	CMIME EVII	
HOSPITALER	FOES Paladin	
(PALADIN) Paladin	FOES Paladin PER DAY Level Misc	Foes Today
Level !	= ( ÷ 6) +	
Paladin – 3 = Caster Level	(Round up)	
DETECT EVIL	ATTACK DEFLECT BONUS Mice BONUS	
As a move action, detect evil in one creature or item within 60ft.	VIISC	Misc
Does not detect any other evil auras nearby.	+ = CHA + + A(	= CHA +
Level Bonus to all	A successful strike with smite evil Smiting d	amage bonus applies double for the
2 CHA Bonus to all saving throws		essful strike against evil outsiders, ons and the undead.
AURA	DAMAGE Paladin EVIL DA	
AURA OF COURAGE Immune to fear effects including magic.	BONUS Level Misc BONUS	Level Misc
Allies within 10ft get +4 to saves against fear effects.	+ = + +	= ( × 2 ) +
Level AURA OF RESOLVE	LAY ON HAND	os
8 Immune to charm effects including magic. Allies within 10ft get +4 to saves against charm effects.	USES Paladin	Heer Today
AURA OF HEALING	PER DAY Level	
Level Spend one use of Channel Energy to create a 30ft aura.  Allies automatically stabilise and are immune to bleed.	= ( ÷ 2 ) + CHA	·
Allies automatically stabilise and are immune to bleed. Each round allies are healed 1hp per hit die, and may make an extra saving throw against curses, disease or poison.	2	
Level AURA OF FAITH	2 HEALING Paladin HIT POINTS Level Misc	
<b>14</b> Weapons considered Good aligned for overcoming DR.	$_{d6} = ( \div 2 ) +$	
AURA OF RIGHTEOUSNESS  Level Gain damage reduction 5/evil.	(Round down)	_
17 Immune to compulsion effects including magic.	MERCIES	
Allies within 10ft get +4 to saves against charm effects.  DIVINE HEALTH	Level 3	
Level		
3 Immune to all diseases including magic.	6	
CHANNEL POSITIVE ENERGY	9	
Level Cleric Paladin - 3	12	
CHANNEL		
PER DAY Misc Today	15	
= 3 + CHA +	18	
ENERGY Cleric ROLL Level Misc	PREPARED SPE	LLS
(Round un)	1 <u></u>	
WILL Cleric (Notified up) SAVE DC Level		
$= 10 + ( \div 2 ) + CHA$		
(Round down)	<b>2</b>	
DIVINE BOND		
Level Name BONDED WEAPON		1 🗆
5	3	
Type Summoned Today		
Enhancements		] 🗆
	4 00	] 🗆
SPELLS	HOLY CHAMP	ION .
Cnall Cnalla Paga Pagua Cnalla	Increase damage reduction to 10/evil.	

 $Level \quad \hbox{On using Smite Evil to successfully hit an outsider, that outsider is subject to Banishment.}$ 

On using Channel Positive Energy or Lay On Hands, heal the maximum possible amount.

The effect of Smite Evil ends after this attack.

Base +

Spells

Bonus Spells

CHA

PPPP

20

Spells

per day

2

3

4 Spell Save DC = 10 + CHA + Spell Level

Spell Save DC