HOSPITALER	SIV	IITE EVIL
(PALADIN) Paladin Level	PER DAY Peladin Level = (÷ 6) +	Foes Today □□
Paladin – 3 = Caster Level	(Round up)	DEFLECTION
As a move action, detect evil in one creature or item within 60ft. Does not detect any other evil auras nearby.	+ = CHA +	+ AC = CHA +
Level CHA Bonus to all saving throws	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.
AURA AURA OF COURAGE Immune to fear effects including magic. Allies within 10ft and 14 to some against fear effects	DAMAGE Paladin Level Misc	EVIL DAMAGE BONUS Paladin Level Misc + = (× 2) +
Allies within 10ft get +4 to saves against fear effects. AURA OF RESOLVE Immune to charm effects including magic. Allies within 10ft get +4 to saves against charm effects.		ON HANDS
Aura of Healing Level Spend one use of Channel Energy to create a 30ft aura. Allies automatically stabilise and are immune to bleed. Each round allies are healed 1hp per hit die, and may make an extra saving throw against curses, disease or poison.	PER DAY = (Misc Uses Today + CHA +
Level AURA OF FAITH 14 Weapons considered Good aligned for overcoming DR. AURA OF RIGHTEOUSNESS Level Gain damage reduction 5/evil.	HIT POINTS $ \begin{array}{c} $) +
Immune to compulsion effects including magic. Allies within 10ft get +4 to saves against charm effects. DIVINE HEALTH Level Immune to all diseases including magic.	MERCIES Level 3	
CHANNEL POSITIVE ENERGY Cleric Level Leve	9	
CHANNEL PER DAY Misc Today	15	
= 3 + CHA +	18	
ENERGY Cleric Level Misc d6 = (÷ 2) +		ARED SPELLS 1 0 0
WILL SAVE DC Cleric Level (Round up) = 10 + (÷ 2) + CHA		2
(Round down) DIVINE BOND SPECIAL MOUNT DOWNEAPON Level Name		
Type Summoned Today		3
Enhancements		4
	HOLV	CHAMPION

Increase damage reduction to 10/evil.

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.

Spell Save DC		Spells per day	=	Base Spells	+ Bonus Spells CHA
	1				7777
	2				4444
	3				
	4				

Spell Save DC = 10 + CHA + Spell Level