

SHINING KNIGHT

OF



(PALADIN)

Paladin Level - 3 =

Paladin Level

Caster 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

14

AURA OF FAITH

Weapons considered Good aligned for overcoming DR.

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.

SKILLED RIDER

Level

3

Take no armor check penalty when riding.
Mount gains the Divine Grace bonus to saving throws.

CHANNEL POSITIVE ENERGY

Level

4

Channeling positive energy uses up two of today's uses of Lay On Hands.

ENERGY ROLL

Paladin Level

Misc

$$\boxed{}_{d6} = \left(\frac{}{\div 2} \right) + $$

(Round up)

WILL SAVE DC

Paladin Level

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

(Round down)

DIVINE BOND

Level

5

SPECIAL MOUNT

Name

Type

☐ Summoned Today

Enhancements

SPELLS

Spell Save DC

Spells per day

=

Base Spells

+

Bonus Spells CHA

	1					
	2					
	3					
	4					

Spell Save DC = 10 + CHA + Spell Level

SMITE EVIL

FOES PER DAY

Paladin Level

Misc

Foes Today

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

(Round up)

ATTACK BONUS

Misc

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

DEFLECTION BONUS

Misc

$$+ \text{AC} = \text{CHA} + $$

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

$$+ \boxed{} = + $$

EVIL DAMAGE BONUS

Paladin Level

Misc

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

LAY ON HANDS

USES PER DAY

Paladin Level

Misc

Uses Today

$$\boxed{} = \left(\frac{}{\div 2} \right) + \text{CHA} + $$

(Round down)

Level

2

HEALING HIT POINTS

Paladin Level

Misc

$$\boxed{}_{d6} = \left(\frac{}{\div 2} \right) + $$

(Round down)

MERCIES

Level

3

12

6

15

9

18

PREPARED SPELLS

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KNIGHT'S CHARGE

When charging a foe, do not provoke attacks of opportunity for you or your mount.

If the charge successfully hits the current target of Smite Evil, they must make a will save or be panicked.

WILL SAVE DC

Paladin Level

Level

11

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

DURATION

Paladin Level

$$\boxed{}_{\text{rds}} = \frac{}{\div 2}$$

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.