

# WARRIOR OF THE HOLY LIGHT



OF

(PALADIN)

Paladin  
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 RESOLVE

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

Level

11

### AURA OF JUSTICE

Spend two uses of Smite Evil to grant allies the ability to smite evil. The bonus lasts 1 minute, but must be used in the first round.

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

Paladin  
Level

Misc

$$\boxed{\phantom{000}} \text{ d6} = \left( \phantom{000} \div 2 \right) + \phantom{000}$$

(Round up)

WILL  
SAVE DC

Paladin  
Level

$$\boxed{\phantom{000}} = 10 + \left( \phantom{000} \div 2 \right) + \text{CHA}$$

(Round down)

## DIVINE BOND

Level

5

☐ SPECIAL MOUNT ☐ BONDED WEAPON

Name

Type

☐ Summoned  
Today

Enhancements

## SHINING LIGHT

Level

14

Once per day, unleash a 30ft burst of pure white light, damaging evil creatures while healing good creatures.

Evil creatures are blinded for one round; evil dragons, outsiders, and undead are blinded for 1d4 rounds.

A reflex save negates the blindness and halves the damage.

DAMAGE /  
HEALING

Paladin  
Level

$$\boxed{\phantom{000}} \text{ d6} = \phantom{000} \div 2$$

(Round down)

REFLEX  
SAVE DC

Paladin  
Level

$$\boxed{\phantom{000}} = 10 + \left( \phantom{000} \div 2 \right) + \text{CHA}$$

(Round down)

Level

17

Twice per day

Level

20

Thrice per day

## SMITE EVIL

FOES  
PER DAY

Paladin  
Level

Misc

Foes  
Today

$$\boxed{\phantom{000}} = \left( \phantom{000} \div 3 \right) + \phantom{000}$$

(Round up)

☐☐  
☐☐

ATTACK  
BONUS

Misc

$$+ \boxed{\phantom{000}} = \text{CHA} + \phantom{000}$$

DEFLECTION  
BONUS

Misc

$$+ \boxed{\phantom{000}} \text{ AC} = \text{CHA} + \phantom{000}$$

A successful strike with smite evil  
bypasses damage reduction.

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

DAMAGE  
BONUS

Paladin  
Level

Misc

$$+ \boxed{\phantom{000}} = \phantom{000} + \phantom{000}$$

EVIL DAMAGE  
BONUS

Paladin  
Level

Misc

$$+ \boxed{\phantom{000}} = \left( \phantom{000} \times 2 \right) + \phantom{000}$$

## LAY ON HANDS

USES  
PER DAY

Paladin  
Level

Paladin  
Level

Misc

$$\boxed{\phantom{000}} = \left( \phantom{000} \div 2 \right) + \left( \phantom{000} \div 4 \right) + \text{CHA} + \phantom{000}$$

Level

2

(Round down)

(Round down)

HEALING  
HIT POINTS

Paladin  
Level

Misc

$$\boxed{\phantom{000}} \text{ d6} = \left( \phantom{000} \div 2 \right) + \phantom{000}$$

(Round down)

Uses Today

☐☐☐☐  
☐☐☐☐  
☐☐☐☐

## MERCIES

Level

3

6

9

12

15

18

## POWER OF FAITH

Level

4

Aura  
Radius

30ft

Morale  
Bonus

+1

Ability  
Damage  
Healing

Energy  
Resistance

Avoid  
Critical  
Hits

As a standard action create an aura affecting  
allies and yourself. This aura lasts for 1 minute.

From level 4, gain a morale bonus to AC, attack,  
damage, and saving throws against fear.

From level 8, heal ability damage once per day.

From level 12, the aura has the effect of Daylight.

From level 12, gain resistance to one energy type.

From level 16, gain a change to turn confirmed  
critical hits into normal hits.

## HOLY CHAMPION

Increase damage reduction to 10/evil.

Level

20

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.