

# DIVINE DEFENDER

OF



(PALADIN)

Paladin Level - 3 =

Paladin Level

Caster 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

14

### AURA OF FAITH

Weapons considered Good aligned for overcoming DR.

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

Channelling positive energy uses up two of today's uses of Lay On Hands.

ENERGY ROLL

Paladin Level

Misc

$$\boxed{\phantom{00}}_{d6} = \left( \phantom{00} \div 2 \right) + \phantom{00}$$

(Round up)

WILL SAVE DC

Paladin Level

$$\boxed{\phantom{00}} = 10 + \left( \phantom{00} \div 2 \right) + \text{CHA}$$

(Round down)

## DIVINE BOND

Level

5

☐ MOUNT ☐ WEAPON ☐ ARMOUR  
Name

Type

☐ Summoned Today

Enhancements

## SPELLS

Spell Save DC	Spells per day	=	Base Spells	+	Bonus Spells CHA
1					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
2					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
3					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
4					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Spell Save DC = 10 + CHA + Spell Level

Concentration

$$\boxed{\phantom{00}} = \text{CHA} + \phantom{00}$$

Caster Level

## SMITE EVIL

FOES PER DAY

Paladin Level

Misc

Foes Today

$$\boxed{\phantom{00}} = \left( \phantom{00} \div 3 \right) + \phantom{00}$$

(Round up)

ATTACK BONUS

Misc

$$+ \boxed{\phantom{00}} = \text{CHA} + \phantom{00}$$

DEFLECTION BONUS

Misc

$$+ \text{AC} \boxed{\phantom{00}} = \text{CHA} + \phantom{00}$$

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

$$+ \boxed{\phantom{00}} = \phantom{00} + \phantom{00}$$

EVIL DAMAGE BONUS

Paladin Level

Misc

$$+ \boxed{\phantom{00}} = \left( \phantom{00} \times 2 \right) + \phantom{00}$$

## LAY ON HANDS

USES PER DAY

Paladin Level

Misc

Uses Today

$$\boxed{\phantom{00}} = \left( \phantom{00} \div 2 \right) + \text{CHA} + \phantom{00}$$

(Round down)

Level

2

HEALING HIT POINTS

Paladin Level

Misc

$$\boxed{\phantom{00}}_{d6} = \left( \phantom{00} \div 2 \right) + \phantom{00}$$

(Round down)

## SHARED DEFENCE

Level

3

AC

+1

CMD

+1

Spend two uses of Lay On Hands to grant a bonus to all adjacent allies.

9

+2

+2

15

+3

+3

CHA

rds

Duration of bonus

Level

6

Bonus granted to all allies within 10ft.  
Allies within range who reach lower than 0hp automatically stabilise.

Level

12

Bonus granted to all allies within 15ft.  
Allies within range are immune to bleed damage

Level

18

Bonus granted to all allies within 20ft.  
Allies within range gain a 25% chance to negate sneak or critical hit damage.

## PREPARED SPELLS

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## HOLY CHAMPION

Increase damage reduction to 10/evil.

Level

20

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.