

PALADIN ABILITIES

RANK ONE

[SHIELD]

VIGILANCE (MINOR)

If you are using a shield, you can block a melee attack against one non-hostile target in the same region as you (i.e., the attack is now against you instead of them). If the attack is blocked with a double success or better, you can immediately make a free melee attack against the attacker (this does not take a minor action like an opportunity attack would). Note that even when blocking for yourself, you can use this ability to potentially get this free attack, and you are assumed to be using it when blocking unless you state otherwise.

RESILIENCE (MAJOR)

After being hit by an attack, you can use a major interrupt action to cut the damage you take in half (round down, which could result in no damage). If you are using a shield, you can use this ability to resist being knocked down, pushed back, or moved as well (halve any effect, rounding down, which could result in no effect).

ELECTIVE:

Rank one Warrior, Priest, Hunter, Monk, or Alchemist abilities only.

RANK TWO

[ARBITER]

JUDGMENT (MINOR)

2 MP, COOLDOWN

A target is chosen (maximum range of half your PRE) and until your next turn, all attacks against that target (from any source, even environmental damage) are advantaged.

INSPIRATION (MAJOR)

2 MP, COOLDOWN

You and any nearby characters of your choice can roll your PRE die for free, substituting the result for a single die they rolled (if it is better). This can be done only once per character and only until your next turn. Any fear effects are removed as well (and cannot be applied while this ability is still in effect). The maximum number of characters that can be affected is equal to half your PRE (but does not have to include yourself), and the maximum distance they can be from you is half your PRE in regions.

ELECTIVE:

Rank one Warrior, Priest, Hunter, Monk, or Alchemist abilities only.

RANK THREE

[JUDGE]

ATONEMENT

3 MP, COOLDOWN

Once you start an Atonement (a free action), any damage done to another character within half your PRE in regions can be taken by you instead. For any given attack, you must take all of the damage or none of it. You cannot be stunned or feared (and any current such effects are removed) while in this state, and you also gain one hit point per turn (at the start of your turn). An Atonement ends if you are knocked out, if you go an entire turn without taking any damage through the use of this ability, or if you just decide to end it.

SANCTUARY (MINOR)

3 MP, COOLDOWN

You and any nearby friends are advantaged on any defense rolls they make until your next turn. The maximum number of characters that can be affected is equal to half your PRE (but does not have to include yourself), and the maximum distance they can be from you is half your PRE in regions.

ELECTIVE:

Rank one or two Warrior, Priest, Hunter, Monk, or Alchemist abilities only.

RANK FOUR

[PROTECTOR]

PROVIDENCE (MAJOR)

3 MP, COOLDOWN

You and any nearby friends can immediately reset the cooldown on the ability of their choice (other than this one). The maximum number of characters that can be affected is equal to half your PRE (but does not have to include yourself), and the maximum distance they can be from you is half your PRE in regions.

RETRIBUTION (MAJOR)

3 MP, COOLDOWN

As a major interrupt action, you can inflict retribution upon someone who is directly attacking you, regardless of range (cannot be combined with Resilience or Atonement). Your defense roll is automatically a one, but both you and the attacker take the damage. However, you are always left with at least one HP, regardless of the damage you take (even if you only had one HP left to begin with).

ELECTIVE:

Rank one or two Warrior, Priest, Hunter, Monk, or Alchemist abilities only.