HOSPITALER				FOES Paladin Foes						,		
(PALADIN) Paladin Level			PER DAY	Lev		М	isc		Foes Today			
			= ( ÷ 6) - 1 +			1 +						
CHAOTIC EN	Paladin _ Level	- 3 = Caster			(Naar bo	ven afgerond)						
	DETECT			ATTACK				FLECTIO	N			
As a move	e action, detect evil in on		vithin 60ft.	BONUS		Misc	ВС	NUS	1	ľ	Misc	
Does not	detect any other evil aura	as nearby.		+	= CHA	+	+	PK	= CH	A + _		
``	DIVINE	GRACE				.,						
2 CHA Bonus to all saving throws				A successful strike with smite evil bypasses damage reduction.			firs	Smiting damage bonus applies double for the first successful strike against evil outsiders, evil dragons and the undead.				
AURA			DAMAGE	Paladin			IL DAMA	GE Pa	aladin			
Level Immune to fear effects including magic.			BONUS	Level	Misc	BC	NUS	l	_evel	\	Misc	
Allies within 10ft get +4 to saves against fear effects.			+	=	+	+	ı	= (	×	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.			USE		Paladin						T. I.	
	AURA OF HEALING	o saves against cha	iiii enecis.	PER	R DAY	Level	\		Misc		Uses	Today
Level Spend one use of Channel Energy to create a 30ft aura.  Allies automatically stabilise and are immune to bleed.				= (	÷ 2	) + (	HA +					
- 11 E	Each round allies are heal	ed 1hp per hit die, a	and may make	Level	(N	aar beneden afger	ond)					
	an extra saving throw aga	inst curses, disease	e or poison.		ALING	Paladin						
Level AURA OF FAITH  14 Weapons considered Good aligned for overcoming DR.			HIII	POINTS	Level	١.	Misc					
	AURA OF RIGHTEOU				d6 = (	÷ 2	· / + _					
	Gain damage reduction 5/				(N	aar beneden afger	ond)					
17 Immune to compulsion effects including magic.  Allies within 10ft get +4 to saves against charm effects.			MERCIES Level									
DIVINE HEALTH			3									
Level												
3 Immune to all diseases including magic.  CHANNEL POSITIVE ENERGY			6									
Level		7	Y	9								
4	. Cieric   = Faladiii = 3		12									
CHANNEL PER DAY Misc Today		15										
	= 3 + CHA	+		18								
ENERGY Cleric		×		PRE	PARED	SPELLS	S			<i>y</i>		
ROLL	Level	\	Misc									
	d6 = (	÷2)+					_ 1					
WILL		Cleric (Naar bo	ven afgerond)									
SAVE DO		Level										
	= 10 + (	÷ 2 )	+ CHA				2					
		,	den afgerond)									
\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	DIVINE		ZEA DON									
Level SPECIAL MOUNT DONDED WEAPON Name												
5					3							
Type Summoned Today												
Enhancer	nents											
Enhancements						4						
					·							
SPELLS				×		HOI	LY CHA	MPION				,
	SILLI	-E-0		Incre	ease damage redu	ction to 10/evil						

Level On using Smite Evil to successfully hit an outsider, that outsider is subject to Banishment.

10 The effect of Smite Evil ends after this attack.

10 Using Channel Positive Energy or Lay On Hands, heal the maximum possible amount.

*		SPELLS				
Spell Save DC		Spells per day	= Basis Spreuken+	Bonus Spells CHA		
	1			7777		
	2					
	3			0000		
	4					

Spell Save DC = 10 + CHA + Spell Level