

WARRIOR OF THE HOLY LIGHT



OF

(PALADIN)

Paladin
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 RESOLVE

Immune to charm effects including magic.
Allies within 10ft get +4 to saves against charm effects.

Level
11

AURA OF JUSTICE

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
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

$$\boxed{} \text{ d6} = \left(\div 2 \right) + $$

(Round up)

WILL
SAVE DC

Paladin
Level

$$\boxed{} = 10 + \left(\div 2 \right) + \text{CHA}$$

(Round down)

DIVINE BOND

Level
5

☐ SPECIAL MOUNT ☐ BONDED WEAPON
Name

Type

☐ Summoned
Today

Enhancements

SHINING LIGHT

Level
14

Once per day, unleash a 30ft burst of pure white light, damaging evil creatures while healing good creatures.

Evil creatures are blinded for one round; evil dragons, outsiders, and undead are blinded for 1d4 rounds.

A reflex save negates the blindness and halves the damage.

DAMAGE /
HEALING

Paladin
Level

$$\boxed{} \text{ d6} = \div 2$$

(Round down)

REFLEX
SAVE DC

Paladin
Level

$$\boxed{} = 10 + \left(\div 2 \right) + \text{CHA}$$

(Round down)

Level
17

Twice per day

Level
20

Thrice per day

SMITE EVIL

FOES
PER DAY

Paladin
Level

Misc

Foes
Today

$$\boxed{} = \left(\div 3 \right) + $$

(Round up)

ATTACK
BONUS

Misc

$$+ \boxed{} = \text{CHA} + $$

DEFLECTION
BONUS

Misc

$$+ \boxed{} \text{ AC} = \text{CHA} + $$

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.

DAMAGE
BONUS

Paladin
Level

Misc

$$+ \boxed{} = + $$

EVIL DAMAGE
BONUS

Paladin
Level

Misc

$$+ \boxed{} = \left(\times 2 \right) + $$

LAY ON HANDS

USES
PER DAY

Paladin
Level

Paladin
Level

Misc

$$\boxed{} = \left(\div 2 \right) + \left(\div 4 \right) + \text{CHA} + $$

Level
2

HEALING
HIT POINTS

Paladin
Level

Misc

$$\boxed{} \text{ d6} = \left(\div 2 \right) + $$

(Round down)

Uses Today

☐☐☐☐☐☐
☐☐☐☐☐☐
☐☐☐☐☐☐

MERCIES

Level

3

6

9

12

15

18

POWER OF FAITH

Level

4

Aura
Radius

30ft

Morale
Bonus

+1

Ability
Damage
Healing

Energy
Resistance

Avoid
Critical
Hits

As a standard action create an aura affecting
allies and yourself. This aura lasts for 1 minute.

From level 4, gain a morale bonus to AC, attack,
damage, and saving throws against fear.

From level 8, heal ability damage once per day.

From level 12, the aura has the effect of Daylight.

From level 12, gain resistance to one energy type.

From level 16, gain a chance to turn confirmed
critical hits into normal hits.

8

1d4

12

10

16

25%

20

60ft

+2

2d4

20

50%

HOLY CHAMPION

Level

20

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.