PALADIN	SMITE EVIL
OF	FOES Paladin Foes
Paladin Level	PER DAY Level Misc Today
Paladin - 3 = Caster Level	(Round up)
DETECT EVIL	ATTACK DEFLECTION BONUS BONUS Mice
As a move action, detect evil in one creature or item within 60ft.	IMISC
Does not detect any other evil auras nearby.	+ AC = CHA +
DIVINE GRACE	A successful strike with smite evil Smiting damage bonus applies double for the
Level CHA Bonus to all saving throws	bypasses damage reduction. first successful strike against evil outsiders, evil dragons and the undead.
AURA	DAMAGE Paladin EVIL DAMAGE Paladin BONUS Lavel Mice BONUS Lavel Mice
Level Immune to fear effects including magic.	Level Misc
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
AURA OF JUSTICE	PER DAY Level Misc Uses Today
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 +
11 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
14 Weapons considered Good aligned for overcoming DR.	HIT POINTS Level Misc
AURA OF RIGHTEOUSNESS Level Gain damage reduction 5/evil.	d6 = (; 2) +
17 Immune to compulsion effects including magic.	(Round down)
Allies within 10ft get +4 to saves against charm effects.	MERCIES
DIVINE HEALTH	Level 3
3 Immune to all diseases including magic.	
CHANNEL POSITIVE ENERGY	6
Level Channeling positive energy uses up two of today's uses of Lay On Hands.	9
ENERGY Paladin	12
ROLL Level Misc	15
$ d_6 = (\div 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	<u> </u>
Type Summoned Today	
Enhancements	3 000
	4 000
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SPELLS	HOLY CHAMPION Increase damage reduction to 10/evil.
Spell Save DC Spells = Base + Bonus Spells CHA 1	Level 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.
2	
3	

Spell Save DC = 10 + CHA + Spell Level