UNDEAD SCOURGE	*	SN	AITE E	VIL	<i>*</i>	
OF	FOES	Paladin		Foes		
Paladin	PER D	AY Level	Misc	Today		
(PALADIN)		= (÷ 3) +				
Paladin - 3 = Caster						
Level 5 - Level DETECT EVIL	ATTA	(Naar boven afgerond) CK	DEF	LECTION		
As a move action, detect evil in one creature or item within 60ft.	BONU	Misc	BON	US	Misc	
Does not detect any other evil auras nearby.	+	= CHA +	+	PK = CHA +		
DIVINE GRACE						
	A succe	ssful strike with smite evil	Smiti	ng damage bonus applies do	ouble for	
2 CHA Bonus to all saving throws	bypasse	s damage reduction.		essful strikes against evil ou ragons and the undead.	tsiders,	
AURA	DAMA	GE Deletin	EVII	DAMAGE Daladin		
Level AURA OF COURAGE	BONU		BON		Misc	
Immune to fear effects including magic.	+	= +	+	= (× 2) +	
Allies within 10ft get +4 to saves against fear effects.	'		'		^2)'	
Level AURA OF LIFE	×	LAY	ON HA	ANDS	*	
8 Undead within 10ft take -4 penalty to will saves against positive energy, and do not heal from negative energy.		USES Paladin				
		PER DAY Level		Misc	Uses Today	
Level AURA OF FAITH 14 Weapons considered Good aligned for overcoming DR.		= (÷ 2) + CF	IA +		
AURA OF RIGHTEOUSNESS Level Gain damage reduction 5/evil.	Level	(Naar beneden afgeron	id)			
17 Immune to compulsion effects including magic.	2	HEALING Paladin				
Allies within 10ft get +4 to saves against charm effects.		HIT POINTS Level	, N	lisc		
DIVINE HEALTH		d6 = (÷ 2) +			
Level		(Naar beneden afgeron	d)			
3 Immune to all diseases including magic.	MERC	· · · · · · · · · · · · · · · · · · ·	,			
CHANNEL POSITIVE ENERGY	Level	ies				
Level Classic Control of the Control	3		12			
Channelling positive energy uses up two of today's uses of Lay On Hands.						
	6		15			
ENERGY Paladin ROLL Level Misc			40			
_(, , ,) .	9		18			
d6 = (; 2) +	``	PREPA	ARED S	SPELLS	7	
(Naar boven afgerond)			I			
WILL Paladin SAVE DC Level			1			
= 10 + (÷ 2) + CHA						
(Naar beneden afgerond)						
DIVINE BOND			_ 2			
Level SPECIAL MOUNT BONDED WEAPON			I			
5 Name						
Type Summoned			3			
□ Today						
Enhancements						
			_ 4			
			1			
	UNDEAD ANNIHILATION					
		Spend one use of Smite Evil when making a	a single me	elee attack against an undea	d creature.	
CDELLC		If successful, it must make a will save or be	e destroye	d.		
SPELLS Spells Pagin Pagin Pagin Pagin	Level	WILL Paladin				
Spell Spells = Basis + Bonus Spells Save DC per day Spreuken CHA	11	SAVE DC Level	1			
1 0000		= 10 + (÷ 2)	+ CHA		
		Undead with twice as many hit dice are una	affected			
2) k					
3						
4	Increase damage reduction to 10/evil. Level On using Smite Evil to successfully hit an outsider that outsider is subject to Banishment					
	On using Smite Evil to successfully hit an outsider, that outsider is subject to Banishment. The effect of Smite Evil ends after this attack.					
Spell Save DC = 10 + CHA + Spell Level	20					

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