| DIVIN | NE DEFEN. | DEK | * | | SN | TTE | EVIL | | | # |
|---|---|--------------------------|--|---|----------------------|-----------|-----------------|-------------------------------------|-----------------|-------|
| A.A. 65 | OF | Paladin 1 | FOES PER D | 1 0110101 | | Misc | Foe Toda | | | |
| Edo Ameri | (PALADIN) | Level | | = (| ÷3)+ | | | | | |
| CHAOTIC ENT | Paladin Level - 3 = | Caster Level | | | und up) | | | | | |
| K | DETECT EVIL | | ATTA BONU | | | | FLECTION | J | | |
| | etect evil in one creature | or item within 60ft. | | | Misc | | NUS | | Misc | |
| Does not detect any other evil auras nearby. | | | + | = CHA | + | + | AC | = CHA + | | |
| Level Bonus to all | | | A successful strike with smite evil Smiting damage bonus applies double for the | | | | | | | |
| 2 CHA | saving throws | | bypass | ses damage reduction. | | | | strike against evi d the undead. | l outsiders, | |
| ALIDA OF | AURA | x | DAM/ BONU | TC Faldulli | | | IL DAMAG NUS | Faldulli | | |
| Level Immune to fear effects including magic. | | | | Level | Misc | | NUS | Level | | Misc |
| | n 10ft get +4 to saves ag | gainst fear effects. | + | = | + | + | | = (| ×2)+ | |
| Level | RESOLVE charm effects including | magic | `* | | LAY | ON H | ANDS | | | , |
| 0 | Allies within 10ft get +4 to saves against charm effects. | | | USES PER DAY | Paladin Level | | | Misc | Uses | Today |
| Lavel | JUSTICE | na allianahan ahilian an | | = (| ÷ 2. |) + C | HA + | | | |
| smite evil. The bonus lasts 1 minute, but must be used in | | | | _ (| (David david) | | | | | |
| the first rou | | | Level | HEALING | (Round down) Paladin | | | | | |
| 14 Weapons considered Good aligned for overcoming DR. | | | | HIT POINTS | Level | , | Misc | | | |
| | RIGHTEOUSNESS | | | d6 = (| ÷ 2 |) + | | | | |
| ' | ge reduction 5/evil. compulsion effects inclu | uding magic. | | | (Round down) | | | | | |
| - | n 10ft get +4 to saves ag | | `* | | SHAR | ED DI | EFENCE | | | 7 |
| | DIVINE HEALT | H 📝 | Level | AC CMD | Spend two uses | of Lay 0 | On Hands to | grant a bonus to | all adjacent al | lies. |
| Level Immune to | all diseases including m | agic. | 3 | +1 +1 | СНА | | Duration | | | |
| | NEL POSITIVE I | ENERGY | 9 | +2 +2 | 1 | rds | of bonus | | | |
| 1 | g positive energy uses up | | 15 | +3 +3 | | | | | | |
| 4 uses of Lay | | , | Level | Bonus granted to all all | ies within 10ft. | | | | | |
| ENERGY ROLL | Paladin Level | Misc | 6 | Allies within range who | reach lower than 0h | np autom | natically stab | olise. | | |
| d6 = | ÷ 2 |) + | Level 12 | Bonus granted to all all Allies within range are i | | nage | | | | |
| WILL | Paladin | (Round up) | Level | Bonus granted to all all | ies within 20ft. | | | | | |
| SAVE DC Level | | | 18 Allies within range gain a 25% chance to negate sneak or critical hit damage. | | | | | | | |
| = 10 + (÷ 2) + CHA | | | PREPARED SPELLS | | | | | | | |
| | | (Round down) | | | | _ | | | | |
| = 110111 | DIVINE BOND | | | | | _ 1 | | | | |
| Level MOUN Name | T WEAPON | □ ARMOUR | | | | | | | | |
| 5 Name | | | | | | _ | | | | |
| Туре | | Summoned Today | | | | 2 | | | | |
| Enhancements | | Today | | | | | | | | |
| | | | | | | _ | | | | |
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| | | | | | | | | | | |
| SPELLS | | | | | | | | | | |
| Spell Spells Base Bonus Spells | | | | | | | | | | |
| Save DC | per day Spe | ells + CHA | `` | | | CHA | MPION | | | , |
| 1 | | | Level | Increase damage reduc | | utsider 1 | that outside | r is subject to Bar | ishment | |
| 2 | | | 20 | 20 The effect of Smite Evil ends after this attack. | | | | | | |
| | 3 | | | | ive Energy or Lay Or | n Hands, | heal the ma | xımum possible a | mount. | |
| Spell Save DC = 10 |) + CHA + Spell Level | | | | | | | | | |
| | | | | | | | | | | |