor Class Abilities

Weapon/Armor Restrictions

Palimors are trained in combat and have no armor or weapon restrictions.

Combat Machine

Against foes one HD or less, Palimors get one attack per level each turn.

Stronghold

Palimors possess a small fort of their design.

Saving Throw

Palimors get +1 on saving throws vs. death, poison and disease.

XP Bonus for Strength

Palimors possess an XP bonus like Fighters.

Battle Cry

Judgement

This Battle Cry can be uttered 1d4+1 times per day. When shouted, the Palimor and adventuring party acquire a bonus of 3d6+3 temporary HP and +1 BHB.

Prayer

This Battle Cry can be uttered and used 1d4+1 times per day. When shouted, the Palimor and adventuring party are healed of all wounds.

Legend and Lore

Many believe that the first Palimor was once a warrior-cleric, with the ability to wield might and divine magic with awe inspiring ease and power, that angered the Higher Powers by coveting his brothers wife. Enraging the Gods and Goddesses, this Palimor was stripped of his magical capabilities and ordained to serve solely as a fighter.

Skills

Language

You demonstrate expertise in the reading, writing and speaking of a language of choice.

Weapon Expertise

You are skilled in the use of any melee weapon from sword to sling.

Steed

You are skilled in riding animal mounts.

Medicine

You are skilled in the basic uses of bandages and disinfectants.

Climb

You are skilled in ascending structures.

Palimor Mastery Abilities

Battle Cry

When you have attained to a measure of power determined by the referee, you can use your Battle Cries unlimitedly throughout the day.

Grace of the Higher Powers

By a measure of power, determined by the referee, you can cast divine spells (from the standard list) from the Palimor Spell Advancement Table, after prayer.

Table 1: Palimor Advancement

Level	XP	HD	BHB	ST
1	0	1	+0	14
2	1,500	2+1	+0	13
3	3,000	3	+1	12
4	6,000	3+1	+1	11
5	11,500	4	+2	10
6	23,500	4+1	+2	9
7	48,000	5	+3	8
8	96,000	5+1	+4	7
9	192,000	6	+5	6
10	384,000	6+1	+6	5
11	640,000	7	+6	5
12	920,000	7+1	+7	5
13	1,240,000	8	+7	5
14	1,680,000	8+1	+8	5
15	2,286,000	9	+8	5

Table 2: Palimor Spell Advancement

Level	1	2	3	4	5
1	-	-	-	-	-
2	1	-	-	-	-
3	2	1	-	-	-
4	2	1	-	-	-
5	2	2	1	-	-
6	2	2	1	1	-
7	2	2	2	1	1
8	3	3	3	2	2
9	3	3	3	2	2
10	4	4	3	3	3
11	4	4	3	3	3
12	4	4	4	3	3
13	5	5	5	4	4
14	5	5	5	4	4
15	5	5	5	5	5

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