

# HOSPITALER



(PALADIN)

Paladin Level

Paladin Level - 3 =

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 HEALING

Spend one use of Channel Energy to create a 30ft aura.  
Allies automatically stabilise and are immune to bleed.  
Each round allies are healed 1hp per hit die, and may make an extra saving throw against curses, disease or poison.

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

Cleric Level

= Paladin Level - 3

### CHANNEL PER DAY

Misc

Today

= 3 + CHA +

### ENERGY ROLL

Cleric Level

Misc

d6 = (  ÷ 2 ) +

(Round up)

### WILL SAVE DC

Cleric Level

= 10 + (  ÷ 2 ) + CHA

(Round down)

## DIVINE BOND

Level

5

☐ SPECIAL MOUNT

☐ BONDED WEAPON

Name

Type

☐ Summoned Today

Enhancements

## SPELLS

Spell Save DC

Spells per day

=

Base Spells

+

Bonus Spells CHA

<input type="text"/>	1	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	2	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	3	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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Spell Save DC = 10 + CHA + Spell Level

## SMITE EVIL

### FOES PER DAY

Paladin Level

Misc

Foes Today

= (  ÷ 6 ) - 1 +

(Round up)

### ATTACK BONUS

Misc

+  = CHA +

### DEFLECTION BONUS

Misc

+ AC = 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

+  =  +

### EVIL DAMAGE BONUS

Paladin Level

Misc

+  = (  × 2 ) +

## LAY ON HANDS

### USES PER DAY

Paladin Level

Misc

Uses Today

= (  ÷ 2 ) + CHA +

(Round down)

Level

2

### HEALING HIT POINTS

Paladin Level

Misc

d6 = (  ÷ 2 ) +

(Round down)

## MERCIES

Level

3

6

9

12

15

18

## PREPARED SPELLS

1

2

3

4

## 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.