



# TORCHBEARER

## *Human Paladin Class Overview*

<b>Class</b>	Paladin
<b>Raw Abilities</b>	Distribute 8 points between Will and Health; neither stat may have a rating lower than 2 or higher than 6.
<b>Special Rule</b>	Health may never be higher than Will
<b>Skills</b>	Fighter 3, Orator 3, Rider 3, Theologian 2, Ritualist 2
<b>Trait</b>	Feared in Hell
<b>Weapons</b>	Any except bow and crossbow
<b>Armor</b>	Any
<b>Alignment</b>	Must be Lawful

# KICKSTARTER

## *Human Paladin Starting Options*

### **Special Skill**

Choose one of the following skills and give it a rating of 3: Criminal, Haggler, Pathfinder, Survivalist

### **Feared in Hell**

A paladin's righteous fury is known to all demons and evil spirits. These forces quail when facing one so pure of spirit. Thus a paladin must always be vigilant against temptation, lest a simple act lead him to evil deeds.

### **Starting Weapon**

Any except bow or crossbow plus optional shield as second weapon.

### **Starting Armor**

Leather armor and helmet if shield is not taken as second weapon.