



WOLFRIK GRAYHAND

Human Paladin ♦ Level: 1

TRAITS

STR +2

DEX +1

CON +0

INT -1

WIS -1

CHA -1



VIRTUE



ABILITIES

INTIMIDATING Add +2 to all rolls to threaten and intimidate.

ATHLETE Add +2 to all rolls to overcome physical and athletic hurdles.

SURVIVALIST Add +2 to all rolls to survive while traveling.

DIVINE SMITE ♦ Once per Page: add d4 to single Damage roll.

HEALING PRAYER ♦ Once per Rest: restore d4 Health.

HP 12

DEF 14

ATK +3

DMG D10

WEAPON:
Long Sword

GOLD:

EQUIPMENT & LOOT:

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Bonus



WOLFRIK GRAYHAND

Human Paladin ♦ Level: 2

TRAITS

STR DEX CON

INT WIS CHA

VIRTUE



ABILITIES

- INTIMIDATING** Add +2 to all rolls to threaten and intimidate.
- ATHLETE** Add +2 to all rolls to overcome physical and athletic hurdles.
- SURVIVALIST** Add +2 to all rolls to survive while traveling.
- DIVINE SMITE** ♦ Once per Page: add d4 to single Damage roll.
- HEALING PRAYER** ♦ Once per Rest: restore d4 Health.
- HOLY STRIKE** ♦ Once per Page: add d4 to single Attack roll.

HP 16

DEF 15

ATK +3

DMG D12

WEAPON:
Long Sword

GOLD:

EQUIPMENT & LOOT:



WOLFRIK GRAYHAND

Human Paladin • Level: 3

TRAITS

VIRTUE



ABILITIES

- INTIMIDATING** Add +2 to all rolls to threaten and intimidate.
- ATHLETE** Add +2 to all rolls to overcome physical and athletic hurdles.
- SURVIVALIST** Add +2 to all rolls to survive while traveling.
- DIVINE SMITE** Once per Page: add d4 to single Damage roll.
- HEALING PRAYER** Once per Rest: restore d4 Health.
- HOLY STRIKE** Once per Page: add d4 to single Attack roll.
- PRAY FOR FAVOR** Twice per Rest: add +4 to any die roll.

HP **21**

DEF **15**

ATK **+4**

DMG **2D8**

WEAPON:
Long Sword

GOLD:

EQUIPMENT & LOOT:

WOLFRIK GRAYHAND

Human Paladin • Level: 4

TRAITS



VIRTUE



ABILITIES



Add +2 to all rolls to threaten and intimidate.



Add +2 to all rolls to overcome physical and athletic hurdles.



Add +2 to all rolls to survive while traveling.



Once per Page: add d4 to single Damage roll.



Once per Rest: restore d4 Health.



Once per Page: add d4 to single Attack roll.



Twice per Rest: add +4 to any die roll.



Whenever your Attack roll is 20 or more, double the Damage.



HP 25

DEF 16

ATK +5

DMG 2d10

WEAPON:
Long Sword

GOLD:

EQUIPMENT & LOOT:

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Bonus



WOLFRIK GRAYHAND

Human Paladin • Level: 5

TRAITS



VIRTUE



ABILITIES

- INTIMIDATING** Add +2 to all rolls to threaten and intimidate.
- ATHLETE** Add +2 to all rolls to overcome physical and athletic hurdles.
- SURVIVALIST** Add +2 to all rolls to survive while traveling.
- DIVINE SMITE** Once per Page: add d4 to single Damage roll.
- HEALING PRAYER** Once per Rest: restore d4 Health.
- HOLY STRIKE** Once per Page: add d4 to single Attack roll.
- PRAY FOR FAVOR** Twice per Rest: add +4 to any die roll.
- FINAL JUDGEMENT** Whenever your Attack roll is 20 or more, double the Damage.
- EXTRA ATTACK** Once per Page: Make an extra Attack and Damage roll.
- DIVINE INTERVENTION** Once per Rest: If your health drops to zero, restore it to 25% of your max health, rounded up.

HP 30

DEF 16

ATK +6

DMG 2d12

WEAPON:
Long Sword

GOLD:

EQUIPMENT & LOOT:

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Bonus

