PALADIN	SMITE EVIL
OF Paladin	FOES Paladin Foes PER DAY Level Misc Today
ge ◆ m <sub>n,1</sub> Level	- ( ÷ 2 ) + □□□
Paladin – 3 = Caster Level	(Round up)
DETECT EVIL	ATTACK DEFLECTION BONUS Misc BONUS Misc
As a move action, detect evil in one creature or item within 60ft.	IVIISC
Does not detect any other evil auras nearby.	+ = CHA +
DIVINE GRACE	A successful strike with smite evil Smiting damage bonus applies double for the
2 CHA Bonus to all saving throws	bypasses damage reduction. first successful strike against evil outsiders, evil dragons and the undead.
AURA  AURA OF COURAGE	DAMAGE Paladin BONUS Paladin BONUS Paladin BONUS Paladin BONUS Paladin BONUS Paladin
Level	Level Wisc
3 Allies within 10ft get +4 to saves against fear effects.	+ = + = ( × 2 ) +
Level AURA OF RESOLVE	LAY ON HANDS
8 Immune to charm effects including magic. Allies within 10ft get +4 to saves against charm effects.	USES Paladin PER DAY Level Misc Uses Today
AURA OF JUSTICE	CEVEL WISC
Level Spend two uses of Smite Evil to grant allies the ability to smite evil. The bonus lasts 1 minute, but must be used in	= ( ÷ 2 ) + CHA +
the first round.	Level (Round down)  2 HEALING Poledin
Level AURA OF FAITH  14 Weapons considered Good aligned for overcoming DR.	2 HEALING Paladin HIT POINTS Level Misc
AURA OF RIGHTEOUSNESS	$  d6   = ( \div 2 ) +$
Level Gain damage reduction 5/evil.	(Round down)
17 Immune to compulsion effects including magic.  Allies within 10ft get +4 to saves against charm effects.	MERCIES
DIVINE HEALTH	Level
Level Immune to all diseases including magic.	3
3	6
Level Channelling positive energy uses up two of today's	9
4 uses of Lay On Hands.	12
ENERGY Paladin ROLL Level Misc	15
d6 = ( ÷ 2 ) +	
(Round up)	18
WILL Paladin SAVE DC Level	PREPARED SPELLS
$= 10 + ( \div 2 ) + CHA$	
	1 000
(Round down)  DIVINE BOND	
☐ SPECIAL MOUNT ☐ BONDED WEAPON	
5 Name	<b>2</b>
Type Summoned Today	
Enhancements	3 000
	4 000
CDELLC	HOLY CHAMPION
Spell Spells Base Bonus Spells	Increase damage reduction to 10/evil.
Save DC per day Spells + CHA	Level On using Smite Evil to successfully hit an outsider, that outsider is subject to Banishment.  20 The effect of Smite Evil ends after this attack.
1	On using Channel Positive Energy or Lay On Hands, heal the maximum possible amount.
2 0000	
3 0000	

Spell Save DC = 10 + CHA + Spell Level