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PALADIN

Clad in plate armor that gleams in the sunlight despite the dust and grime of long travel, a human lays down her sword and shield and places her hands on a mortally wounded man. Divine radiance shines from her hands, the man's wounds knit closed, and his eyes open wide with amazement.

A dwarf crouches behind an outcrop, his black cloak making him nearly invisible in the night, and watches an orc war band celebrating its recent victory. Silently, he stalks into their midst and whispers an oath, and two orcs are dead before they even realize he is there.

Silver hair shining in a shaft of light that seems to illuminate only him, an elf laughs with exultation. His spear flashes like his eyes as he jabs again and again at a twisted giant, until at last his light overcomes its hideous darkness.

Whatever their origin and their mission, paladins are united by their oaths to stand against the forces of evil. Whether sworn before a god's altar and the witness of a priest, in a sacred glade before nature spirits and Fey beings, or in a moment of desperation and grief with the dead as the only witness, a paladin's oath is a powerful bond. It is a source of power that turns a devout warrior into a blessed champion.

THE CAUSE OF RIGHTEOUSNESS

A paladin swears to uphold justice and righteousness, to stand with the good things of the world against the encroaching darkness, and to hunt the forces of evil wherever they lurk. Different paladins focus on various aspects of the cause of righteousness, but all are bound by the oaths that grant them power to do their sacred work. Although many paladins are devoted to gods of good, a paladin's power comes as much from a commitment to justice itself as it does from a god.

Paladins train for years to learn the skills of combat, mastering a variety of weapons and armor. Even so, their martial skills are secondary to the magical power they wield to heal the sick and injured, to smite the wicked and the undead, and to protect the innocent and those who join them in the fight for justice.

BEYOND THE MUNDANE LIFE

Almost by definition, the life of a paladin is an adventuring life. Unless a lasting injury has taken him or her away from adventuring for a time, every paladin lives on the front lines of the cosmic struggle against



DARK SUN

Character Sheet: Fighter 1, Gladiator, Slave. Chaotic-Good. 0. 1d20, 1d12, 1d10, 1d8, 1d6, 1d4.

Skills: Athletics +4, Acrobatics +4, Insight +2, Performance +4, Herd's Eye.

Strength: 16 (+3), **Dexterity:** 14 (+2), **Constitution:** 15 (+2), **Intelligence:** 8 (+1), **Wisdom:** 11 (+2), **Charisma:** 8 (+1).

HP: 16 (+2), **AC:** 30 (+3), **Save DC:** 12.

Feats: None.

Personality Traits: "I'll fight anyone if I think there's glory in it." (Ideal), "Timidity. I was led to every dip as a slave. I'm not gonna' live that way." (Bond), "I'll do anything to get revenge on the accursed-king!" (Flaw), "I'm afraid of magic and won't rely on it if I can help it." (Flaw).

Items & Treasure: Chainmail, Bone longsword, Bone handaxe, Bone staff, Small decorated weapon, Iron stomach bag, Bone hammer, Bone sword, Shield, Dagger, Chain gauntlet, Bone staff, Water carrying gird, 50 rpg.

VIPERINES

"Lost the power of your gaze, fiend?", the priest cried, his holy symbol gripped in his outstretched hand.

"I am not what you think I am, human," the half-woman replied, her serpent hair rearing back in a visible display of irritation.

"You are a twisted beast, suffering penance for the sins of your mothers until such time as God's light redeems you," he grinned cruelly as he readied his hammer. "I am that light."

"So be it. Though it is you who will meet God today, as all the rest have," she said simply, drawing her blade and steering herself to the task of creating another martyr to ignorance."

Spawning from the unholy union of men and medusae, vicious snake-haired monsters cursed by the very gods, Viperines are serpent-like people with a frightening visage. Viperines carry their mother's monstrous natures, but the indomitability of their human parentage.

CURSED ORIGINS

Spawning from the often unholy union of men and medusae, Viperines are serpent-like humanoids with a frightening visage. They bear the vestiges of their mother's terrible curse, and the indomitability of their father's human spirit.

GUNNING AND GUARDED

Due to the nature of their appearance, Viperines are often feared and reviled by most. This constant icy reception has led to their mistrust of others, and a need to rely on one's own wit and intellect rather than the warmth or kindness of others. This upbringing causes numerous Viperines to grow into the roles related to the world's underbelly such as assassins, thieves, spies and cutthroats.

VIPERINE NAMES

Viperines raised within the societies of their human fathers will be named according to their customs, while those that live among their beastial mothers will be named vicious and cruel things to reflect their darker, cursed existence.

Female Viperine Names: Adonia, Nagina, Ethelinda, Ninia, Sibeno, Despina, Nikolaeta, Vipera, Melusine, Echidna

Male Viperine Names: Adrastos, Taipan, Natix, Nagendra, Evander, Hyperion, Ophion, Iefant, Katak, Euryale

VIPERINE TRAITS

Viperines share certain racial traits as a result of their cursed heritage.

Ability Score Increase. Your Dexterity score increases by 2, and your Intelligence increases by 1.

Age. Viperines mature at the same rate as humans and live up to 200 years.

Alignment. Viperines may not have a tendency towards evil but many of them end up there. Evil or not, their scheming nature inclines many Viperines towards a lawful alignment.

Size. Viperines are about the same size and build as humans. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Viper's Resilience. You have poison resistance.

Darkvision. Due to your beastial nature, you have superior vision in dark and dim lit places. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Serpent's Sting. When you take the attack action you may use your serpentine hair to deliver a bite attack. This attack deals 1d6 piercing damage. The ability modifier for this attack roll is Dexterity.

Paralyzing Gaze. You know the acid splash cantrip. Once you reach 3rd level, you can cast the spell *disguise self* once per day as a 2nd level spell. Once you reach 5th level, you may also cast the spell *hold person* once per day. Your spellcasting ability modifier for these spells is Intelligence.

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