

SACRED SERVANT

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

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

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

(Round up)

WILL SAVE DC

Paladin Level

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

(Round down)

DOMAIN

Level

4

Domain

Granted Power

Granted Power

Level

DC

Uses per day

Level

DC

Uses per day

CALL CELESTIAL ALLY

Level

8

Lesser Planar Ally

Paladin Level - 3 =

Caster Level

12

Planar Ally

☐ Called this week

16

Greater Planar Ally

SPELLS

Spell Save DC

Spells per day

=

Base Spells

+

Bonus Spells

CHA

1

2

3

4

Spell Save DC = 10 + CHA + Spell Level

Concentration

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

Caster Level

SMITE EVIL

FOES PER DAY

Paladin Level

Paladin Level

Misc

Foes Today

$$\boxed{} = \left(\frac{}{} \div 3 \right) + \left(\frac{}{} \div 6 \right) - 1 + $$

(Round up)

(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

Misc

Uses Today

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

(Round down)

Level

2

HEALING HIT POINTS

Paladin Level

Misc

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

(Round down)

MERCIES

Level

3

12

6

15

9

18

PREPARED SPELLS

☐ ☐ ☐

Domain Spell +1

☐ ☐ ☐

☐ ☐ ☐

1

☐ ☐ ☐

☐ ☐ ☐

Domain Spell +1

☐ ☐ ☐

☐ ☐ ☐

2

☐ ☐ ☐

☐ ☐ ☐

Domain Spell +1

☐ ☐ ☐

☐ ☐ ☐

3

☐ ☐ ☐

☐ ☐ ☐

Domain Spell +1

☐ ☐ ☐

☐ ☐ ☐

4

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

DIVINE BOND

Level

5

Bonuses

1

Uses per day

1

9

2

10

2

13

3

15

3

17

4

HOLY SYMBOL OF

DURATION

Paladin Level

$$\boxed{} \text{ mins} = $$

☐ ☐ Uses today

☐ +1 caster level on any Paladin spell

☐ +1 use /day of Lay On Hands

☐ +1 DC on Channel Positive Energy

☐ +1d6 Channel Energy damage

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.