Pathfinder paladin ffxi style

Hit die: d10

Alignment: any but often lawful good

Class skills: Acrobatics, craft, climb, knowledge(religion), perception, profession, sense motive, swim

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| Level | Bab | Fort | Ref | Will | Special1 |
| 1 | 1 | 2 | 0 | 2 | Undead Killer, Shielding, Stalwart, Stamina Pool |
| 2 | 2 | 3 | 0 | 3 | Divine arts, Defense Bonus+3 |
| 3 | 3 | 3 | 1 | 3 | Shield Bash |
| 4 | 4 | 4 | 1 | 4 | Divine art, Resist Sleep 10% |
| 5 | 5 | 4 | 1 | 4 | Shield Mastery+1 |
| 6 | 6 | 5 | 2 | 5 | Divine art, Defense Bonus+5, Sentinel |
| 7 | 7 | 5 | 2 | 5 | Divine Vigor, Cover |
| 8 | 8 | 6 | 2 | 6 | Divine art, Resist Sleep 15% |
| 9 | 9 | 6 | 3 | 6 |  |
| 10 | 10 | 7 | 3 | 7 | Defense Bonus+7, Divine art, Resist Sleep 20%, Shield Mastery+2, Divine art |
| 11 | 11 | 7 | 3 | 7 | Rampart |
| 12 | 12 | 8 | 4 | 8 | Divine art |
| 13 | 13 | 8 | 4 | 8 | Resist Sleep 25% |
| 14 | 14 | 9 | 4 | 9 | Divine art, Defense Bonus+9 |
| 15 | 15 | 9 | 5 | 9 | Fealty, Shield Mastery+3, Iron Will, Chivalry |
| 16 | 16 | 10 | 5 | 10 | Defense Bonus+11, Critical Defense Bonus, Shield Defense Bonus, Divine art, Divine Emblem |
| 17 | 17 | 10 | 5 | 10 | Defense Bonus+13, Resist Sleep 30% |
| 18 | 18 | 11 | 6 | 11 | Divine art |
| 19 | 19 | 11 | 6 | 11 | Defense Bonus+15, Palisade |
| 20 | 20 | 12 | 6 | 12 | Defense Bonus+19, Shield Mastery+4, Divine art, Intervene |

Skill points 2+int

Paladins are proficient with simple and martial weapons as well as light, medium and heavy armor and shields(including tower shields)

Stalwart

Paladins are bastions of defense, once per day they can exemplify this, reducing all physical damage they take to 0 for 1 round, plus an additional round per 2 paladin levels

Shielding

Paladins are extremely proficient with shields, able to use them to better block attacks against them, they may shield against an attack against them, gaining DR equal to the shield’s AC bonus against that attack. Paladins may shield against a number of attacks per round equal to half their level(round down, min 1) as free actions

Undead Killer

Paladins gain the ranger’s favored enemy trait but only for undead, they treat their paladin levels as ranger levels for determining this bonus

Stamina Pool

Paladins gain a stamina pool equal to con mod plus chr mod plus bab, this pool is otherwise the same as a normal stamina pool. If playing a campaign where everyone has a stamina pool by default, the paladin’s stamina pool is double its normal size

Divine Arts

At second level and every 2 levels after paladin learns a divine art off the following list, each divine art can be used at the cost of stamina points. The default DC for any divine art is 10 + paladin level + chr mod. Unless stated otherwise, each divine art may only be taken once

Banish

Cost: 1 stamina

Standard Action

Choose one target within 30ft, chosen target must make a reflex save or take 2d6 holy damage per 4 paladin levels. Successful save halves damage. If used against an undead, negate all DR the target has for 1d4 rounds per 4 paladin levels

Banish II

Requires: Banish

Cost: 3 stamina

Standard Action

Choose one target within 30ft, chosen target must make a reflex save or take 2d8 holy damage per 4 paladin levels. Successful save halves damage. If used against an undead, negate all DR the target has for 1d4 rounds per 4 paladin levels

Cure

Cost: 1 Stamina

Standard Action

Choose one ally within 30ft, or self, the target recovers 1d8+1 hp per 4 paladin levels

Cure II

Requires: Cure

Cost: 2 Stamina

Standard Action

Choose one ally within 30ft, or self, the target recovers 2d8+4 hp per 4 paladin levels

Cure III

Requires: Cure II

Cost: 4 Stamina

Standard Action

Choose one ally within 30ft, or self, the target recovers 4d8+16 hp per 4 paladin levels

Cure IV

Requires: Cure III

Cost: 8 Stamina

Standard Action

Choose one ally within 30ft, or self, the target recovers 8d8+32 hp per 4 paladin levels

Flash

Cost: 2 Stamina

Immediate Action

Choose one target within 30ft, the target must make a will save or have their attack reduced by 20 plus an additional 5 per 2 paladin levels for 1 round. Successful save halves this penalty

Holy

Cost: 10 Stamina

Swift Action

Choose one target within 30ft, the target must make a reflex save or take 10 holy damage per paladin level. Successful save halves damage. If used against undead, does double damage

Holy II

Requires: Holy

Cost: 20 Stamina

Swift Action

Choose one target within 30ft, the target must make a reflex save or take 30 holy damage per paladin level. Successful save halves damage. If used against undead, does double damage

Phalanx

Requires: Protect and Shell

Standard Action

As a standard action, the paladin reduces damage they take from all sources by their level for 5 rounds

Protect

Cost: 2 Stamina

Standard Action

Choose one ally within 30ft, or self, the target gains +1DR/- per 3 paladin levels for 1 hour. This DR stacks with DR from other sources but not itself or other protect effects

Raise

Cost: 10 Stamina

Standard Action

Revive a dead target as the Raise Dead spell

Reprisal

Cost: 4 Stamina

Swift Action

For 5 rounds, the number of times you can shield attacks against you per round is doubled, also your attacker takes holy damage equal to that blocked by your shield

Shell

Requires: Protect

Cost: 2 Stamina

Standard Action

Choose one ally within 30ft, or self, the target gains +8 spell resistance per 3 paladin levels for 1 hour

Defense Bonus

At second level, the paladin’s durability really starts to shine, they gain +3 DR/-, this bonus DR increases by +2 at levels 6, 10, 14, 16, 17, 19 and by +4 at level 20. This DR stacks with DR from other sources

Shield Bash

As an immediate action the paladin can bash an enemy within reach, doing unarmed damage and forcing them to make a will save DC 10 + level + chr mod or be stunned for 1 round

Resist Sleep

At 4th level onward the paladin’s untiring nature gives them a natural resistance to sleep, when they would be forced unconscious, roll a percentile, if you roll under 10%, they stay awake. This percentage chance increases by 5% at levels 8, 10, 13 and 17(30% chance at level 17)

Shield Mastery

Increase the AC bonus of your shield by +1, this bonus increases at levels 10, 15, and 20 by +1.

Sentinel

As an immediate action the paladin can brace for impact and greatly reduce the damage they take, doubling the paladin’s total DR. This bonus DR rapidly decays at a rate of 5 per round until only the paladin’s normal DR remains. Sentinel may only be used once per 10 minutes

Divine Vigor

The paladin’s heartiness is truly relentless, they now recover 1 stamina each round

Cover

Once per minute as an immediate action the paladin can force all attacks aimed at an adjacent ally at themselves instead for 3 rounds.

Rampart

As a move action the paladin can grant DR/- to all allies within 30ft(including themselves) equal to her chr modifier for 5 rounds. Additionally, those affected gain temp hp against magic damage equal to the paladin’s con score

Fealty

Once per 5 minutes, the paladin can boost her saves as a move action, increasing all her saves by her charisma score

Iron Will

Allies affected by rampart also receive a bonus to concentration checks equal to double the paladin’s chr modifier

Chivalry

At level 15 onward, when you shield an attack, you gain a shield stack(max level), once 5 per minutes you can convert you shield stacks into stamina as a free action

Critical Defense Bonus

Critical hits against the paladin treat their critical multiplier as 1 less than normal

Shield Defense Bonus

When Shielding against an attack, you now gain double the AC bonus of the shield as DR instead of just the AC bonus

Divine emblem

Once per minute as a swift action you can enhance your next divine art; it has its DC increased by 10, and if it does damage, that damage is multiplied by the paladin’s chr modifier

Palisade

Once per 5 minutes, as an immediate action, you can double the number of times you can shield per round for 5 rounds

Intervene

Once per day you can dramatically interfere with an enemy. As an immediate action you can cut the attack bonus and damage of an enemy in half. This effect lasts as long as the paladin remains conscious