UNDEAD SCOURGE

OF

(PALADIN)

Paladin Level		Caster
Paladin Level − 3 =		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.

Level 17 — **AURA OF RIGHTEOUSNESS**
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 — Channeling positive energy uses up two of today's uses of Lay On Hands.

ENERGY ROLL

$$\boxed{\quad} \text{d6} = (\underline{\text{Paladin Level}} \div 2) + \underline{\text{Misc}}$$

(Round up)

WILL SAVE DC

$$\boxed{\quad} = 10 + (\underline{\text{Paladin Level}} \div 2) + \text{CHA}$$

(Round down)

DIVINE BOND

☐ SPECIAL MOUNT   ☐ BONDED WEAPON

Level 5 — 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

$$\boxed{\quad} = (\underline{\text{Paladin Level}} \div 3) + \underline{\text{Misc}}$$

(Round up)

Foes Today ☐☐☐ ☐☐☐

ATTACK BONUS

$$\boxed{+ \quad} = \text{CHA} + \underline{\text{Misc}}$$

DEFLECTION BONUS

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

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

$$\boxed{+ \quad} = \underline{\text{Paladin Level}} + \underline{\text{Misc}}$$

EVIL DAMAGE BONUS

$$\boxed{+ \quad} = (\underline{\text{Paladin Level}} \times 2) + \underline{\text{Misc}}$$

LAY ON HANDS

USES PER DAY

$$\boxed{\quad} = (\underline{\text{Paladin Level}} \div 2) + \text{CHA} + \underline{\text{Misc}}$$

(Round down)

Uses Today ☐☐☐ ☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐

Level 2

HEALING HIT POINTS

$$\boxed{\quad} \text{d6} = (\underline{\text{Paladin Level}} \div 2) + \underline{\text{Misc}}$$

(Round down)

MERCIES

Level	
3	12
6	15
9	18

PREPARED SPELLS

☐☐☐ _____		☐☐☐ _____
☐☐☐ _____	**1**	☐☐☐ _____
☐☐☐ _____		☐☐☐ _____
☐☐☐ _____		☐☐☐ _____
☐☐☐ _____	**2**	☐☐☐ _____
☐☐☐ _____		☐☐☐ _____
☐☐☐ _____		☐☐☐ _____
☐☐☐ _____	**3**	☐☐☐ _____
☐☐☐ _____		☐☐☐ _____
☐☐☐ _____		☐☐☐ _____
☐☐☐ _____	**4**	☐☐☐ _____
☐☐☐ _____		☐☐☐ _____

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

$$\boxed{\quad} = 10 + (\underline{\text{Paladin Level}} \div 2) + \text{CHA}$$

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.