SHINING KNIGHT	7 SIVII I	
OF	FOES Paladin PER DAY Level Miss	Foes
Paladin Level	Level Mis	Toudy
(PALADIN)	= ( ÷ 3) +	
Paladin - 3 = Caster Level	(Round up)	
DETECT EVIL	ATTACK BONUS Mice	DEFLECTION
As a move action, detect evil in one creature or item within 60ft.	Misc	BONUS Misc
Does not detect any other evil auras nearby.	+ = CHA +	+ AC = 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	DAMAGE Bolodin	EVIL DAMAGE Paladin
Level AURA OF COURAGE	BONUS Paladin Level Misc	BONUS Paladin Level Misc
Immune to fear effects including magic.	+ = +	+ = ( × 2)+
Allies within 10ft get +4 to saves against fear effects.	+ + +	- (
Level AURA OF RESOLVE	LAY OF	N HANDS
8 Immune to charm effects including magic.	USES Paladin	
Allies within 10ft get +4 to saves against charm effects.	PER DAY Level	Misc Uses Today
AURA OF JUSTICE Level Spend two uses of Smite Evil to graph allies the shilling to	= ( ÷ 2)+	CHA + 0000 0000
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 (Round down)	
Level AURA OF FAITH	2 HEALING Paladin	
<b>14</b> Weapons considered Good aligned for overcoming DR.	HIT POINTS Level	Misc
AURA OF RIGHTEOUSNESS	$  d6   = ( \div 2 ) +$	+
Level Gain damage reduction 5/evil.		
17 Immune to compulsion effects including magic.	(Round down)	
Allies within 10ft get +4 to saves against charm effects.	MERCIES	
SKILLED RIDER	Level 3	12
Level Take no armour check penalty when riding.	<u> </u>	12
3 Mount gains the Divine Grace bonus to saving throws.	6	15
CHANNEL POSITIVE ENERGY		
Level Channelling positive energy uses up two of today's	9	18
uses of Lay On Hands.	PREPAR	ED SPELLS
TAKED OF		
ENERGY Paladin		
ROLL Level Misc		1 000
ROLL Level Misc		1 000
ROLL Level Misc  d6 = (		1 000
ROLL Level Misc    d6		
ROLL Level Misc  d6 = (		
ROLL Level Misc  d6 = ( ÷ 2 ) +  WILL Paladin Level  Round up)		
Cound up)   Cound up		
Cound up)    Cound up)    Cound up)   Co		2
Cound up)   Cound up		2
ROLL  Level  Misc  (Round up)  WILL SAVE DC  = 10 + ( ÷ 2 ) + CHA  (Round down)  DIVINE BOND  SPECIAL MOUNT		2
ROLL  d6 = ( ÷ 2 ) +  WILL SAVE DC  = 10 + ( ÷ 2 ) + CHA  (Round down)  DIVINE BOND  SPECIAL MOUNT Name		2
ROLL  d6 = ( ÷ 2 ) +  WILL SAVE DC  = 10 + ( ÷ 2 ) + CHA  (Round down)  DIVINE BOND  SPECIAL MOUNT Name		2
ROLL  d6 = ( ÷ 2 ) +  WILL SAVE DC  = 10 + ( ÷ 2 ) + CHA  (Round down)  DIVINE BOND  SPECIAL MOUNT Name  Summoned		2
ROLL    Level   Misc		2
ROLL  d6 = ( ÷ 2 ) +  WILL SAVE DC  = 10 + ( ÷ 2 ) + CHA  (Round down)  DIVINE BOND  SPECIAL MOUNT Name  Summoned		2
ROLL    Level   Misc		2
ROLL    Level   Misc		2
ROLL    Level   Misc	Control   Cont	2
ROLL    Level   Misc	When charging a foe, do not provoke attacks of If the charge successfully hits the current targe.  WILL Paladin Level	2
ROLL    Level   Misc		2
ROLL  Level  Misc  (Round up)  WILL SAVE DC  = 10 + ( ÷ 2) + CHA  (Round down)  SPECIAL MOUNT Name  Type  Summoned Today  Enhancements	Company   Comp	2
ROLL  Level  Misc  (Round up)  WILL SAVE DC  = 10 + ( ÷ 2) + CHA  (Round down)  DIVINE BOND  SPECIAL MOUNT Name  Type  Enhancements  SPELLS	When charging a foe, do not provoke attacks of If the charge successfully hits the current target will save DC Level  Level  11	2
ROLL  Level  Misc  (Round up)  WILL SAVE DC  = 10 + ( ÷ 2) + CHA  (Round down)  DIVINE BOND  SPECIAL MOUNT Name  Type  Enhancements  SPELLS	Comparison   Com	2
ROLL  Level  Misc  (Round up)  WILL SAVE DC  = 10 + ( ÷ 2) + CHA  (Round down)  SPECIAL MOUNT Name  Type  Chancements  SPELLS  Spell  S	When charging a foe, do not provoke attacks of If the charge successfully hits the current target will save DC Level  Level  11	2

Increase damage reduction to 10/evil.

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.

Level

20

4

Spell Save DC = 10 + CHA + Spell Level

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