<b>DIVINE DEFENDER</b>	SMITE EVIL
OF Paladin	FOES Paladin Foes PER DAY Level Misc Today
(PALADIN)	= ( ÷ 3) + □□□
Paladin - 3 = Caster Level	(Round up)
DETECT EVIL	ATTACK DEFLECTION
As a move action, detect evil in one creature or item within 60ft.	BONUS Misc BONUS Misc
Does not detect any other evil auras nearby.	+ = CHA + + AC = CHA +
DIVINE GRACE	A successful strike with smite evil Smiting damage bonus applies double for the
2 CHA Bonus to all saving throws	bypasses damage reduction.  first successful strike against evil outsiders, evil dragons and the undead.
AURA OF COURAGE	DAMAGE Paladin EVIL DAMAGE Paladin BONUS Level Misc
Immune to fear effects including magic.	Level Misc
Aines within 1011 get +4 to saves against lear effects.	+ = + = ( × 2 ) +
AURA OF RESOLVE  Immune to charm effects including magic.	USES Paladin
Allies within 10tt get +4 to saves against charm effects.	PER DAY Level Misc Uses Today
AURA OF JUSTICE  Level Spend two uses of Smite Evil to grant allies the ability to	= ( ÷ 2) + CHA +
<b>11</b> smite evil. The bonus lasts 1 minute, but must be used in the first round.	Level (Round down)
Level AURA OF FAITH	2 HEALING Paladin
<b>14</b> Weapons considered Good aligned for overcoming DR.	HIT POINTS Level Misc
AURA OF RIGHTEOUSNESS  Level Gain damage reduction 5/evil.	d6 = ( ÷ 2 ) +
17 Immune to compulsion effects including magic.	(Round down)
Allies within 10ft get +4 to saves against charm effects.	SHARED DEFENCE
Level DIVINE HEALTH	Level AC CMD Spend two uses of Lay On Hands to grant a bonus to all adjacent allies.
3 Immune to all diseases including magic.	CHA Duration
CHANNEL POSITIVE ENERGY	'
Level Channelling positive energy uses up two of today's	15 +3 +3
4 uses of Lay On Hands.  ENERGY Paladin	Level Bonus granted to all allies within 10ft.  6 Allies within range who reach lower than 0hp automatically stablise.
ROLL Paladin Level Misc	6 Allies within range who reach lower than 0hp automatically stablise.
d6 = ( ÷ 2 ) +	Level Bonus granted to all allies within 15ft.  12 Allies within range are immune to bleed damage
WILL Paladin	Level Bonus granted to all allies within 20ft.
SAVE DC Level	<b>18</b> Allies within range gain a 25% chance to negate sneak or critical hit damage.
= 10 + ( ÷ 2 ) + CHA	PREPARED SPELLS
(Round down)	
DIVINE BOND	1 000
Level Name WEAPON ARMOUR	
5 Name	
Type Summoned Today	2 000
Enhancements	
	3
SPELLS	
Spell Spells Base Bonus Spells	4
Save DC per day Spells CHA	
2	HOLY CHAMPION
3 7777	Increase damage reduction to 10/evil.  Level On using Smite Evil to successfully hit an outsider that outsider is subject to Banishment
4	20 The effect of Smite Evil ends after this attack.
Spell Save DC = 10 + CHA + Spell Level	On using Channel Positive Energy or Lay On Hands, heal the maximum possible amount.
Concentration = CHA + Caster	