

UNDEAD SCOURGE

OF



(PALADIN)

Paladin Level - 3 =

Paladin Level

Caster Level

DETECT EVIL

As a move action, detect evil in one creature or item within 60ft.
Does not detect any other evil auras nearby.

DIVINE GRACE

Level

2

CHA

Bonus to all saving throws

AURA

Level

3

AURA OF COURAGE

Immune to fear effects including magic.
Allies within 10ft get +4 to saves against fear effects.

Level

8

AURA OF LIFE

Undead within 10ft take -4 penalty to will saves against positive energy, and do not heal from negative energy.

Level

14

AURA OF FAITH

Weapons considered Good aligned for overcoming DR.

AURA OF RIGHTEOUSNESS

Level

17

Gain damage reduction 5/evil.
Immune to compulsion effects including magic.
Allies within 10ft get +4 to saves against charm effects.

DIVINE HEALTH

Level

3

Immune to all diseases including magic.

CHANNEL POSITIVE ENERGY

Level

4

Channelling positive energy uses up two of today's uses of Lay On Hands.

ENERGY ROLL

Paladin Level

Misc

$$\boxed{} d6 = \left(\frac{}{} \div 2 \right) + $$

(Round up)

WILL SAVE DC

Paladin Level

$$\boxed{} = 10 + \left(\frac{}{} \div 2 \right) + \text{CHA}$$

(Round down)

DIVINE BOND

Level

5

☐ SPECIAL MOUNT ☐ BONDED WEAPON

Name

Type

☐ Summoned Today

Enhancements

SPELLS

Spell Save DC

Spells per day

=

Base Spells

+

Bonus Spells CHA

	1						
	2						
	3						
	4						

Spell Save DC = 10 + CHA + Spell Level

SMITE EVIL

FOES PER DAY

Paladin Level

Misc

Foes Today

$$\boxed{} = \left(\frac{}{} \div 3 \right) + $$

(Round up)

ATTACK BONUS

Misc

$$+ \boxed{} = \text{CHA} + $$

DEFLECTION BONUS

Misc

$$+ \text{AC} \boxed{} = \text{CHA} + $$

A successful strike with smite evil bypasses damage reduction.

Smiting damage bonus applies double for successful strikes against evil outsiders, evil dragons and the undead.

DAMAGE BONUS

Paladin Level

Misc

$$+ \boxed{} = + $$

EVIL DAMAGE BONUS

Paladin Level

Misc

$$+ \boxed{} = \left(\times 2 \right) + $$

LAY ON HANDS

USES PER DAY

Paladin Level

Misc

Uses Today

$$\boxed{} = \left(\frac{}{} \div 2 \right) + \text{CHA} + $$

(Round down)

Level

2

HEALING HIT POINTS

Paladin Level

Misc

$$\boxed{} d6 = \left(\frac{}{} \div 2 \right) + $$

(Round down)

MERCIES

Level

3

12

6

15

9

18

PREPARED SPELLS

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UNDEAD ANNIHILATION

Spend one use of Smite Evil when making a single melee attack against an undead creature. If successful, it must make a will save or be destroyed.

Level

11

WILL SAVE DC

Paladin Level

$$\boxed{} = 10 + \left(\frac{}{} \div 2 \right) + \text{CHA}$$

Undead with twice as many hit dice are unaffected.

HOLY CHAMPION

Level

20

Increase damage reduction to 10/evil.
On using Smite Evil to successfully hit an outsider, that outsider is subject to Banishment. The effect of Smite Evil ends after this attack.
On using Channel Positive Energy or Lay On Hands, heal the maximum possible amount.