HOSPITALER				SMIT	IITE EVIL			
(PALADIN) Paladin Level	FOES PER DAY	Paladii Level	\	1+	Misc	Foes Today		
Paladin - 3 = Caster Level  DETECT EVIL  As a move action, detect evil in one creature or item within 60ft.	ATTACK BONUS	`	ind up)	_	DEFLECTION BONUS	□□□ Misc		
Does not detect any other evil auras nearby.	+	= CHA +	·		+ AC =	CHA +		
Level CHA Bonus to all saving throws	A successful s bypasses dama	trike with smite ev age reduction.	ril			us applies double for the e against evil outsiders, undead.		
Level  AURA OF COURAGE  Immune to fear effects including magic.  Allies within 10ft and 14 to some against fear effects	DAMAGE BONUS	Paladin Level	Misc		EVIL DAMAGE BONUS  + = (	Paladin Level	Misc	
Allies within 10ft get +4 to saves against fear effects.  AURA OF RESOLVE  Immune to charm effects including magic.  Allies within 10ft get +4 to saves against charm effects.	USES	· · · · · · · · · · · · · · · · · · ·	L.A.	AY ON	HANDS	·	-	
AURA OF HEALING  Level Spend one use of Channel Energy to create a 30ft aura.  Allies automatically stabilize 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.	Level 2 HEAI	= ( _	tevel ÷ 2 (Round down) Paladin	- /	CHA +	sc Uses	Today	
Level AURA OF FAITH  14 Weapons considered Good aligned for overcoming DR.  AURA OF RIGHTEOUSNESS  Level Gain damage reduction 5/evil.	HITI	d6 = (	Level * 2	_ /	Misc			
Immune to compulsion effects including magic. Allies within 10ft get +4 to saves against charm effects.  DIVINE HEALTH  Level Immune to all diseases including magic.	Level 3							
3 CHANNEL POSITIVE ENERGY	9							
Level Cleric Paladin - 3	12							
CHANNEL PER DAY Misc Today  = 3 + CHA +	15 18							
	10		PRE	PARI	ED SPELLS			
ENERGY Cleric ROLL Level Misc								
d6 = ( ÷ 2 ) +					1 000			
WILL Cleric (Round up) SAVE DC Level								
= 10 + ( ÷ 2 ) + CHA								
(Round down)					2			
DIVINE BOND								
Level Name								
Name 5					3 🗆 🗆			
Type Summoned								
Today								
Enhancements					4			
CDDIII C			НО	LY CF	HAMPION			

Increase damage reduction to 10/evil.

The effect of Smite Evil ends after this attack.

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

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

SPELLS

Spell Save DC

Spells per day = Base Spells + Bonus Spells CHA

1
2
3
4

Spell Save DC = 10 + CHA + Spell Level