1100		K	SMIT	'E EVIL	
HOS	PITALER	FOES Pala	adin	Foes	
	PALADIN) Paladin Level	PER DAY Le	`	isc Toda	у
CHAO. SIX	Paladin Caster	= (	÷ 6 ) +		]
01c &	Level - 3 = Level		Round up)		
D D	ETECT EVIL	ATTACK BONUS	Misc	DEFLECTION BONUS	Misc
As a move action, detect Does not detect any other	evil in one creature or item within 60ft.	+ = CHA	+	+ AC = CHA +	
	IVINE GRACE		· · · · · · · · · · · · · · · · · · ·	· Ac - cim	
Level CHA	Bonus to all saving throws	A successful strike with smite bypasses damage reduction.	evil	Smiting damage bonus applies of first successful strike against everil dragons and the undead.	
×	AURA	Paladin		EVIL DAMAGE Paladin	
Level AURA OF CO	URAGE effects including magic.	BONUS Level	Misc	BONUS Level	Misc
4	ft get +4 to saves against fear effects.	+ =	+	+ = (	× 2 ) +
Level AURA OF RE		X	LAY O	N HANDS	,
0	m effects including magic. ft get +4 to saves against charm effects.	USES	Paladin		Uses Today
AURA OF HE		PER DAY	Level	Misc	
with a second	of Channel Energy to create a 30ft aura. Cally stabilize and are immune to bleed.	= (	÷ 2 ) +	CHA +	
Each round allie	es are healed 1hp per hit die, and may mak throw against curses, disease or poison.	2	(Round down)		
Level AURA OF FAI		HEALING HIT POINTS	Paladin Level	Misc	
14 Weapons consid	dered Good aligned for overcoming DR.		÷ 2 ) +	+	
	GHTEOUSNESS	uo (	(Round down)		
ouiii duiiidge re	pulsion effects including magic.	MERCIES	(**************************************		
	ft get +4 to saves against charm effects.	Level			
Level	VINE HEALTH	3			
3 Immune to all di	iseases including magic.	6			
	L POSITIVE ENERGY	9			
Level Cleric Level	= Paladin - 3	12			
CHANNEL PER DAY	Misc Today	15			
= 3 +	CHA +	18			
ENERGY	Cleric	X	PREPAR	ED SPELLS	,
ROLL	Level Misc				
d6 = (	÷ 2 ) +			1	
WILL	Cleric (Round up				
SAVE DC = <b>10</b>	Level ÷ 2 ) + CHA				
- 10	(Round down	: 000		2	
D	IVINE BOND	(			
□ SPECIAL I	MOUNT   BONDED WEAPON				
Name				3 🗆 🗆 🗆	
Туре	Summoned				
	Today				
Enhancements				4	
	CDELL C	X	HOLY C	HAMPION	,
	SPELLS	Increase damage redu	iction to 10/evil		

Level On using Smite Evil to successfully hit an outsider, that outsider is subject to Banishment.

10 The effect of Smite Evil ends after this attack.

10 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		_			7777			
	2					<b>+</b> + + +			
	3					000			
	4								

Spell Save DC = 10 + CHA + Spell Level