PALADIN	SMITE EVIL
OF	FOES Paladin Foes PER DAY Level Misc Today
Paladin Level	Toudy
Paladin - 3 = Caster Level	(Round up)
DETECT EVIL	ATTACK BONUS Misc DEFLECTION BONUS Misc Misc
As a move action, detect evil in one creature or item within 60ft.	MISC
Does not detect any other evil auras nearby.	+ = CHA + + AC = CHA +
DIVINE GRACE	A successful strike with smite evil Smiting damage bonus applies double for the
2 CHA saving throws	bypasses damage reduction. first successful strike against evil outsiders, evil dragons and the undead.
AURA AURA OF COURAGE	DAMAGE Paladin BONUS Local Mice BONUS Local Mice
Level	Level Misc Febrei Misc
3 Allies within 10ft get +4 to saves against fear effects.	+ = + = (× 2) +
Level AURA OF RESOLVE	LAY ON HANDS
8 Immune to charm effects including magic. Allies within 10ft get +4 to saves against charm effects.	USES Paladin PER DAY Level Mice Uses Today
AURA OF JUSTICE	/ WISC
Level Spend two uses of Smite Evil to grant allies the ability to smite evil. The bonus lasts 1 minute, but must be used in	= (÷ 2) + CHA +
the first round.	Level (Round down)
Level AURA OF FAITH	2 HEALING Paladin HIT POINTS Level Misc
14 Weapons considered Good aligned for overcoming DR. AURA OF RIGHTEOUSNESS	
Level Gain damage reduction 5/evil.	u0 \
17 Immune to compulsion effects including magic.	(Round down)
Allies within 10ft get +4 to saves against charm effects. DIVINE HEALTH	MERCIES Level
Level	3
3 Immune to all diseases including magic.	6
CHANNEL POSITIVE ENERGY	
Level Channelling positive energy uses up two of today's uses of Lay On Hands.	9
ENERGY Paladin	12
ROLL Level Misc	15
d6 = (÷ 2) +	18
(Round up) WILL Paladin	
SAVE DC Level	
$= 10 + (\div 2) + CHA$	
(Round down)	
DIVINE BOND	
Level SPECIAL MOUNT D BONDED WEAPON	
5 Name	
Type Summoned	
□ Today	
Enhancements	3
	4
SPELLS	HOLY CHAMPION
Spell Spells Base Bonus Spells	Increase damage reduction to 10/evil. Level On using Smite Evil to successfully hit an outsider, that outsider is subject to Banishment.
Save DC per day Spells CHA	The effect of Smite Evil ends after this attack.
1	On using Channel Positive Energy or Lay On Hands, heal the maximum possible amount.
2	
3 0000	

Spell Save DC = 10 + CHA + Spell Level