

UNDEAD SCOURGE

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 LIFE**
Undead within 10ft take -4 penalty to will saves against positive energy, and do not heal from negative energy.

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.

DIVINE HEALTH

Level 3 Immune to all diseases including magic.

CHANNEL POSITIVE ENERGY

Level 4 Channeling positive energy uses up two of today's uses of Lay On Hands.

ENERGY ROLL

Paladin Level Misc

d6 = (÷ 2) +

(Round up)

WILL SAVE DC

Paladin Level

= 10 + (÷ 2) + **CHA**

(Round down)

DIVINE BOND

Level 5 ☐ SPECIAL MOUNT ☐ BONDED WEAPON

Name

Type ☐ Summoned Today

Enhancements

SPELLS

Spell Save DC	Spells per day	=	Base Spells	+ Bonus Spells CHA
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Spell Save DC = 10 + CHA + Spell Level

SMITE EVIL

FOES PER DAY

Paladin Level Misc Foes Today

= (÷ 3) +

(Round up)

ATTACK BONUS

Misc

+ = **CHA** +

DEFLECTION BONUS

Misc

+ **AC** = **CHA** +

A successful strike with smite evil bypasses damage reduction.

Smiting damage bonus applies double for successful strikes against evil outsiders, evil dragons and the undead.

DAMAGE BONUS

Paladin Level Misc

+ = +

EVIL DAMAGE BONUS

Paladin Level Misc

+ = (× 2) +

LAY ON HANDS

USES PER DAY

Paladin Level Misc Uses Today

= (÷ 2) + **CHA** +

(Round down)

Level 2 **HEALING HIT POINTS**

Paladin Level Misc

d6 = (÷ 2) +

(Round down)

MERCIES

Level 3	12
6	15
9	18

PREPARED SPELLS

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UNDEAD ANNIHILATION

Spend one use of Smite Evil when making a single melee attack against an undead creature. If successful, it must make a will save or be destroyed.

Level 11 **WILL SAVE DC**

Paladin Level

= 10 + (÷ 2) + **CHA**

Undead with twice as many hit dice are unaffected.

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.